

# The SPONTOON ISLAND WRITERS GUIDE

Version - 1.6

© June 25<sup>th</sup>, 2011 c.e.

**THIS IS A WORK IN PROGRESS**

**-Please Help-**

Spontoon Island was created by Mr. Ken Fletcher  
With assistance and input by many Spontoon Creators

**- PLEASE SHARE -**

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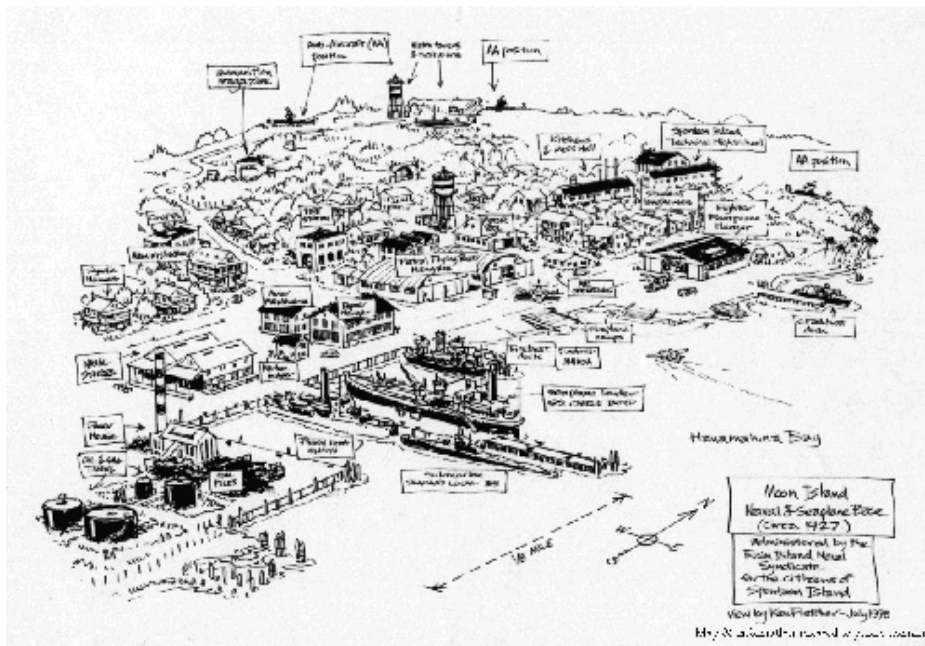
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Where possible, the reference or writer is listed. See notes at the end of this file for Creators.

If you find errors, need yourself added as the originator of something or wish to add material please write  
Mr. Dorrycott at [reesedorrycott@yahoo.com](mailto:reesedorrycott@yahoo.com) and add the subject line SPONTOON. Thank you.

## About Spontoon Island:

Spontoon Island was created and is controlled by Mr. Ken Fletcher. The setting is in an alternate, fictional Anthropomorphic universe set in the 1930's. The emphasis is upon Amphibious aircraft, those who fly them and those who maintain them. *Located in an warm current and almost directly West of Vancouver, Canada, Spontoon Island and many islets around it have near tropical environments, though they do have cold seasons unlike say, Tahiti.* Mr. Ken Fletcher is the person that you approach to enter this world, and who will escort you out (probably with a rusty bent boat hook) should you disobey the rules.



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If you have additions or corrections to this file, please send them to [REESEDORRYCOTT@YAHOO.COM](mailto:REESEDORRYCOTT@YAHOO.COM)  
with the subject header **Spontoon Writers Guide**. Thank you.  
*Front Page Art Mr. Ken Fletcher 1998 c.e.*

# *What is New*

## **Version 1.5**

Two Flappers Slang Lists at the bottom of the file.

**Wikki:** *Flapper in the 1920s was a term applied to a "new breed" of young Western women who wore short skirts, bobbed their hair, listened to jazz, and flaunted their disdain for what was then considered acceptable behavior. Flappers were seen as brash for wearing excessive makeup, drinking, treating sex in a casual manner, smoking, driving automobiles and otherwise flouting social and sexual norms. Wikki*

Change the music and it sounds like a lot of today's women. Especially the younger (pre 20's) breed.

## **Standard Plea for Help:**

We have still received only a bare trickle of material from Spontoon Contributors. Please, if you want to add your character lists, note a typo or badly written piece, or correct an error in this file regarding your material, contact us. The e-mail address is on the Front Page (page one) and Contents page of this file (page two.)

There is a tremendous amount of work as yet to do in creating this work. There is no way I can keep this thing current. Still, as best I can I will work to insure that it is updated at least quarterly (forget monthly, it is impossible.)

I think that I have finished about 1/3rd of what is out there, and I still haven't started on other people's Character lists.

Help?

Note: As of this release, the Spontoon Writers Guide is now 57,201 words long and 140 pages. You will note that this is a reduction in size. This is due completely to splitting apart the Background information and Character information. Yet it is still no where near complete. Nor will it ever be (we hope.)

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Useful Web Link: **The Dirty Thirties:** <http://www.paper-dragon.com/1939/>

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# THE LEGAL STUFF

## ABOUT COPYRIGHT:

This is the really big one. Although classified as a SHARED WORLD, and while certain items (mainly Maps and The Brotherhood of the Boneless) have been released into the Public Domain, do not assume that what you want to use is Public Domain. Always ask first. Because if it isn't in the Public Domain, you are automatically wrong. Please remember that just because you found something on the World Wide Web does not mean that it is Public Domain. This is a mistake that even lawyers tend to make. If you are wondering how the writer knows this, be aware that the writer and his wife work with lawyers on their Political Campaigns on occasion.

By law, unless you specifically release your material into the Public Domain, anything that you create is automatically Copyright to you. Please be aware that though you may release your own work into the Public Domain, doing so does not release characters, places or other copyrighted material created by other people that you have been given permission to use. No one may place another's work into the Public Domain.

For example, if you use the character Reggie Buckhorn (© EOC) with permission, then should you release your story to the Public Domain, Reggie Buckhorn remains © EOC. Only he may release his creations to the Public Domain. No one else may do so. This same goes if you post your material on a site with a EULA that states '*anything you post here now belongs to us.*' Yes, Yahoo, Google and several PbeM groups have released such EULA's. As an example, from Googles original CHROME EULA, which has been later amended;

*11.1 You retain copyright and any other rights you already hold in Content which you submit, post or display on or through, the Services. **By submitting, posting or displaying the content you give Google a perpetual, irrevocable, worldwide, royalty-free, and non-exclusive license to reproduce, adapt, modify, translate, publish, publicly perform, publicly display and distribute any Content which you submit, post or display on or through, the Services.** This license is for the sole purpose of enabling Google to display, distribute and promote the Services and may be revoked for certain Services as defined in the Additional Terms of those Services.*

**MOST IMPORTANTLY!** Once released to the Public Domain you cannot retract that material into the Copyright Universe ever again. This action is a one way road.

The United States Copyright Web Page will be found at; <http://www.loc.gov/copyright>  
An excellent Copyright FAQ will be located at; <http://www.rexx.com/%7Ejaguar/copyright.html>

## PARODY AND PLAGIARISM:

This is the next big one. **Parody** is to write something like, say, Mad Magazine does. Or the book BORED OF THE RINGS.

**Plagiarism** is taking something and simply replacing its characters with yours, or slightly modifying the original. Or simply copying material from someone else's work and calling it your own. The first can earn you accolades. The second serious visits from lawyers, as a woman in Russia discovered when she plagiarized the Harry Potter books. And trust us, if you do manage to get a plagiarism past the editors, when those lawyers come knocking they are going to point right at you.

## **PERIOD COPYRIGHTED CHARACTERS:**

Spontoon Island is set in the 1930's. Thus you can have your characters 'put on a Goofy Face' or 'Do her best Donald Duck impression.' These characters though do not exist in the Spontoon Universe, other than as film characters. Bringing them in, or a character of another name that acts exactly like, talks exactly like them is a no-no. See Parody and Plagiarism above. Characters and events 'in the future' (say Voltron, Teen Age Mutant Turtles, Power Rangers, Pinky and the Brain, The STIG or Jessica Rabbit) are not allowed in any case. They are out of period. By up to fifty years in some cases.

***One exception exists to this rule at present. If you have a character in another universe and wish him/her to visit Spontoon, then as long as it does not overly affect the balance of the Spontoon Universe, that is fine. Thus having Keela, the Empress of Brightwater, arrive with her most trusted servant as a low key tourist for a few days. In order to get away from the daily stress of battling The Black Riders is one thing. Having her arrive with her entire court is quite another. Having The Black Riders follow her and start a battle with their battle moons in the middle of Spontoon Harbor is a definite no-no.***

The Battle Moons wouldn't physically fit anyway.

The Yellow Kid, 1894-1896, though much earlier than the 1930's, might still be around in print someplace. Thus could be mentioned as 'He's about as smart as the Yellow Kid.' Also, if a character was created to exist only in the 1930's they can be referred to. Say any character from TALES OF THE GOLD MONKEY, DISNEY'S TALESPIIN or INDIANA JONES. These are acceptable for reference or parody only. Though in all honesty, playing with any of Disney's characters is never really a good idea. They have legions of excellent and very, very nasty lawyers.

In the case that you want to have a character parody and do not know how, two examples that you should look at in the Spontoon Universe were created to be the exact opposite of Shirley Temple and Indiana Jones. Along with all they stood for. This is Shirley Shrine and Kansas Smith (© SLB). Smith is the exact opposite in sex, looks and personality as Indiana Jones. Shrine is simply a little monster. These kinds of long running parody characters are on a case by case decision. Let Mr. Fletcher see what you are going for, as only he can okay such things.

### **If Someone Copies Your Story/Character, or Uses Your Character or work Without Your Permission (or outside the guidelines you gave when permitting your characters use.)**

First. If possible, contact the person who has abused your trust and notify them, and what you would like done. *Note: Not everyone has their contact information available.* CC your message to Mr. Fletcher or the SYSOP of the site you located the material on if it is not on RoonToon. In any case Mr. Fletcher should be aware of any problems such as this. Just insure that her knows this is only a heads up and that at this time he does NOT have to get involved.

Second. Only if the person refuses to correct his problem, send a request to Mr. Fletcher that the material be removed until it is corrected. Remember to carefully explain why and that you have already attempted to clear this up. Copy e-mails in case you think he might need to see them. It really only takes a few minutes for a truly imaginative creator to create a new character after all.

Asking to have your character removed from something that you did not permit, or when used outside your guidelines (or out of character) is not wrong. It is the correct, and only legal way to maintain your copyright.

### **Out of Character:**

Out of character is when someone writes/draws a persons character doing something that their creator has

said that they will never do. For example, someone writing that Antonia T. Tiger's character Wolf Baginski beat his wife. Or that Songmark sells some of their girls to slavers. Or a drawing of Oharu Wei in bondage and liking it (yes this last one has happened.) This is out of character and will not be allowed.

*From Mr. Ken Fletcher*

© 15 February 2006

*A reminder:*

*The basic "Spontoon Island" world & setting is in the Public Domain.  
This has been the legal situation since 1997.*

*Some of the 'History' and 'Maps' are labeled as being in the Public Domain.*

*Not all the characters and setting details are in the Public Domain. Contributors retain their copyrights & character control, unless they choose to share their creations, or designate publicly that a specific creation is in the Public Domain. As a service to contributors, there will be an attempt to list specific characters & specific settings by creator. You may contact contributors through the "contact" page.*

*All the maps are correct, even if they do not match.  
Ken Fletcher--15 February 2005*

## *All Right, lets get to the fun stuff shall we?*

### **What is the Spontoon Island Universe?**

The Spontoon Island Universe is a Shared World, one originally dreamed up by Mr. Ken Fletcher. It is added to, explored and populated by any writer or artist who desires to make the effort. Other than Spontoon, the major Islands are Krupmark Island to the North-West-North (think 1930's movie villains such as stereotypical Gangsters & spies) and Cranium Island to the North (think 1930's movie Mad Scientists and Lovecraftian style monsters.) Along with Kuo Han, Cipangu and dozens of other exotic, dangerous places. There has been, at this writing, no real information about how the European map may be different than the Pacific map.

*It is at least eight things.*

© 2006 Mr. Ken Fletcher

**"Spontoon Island"** is a shared background used by a batch of writers and artists as the basis of stories and art that they produce and share with an audience (or not). (Simon's stories on his VCL archive fit in this category, and any stories that he's never shared with anyone fit the "(or not)" category.)

**"Spontoon Island"** is the shared background used in co-ordination by several contributors (in multiple groups of writers) on at least 2 web archives (and maybe more). The Naorhy archive and the "Spontoon Island" website archive and Simon's VCL archive fit this category. Some of the contributors are in affinity-groups, doing collaborations, other contributors are somewhat loners.

**"Spontoon Island"** is the attempt made, very informally, among the writers and artists, to keep everything on the same map. To try and co-ordinate the setting and keep it internally consistent. This is occurring even among contributors who may be on the 'outs' with each other. These are the contributors who have 'One True Spontoon' as an ideal.

**"Spontoon Island"** is the website publishing some selected contributions on the internet, 'published' by me through the maintenance, 'published' by Tim Fay for the server space computers and access money, and me for the detail editing and editorial direction.

**"Spontoon Island"** is the original hard-copy zine, used to promote and publish the setting and serial stories. It was a learning tool for the co-op setting, the co-op writing, and my editorial and publishing abilities.

**"Spontoon Island"** is what visitors the web understand when they look at the websites; and what the pop culture fandoms have heard, seen, or Googled about the stories and setting. It is the description people will use to describe the commissions they plan to buy 'Spontoon stuff' from freelance artists and writers.

**"Spontoon Island"** is a Real Place in the Dreamtime.

**"Spontoon Island"** is a \*public domain\* basic setting for stories and art. Declared "public domain" in 1997, before attempts that have been made by treaty to make 'public domain' disappear. The public domain sections of that 'Spontoon Island' setting may be taken by any genius or any jerk, and used on network TV, a Nobel Prize winning novel, or pornographic Sonic comic strips written in Romany on Uzbekistan bathroom walls. There need be no credits given and no acknowledgment of the source. The \*public domain\* part of

Spontoon Island is in public domain, and I believe that is irrevocable by international law.

And I will be producing more 'public domain' Spontoon material and publishing it -- and requesting that others do the same.

*(This ends Mr. Fletchers special section. For this version of the SWG.)*

## *About Spontoon Island:*

### *Geologically;*

Spontoon Island is the dead remains of a volcano, one that had a really bad day a very long time ago. It is a circular group of related Islands that are the remains of that volcanos Caldera. An excellent example of such is Santorini, located in the Mediterranean. Santorini is also known as most probably being Plato's Atlantis by most scientific researchers. Thankfully, unlike Santorini, other than a few rare hot springs the volcano that created Spontoon is now extinct. The entire Island having long ago moved away from the Hot Spot that created it.

The nation of Spontoon itself consists of the seven main islands known as **Main, Eastern, South, Casino, Sacred, Moon and Meeting Island**. There are also many other minor Islands, from **Motos Revenge** (about one acre) to **A'ha Island** (many acres.) Then there are the "Rocks Above the Waves." These islets are never inhabited, have no fresh water and may be as little as a few feet wide to ten to twenty feet wide. Most are, as of this writing, unnamed. Lets not get into "The Rocks Below the Waves that Eat Boats."

Currently (the 1930's) the depth of Spontoon's harbor runs from a few feet, to one hundred and ninety-one feet in depth. Rubble from dredged channels and Ships Ballast is commonly discarded into the deepest areas. Thus this depth is constantly subject to change. Please read the latest official chart updates before running your submarine through at flank speed.

### *Politically;*

Spontoon is connected by Treaty to the Rain Island Syndic. There are also several other treaties with other local island nations. As no one trusts 'The Big European Nations', these are mainly self defense treaties. While Rain Island provides military protection to Spontoon, Spontoon herself provides protection for many smaller island nations.

Spontoon's Government is known as The Althing. This is taken directly from Iceland's Government, and it works in much the same way.

### *Who's in Charge on Spontoon:*

The native people of Spontoon.

Basically Spontoon Society is run by the people (natives only, no exceptions.) They elect the Althing. What outsiders (Euro's) do not know is that the highest place of Power, the point where ones last appeal lays, is in the Great Mothers Paws. The Great Mother, or High Priestess, is currently Saimmi. She ascended to this position in late 1936. Euro's (non-natives) have no voice in the Government, laws or daily life of Spontoon.



It is not well known, but there is a Triad of power holding everything together. This is The Althing, Priestess's and Intelligence Agencies. They normally work extremely well together.

### *Religion;*

Any actual (non-dark path) religion pre-1940, other than Jewish, Islam or Christianity that you can think of, may be some part of one village's version of Spontoons' official belief system. European Religions are, as by law, restricted to Casino Island. Prosthelizing (preaching/teaching your special belief, handing out bibles, religious tracks, blessing places etc.) anywhere but Casino Island is a violation of Althing Law and, in the least will get you thrown out of Spontoons. Occasionally with a Do Not Return label tattooed to your forehead. That is, if the natives do not deal with you first. There are occasionally 'missing in action' Missionaries in and around Spontoons and its local island friends.

The main religion for Spontoons is Polynesian. This does not mean that other religions are not in evidence. For example; the Honored Mother Oharu Wei (© DRD) is Shinto, while the Honored Mother Dia Kura (© DRD) serves Bast. Both also freely serve the Gods and Goddess's of Spontoons. Neither speak of their own belief unless asked. Euro religions are not trusted on Spontoons. They have learned the lesson taught by Hawaii, Tahiti, Tonga and other once free, and now religiously enslaved islands.

**Sacred Island** is the most important place for Spontoons' Religion. It is a completely uninhabited island, and no one who remains after sunset leaves unchanged. For you are **JUDGED**, and Judgement is made immediately. It is sometimes possible, with a Priestess beside you to shield you, to remain at one specific safe location overnight. This is a ruined stone building next to the stone causeway. You will still be seen, but you will not be judged. Maybe.

Please note the following. The words **SHAMAN** and **PRIESTESS** are not interchangeable labels. In all known cases the word **SHAMAN** refers to a male. **Shamanism** is a Siberian mystic tradition. On Spontoons, the only Male priests are the Wild Priests. There is one for each major island (except Sacred Island.) No more, no less. Though a character from another nation might refer to a Priestess as a Shaman (as it is his/her only reference) they are not.

Wild Priests have a dark secret that they speak of to almost no one. The Songmark Student Molly Cabot (© SLB) is currently the only Euro ever to hear the full truth. Wild Priests live, on average, four times as long as the average fur. Their lives are lonely, they are very rarely ever seen. When they speak, it is almost always in short, cryptic sentences. Wild Priests are not labeled such because they are Wild or Mad (insane), but because to live in the wild. They are never physically involved with any sex. To date no one has found the abode of a Wild Priest, nor discovered how they travel from island to island without using at least a water taxi.

**Dark Path religions like Satanism, Voodoo or Santiara do not exist on Spontoons Island. Period.**

### *Where can I live:*

If you are a native, anywhere but Sacred Island. Sacred Island is uninhabited. Completely uninhabited. If you are not a native, other than in rare occasions you are limited to living on Casino Island. Contract Employees (such as Lady Helen Whitehall (© DRD), a teacher for S.I.T.H.S.) may live on Meeting Island, Eastern Island or a few very special places on South Main Island.

### *What can I do for a living:*

As a native, anything legal. Or illegal if you want to take your chances with the law. You may be a fisherperson, Huntress, reporter, painter... Note: THERE ARE NO PRISONS ON SPONTOON. Euro's wonder why. One really does not want to find out why. After all, the crabs are always so hungry.

As an Euro you may contract with a native business, go into business with a native or work for an established Euro or native business. Occasional 'characters' such as Captain Gary (© WVN) are permitted to have their own tiny business based upon Casino Island. This though is very rare, as you really have to impress the natives a great deal to achieve this privilege.

### *What lifeforms are available;*

As Spontoon is a Shared World, no single thread is the official thread. Some creators allow no humans in their version of Spontoon. Some no Reptiles, some no Simians. Some allow only a bare number of humans/simians. It varies too much to nail down with anything smaller than a wide bore 155mm scattergun. However the Spontoon universe has one overriding rule in this regard. If you do have humans or simians, they are exceedingly rare. Something like one in one million.

As to classic monsters, things like Vampires and werewolves (would you call a werewolf wolf a werewolf? Bow-wow-oh-wow?) may exist in the Spontoon universe, but not on Spontoon or the nearby (read within several dozen miles) islands. They tend to get aced by the Priestess's really, REALLY fast.

Aliens from space/time/other realities/universes do not exist in the Spontoon Universe. Monsters such as those found in many tales, currently mainly by SLB & DRD, are found only on Cranium Island. If they step off, they normally go POOF! Some furs experimented upon on Cranium Island have escaped. Currently not much is known about their destinies.

### **What is a Shared World;**

If you are reading this, you probably have access to the world wide web. Please go to [http://en.wikipedia.org/wiki/Shared\\_universe](http://en.wikipedia.org/wiki/Shared_universe) where you will find an excellent article about what Shared Worlds are, and are not. There is another, specific to Spontoon Island on at [http://en.wikifur.com/wiki/Spontoon\\_Island](http://en.wikifur.com/wiki/Spontoon_Island)

### **When is the APA/Zine published?**

According to Mr. Fletcher, the last 'Zine was published back in 2003. At this time it is doubtful if anymore will ever see print. It could happen, but not in the economic environment that the majority of Spontoon Players find themselves in at present (2010 c.e.)

### **May I write about...**

May I write about Reggie Buckhorn, Oharu Wei, Songmark, Angelica, Lady Alworthy... If you wish to use another creators character or creation, you must gain written permission by that characters copyright owner before doing so. Having received such permission, you must keep that character in character and abide by any rules given. Adding a 'Garth BingBop, copyright Joe Blow, used with permission' under the title and your name is a mark of respect. Sometimes, when you work with another person and their characters long enough, you might get away with 'The usual suspects copyright XXX, used with permission.' Especially if

there are a lot of them.

### **Where can I find..**

Important material about Spontoon will be found further on in this file. You may be looking for the owner of a specific character, item, event or place. For this you will have to look at appendixes or the now separate Spontoon Character List. As much as is possible major places, events and characters have been added to the Appendix. However some creators have 'character notes' that run thirty pages or more.

There are also two YAHOO GROUPS that exist where you may ask questions. Both are moderated by Mr. Mitch Marmel. Only he may allow you access. Be aware that not all Spontoon Creators are members of these groups. For example, this writer (Mr. David R. Dorrlycott) is not a member of either list.

[http://groups.yahoo.com/group/Spontoon\\_Island/](http://groups.yahoo.com/group/Spontoon_Island/)  
[http://groups.yahoo.com/group/Spicy\\_Spontoon/](http://groups.yahoo.com/group/Spicy_Spontoon/)

Please note that posting on these groups does not mean that a specific copyright owner will every see it, or even suspect that your question, or even you exist. You see as noted above not everyone is a member of the Groups. There is a contact page on the official Spontoon Website where you may find the e-mail (or snail mail) address most creators. Assuming it is okay because no one said that it wasn't, or someone happened to say 'I like it', but the copyright owner never spoke on the matter one way or the other does not make it okay. It makes you automatically wrong.

### **Research;**

Eventually you are going to run into the fact that, though there is a lot of data for big events in the 30's, hard data on daily life pretty much doesn't exist. This is costs and types of items, pay, availability, music and such. Various Spontoon Players have personal research material, and most will be happy to either answer your question or share with you. When they do, be kind and at least thank them. Donations to offset their costs to find and provide you with this information are always acceptable.

You see, research materials can be expensive. For example. When you start looking for reference books that your library doesn't have, or cannot get through inter-library loan. Well, an example is the DICTIONARY OF POLYNESIAN MYTHOLOGY by Robert D. Craig, printed in 1989. It goes for over \$140.00 in 2009. It is though, one of the two best references on Polynesian beliefs around. An original 1930's era SEARS or WARDS catalog can go for as much as \$190 once postage is added in.

### **What is the rating for Spontoon;**

Currently (2010) there are two main sites that carry Spontoon related material. The official site is run by the creator. Mr. Ken Fletcher; <http://spontoon.rootoon.com/> and is rated G to PG-17 (Mature.) You can get away with as much as a topless Hula Dancer and heavy petting. Violence, Drug Use and Sex must always be Fade to Black. [www.naorhy.com](http://www.naorhy.com) (Adult) allows hard R, which allows the showing of all physical parts but no actual sex (penetration, erection, fluids etc.) Sex and Violence are still Fade To Black. This is a private site. If you want more than that we suggest that you start your own website.

### **What if I want to create my own Spontoon Island...**

Build your website and go for it. Spontoon is a shared world.

## **What is FADE TO BLACK?**

This is when you lead into a scene, giving your reader/viewer enough information to know where things are going, then fade out.

*An example of a sexual act would be;*

Thomas reached up, running his fingers through Karls delicate facial fur. "You know" the fox whispered to the other in his softest voice. "That I have always loved you." He then leaned forward, placing his lips upon the other hounds as the rooms door slowly closed behind them.

*An example of a Violent act would be;*

The pig carefully removed his jacket, only then looking over to the bound doe. "My dear Elise. You have very much disappointed me. Why, to let the police know about that little package. Elise my sweet. You have cost me a great deal of money. Now I am afraid that I must make an example of you." Withdrawing a red hot poker from the brazier beside him he swung it towards the frightened doe. "And you had such beautiful eyes."

*An example of a Drug Use Act would be;*

Janet watched as her paws began to shake. Already she could feel the pain building in her belly. She had wanted Paul's last night on Spontoon to be something for him to remember, and in doing so had used only the lest amount of her personal devil that she could. Now it was morning and Paul was gone. Gone, to return to France. She would never see him again.

Opening a small metal box she withdrew the objects she needed. A spirit lamp, pale blue powder, a burnt silver spoon and a hypodermic. Her paws now shaking steadily she lit the spirit lamp. Only a few minutes. In only a few minutes her pain would be relieved. She would never see Paul again.

## **I have this great idea;**

Approach Mr. Ken Fletcher with it. He is the only person who has control of what goes on in his world. It is his dream, his creation. Please respect this.

## **Where on Spontoon Island is;**

Lists of islands, what they have and whom, if anyone, owns them are always under creation. Please check for updates often. Both Rootoon and Naorhy will have the latest version in PDF format for free download. Should you create a business, village etc, please notify Mr. Ken Fletcher. You will need to supply where, how big, what it does, who's there, is it native owned and any special notes. For example, *'The head waiter can be bribed, and faithfully remains bribed no matter how much someone else offers.'* This of course refers to PARRYS, a small restaurant on Casino Island. Or, *'It is next door, to the left of the Double Lotus as you face it.'*

Please note that other than certain places (Songmark, Great Stone Glen etc) you really do not need written permission to use such places in your work. As long as you don't say, turn The Yellow Lance into a red light district, or have an orgy in one of the better hotels lobbies.

### **When Does...;**

The Hoopy Jaloopy Celebration occurs after the last Tour boat leaves, weather permitting. It is held on A'ha Island. This is usually on or around September 4<sup>th</sup>. Officially it is both a nation wide celebration of the tourists departure, and an important religious event. Un-officially, it is more a huge party and National Holiday than anything else. A'ha Island is a flat bit of ground of several acres currently not inhabited because it has no fresh water. Visits though are very common.

Further dates and events are listed within this file.

### **Who controls;**

Cranium Island, Rain Island, Krupmark Island etc. Well, no one controls them, but certain people do write rather extensively about them. This has no restriction upon others writing there as well, as long as in Spontoon Island itself, the previous creations are respected. Please do not swim in the Black Pool on Cranium Island. It is trillions of very hungry microscopic monsters. Honest, you wouldn't like it. It is a great weight reduction program though. They even like bones.

### **Regarding Historical Events;**

Important note here. Some creators are going to want to follow our history lockstep to the letter. Others have completely different ideas. The only thing that can be said is this; play in the reality that interests you. If you want to follow history lockstep event for event, or create your own history, feel free. Both are absolutely acceptable. Simply please, insure that if you are going to have France attack England, that the reality you are playing in accepts that. In short, ask those you are working with. Currently as World War Two slowly approaches, some creators intend to follow history. While at least one will have Red Russia attack White Russia, while another plans to have Japan side with America. So for your own enjoyment, insure that what you want to do is acceptable by those whom you are working with.

### **So... Who owns what? Really.**

Ohh.. That is complicated. Really, really complicated. Every story and piece of art has a Copyright By; line under the title. That is whom owns what. If the text/art also has '*Released to the Public Domain*' on it, only then is it free for anyone to use.

Examples of what have been released to the Public Domain as of this date are Mr. Fletchers maps and Mr. Dorrycott's Brotherhood of the Boneless. This does not make anything created with these items Public Domain however. Thus anyone may use the maps, and anyone may write a story using the Brotherhood. Just do not expect to find much in the Public Domain. People work hard to create their dreams. That they share them with you is a gift not to be stomped upon with muddy storm trooper boots. They bite.

### **BE AWARE WHOM YOU COLLABORATE WITH!**

There are those who have been know to yank permissions without regard to the problems it may cause anyone else. BE CAREFUL!

**Characters & Places mentioned in this section are Copyright to;**

ATT = Antonio T. Tiger  
FKTA = Freddy Andersson  
MM = Mitch Marmel  
SLB = Simon Leo Barber  
WVN = William Van Ness

DRD = David R. Dorrycott  
JU = John Urie  
RLB = Richard Bartrop  
TW = Taral Wayne

EOC = E.O. Castello  
KF = Ken Fletcher  
RBM = Richard B. (Rick) Messer  
WDR = Walter D. Reimer

# *Editorials*

Written by Mr. Ken Fletcher

## **Editorial Basket**

© 15 February 2006

A reminder:

The basic "Spontoan Island" world & setting is in the Public Domain.  
This has been the legal situation since 1997.

Some of the 'History' and 'Maps' are labeled as being in the Public Domain.

Not all the characters and setting details are in the Public Domain.  
Contributors retain their copyrights & character control,  
unless they choose to share their creations,  
or designate publicly that a specific creation is in the Public Domain.  
As a service to contributors, there will be an attempt to list  
specific characters & specific settings by creator.  
You may contact contributors through the "contact" page.

All the maps are correct, even if they do not match.  
Ken Fletcher--15 February 2005

## **What is all this, anyway?**

© Ken Fletcher--6 December 2001

This webpage is an archive of contributions for a zine that features  
1930s sea island adventures. All the contributors are adults,  
probably doing this for fun. The zine is intended to be  
not-for-profit, and an experiment in a co-operative shared  
setting (for those contributors who are interested).

The setting is intended to be in the public domain, with  
contributors keeping control of the rights of their own material.  
Some have chosen to allow other contributors to use their ideas  
within the zine and on these web pages.

I wish to give affectionate acknowledgment to  
the entertainment and publishing corporations, writers, artists,  
& performers who have done sea-island-style for us all.  
They have helped us all enhance and populate our sea-island dreaming.

No corporate trademarked characters,  
props or settings are intended to be published here or in the zine..  
(We have some legal slack for affectionate parody and satire of archetypes!)  
This is a reminder that we can create these settings and archetypes, ourselves.  
Seaplanes, sea islands, hula dancers and 30s adventure exist  
within our dreams, before some of these archetypes became trademarks  
in a corporate world.

**Well, \*that\* sure looked like an Editorial!**

© Ken Fletcher--7 December 2001

Some of the material is not going to fit in a strict "1930s sea island adventure" category. I'll cheerfully select & publish material that approximately fits this fantasy category, including Grim Pulp Adventure to Tiki Slapstick. I like the transition of technology from wood & wire, over to streamlined metal, so 1930s technology is appealing. I am happy with showing stuff from the early 1900s through the late 40s. What I want is fun "Retro", that shows you've done your historical research, and research in pulp fantasy cliches is fine.

If a contributor isn't into seaplane technology, then they can do something with cliché hula culture. Draw a dancer! Visit the islands!

I do cartooning, so much of the zine has been illos and cartoons. I've been pleasantly surprised at the response from writers who like the general themes.

Not all the material I'll publish will be in the "Spontoon Island Archipelago" setting, either. The setting is there for whoever wants to play in it. Other material is just as much fun to publish. Cartooned Russian seaplanes from 1925 need to be published, too, and unless there's other better sites, I might very well publish them! (Printing costs and bandwidth costs allowing!)

Not all the material published may be "furry" or "funny animal", either. The zine started out a funny animal zine because that is how I cartoon for recreation. Don't be surprised if some humans show up, if only in reference illos!



# *Casino Island*

**The Aero-Club** where else would pilots meet on Spontoon? (JU)

**All Euro Religious Missions.** Save two. Pre-1937 there was a badly kept wooden Catholic Church on South Island. On Meeting Island there is a stone church (religion determined by who is writing the story.) After 1937 the South Island church has been removed, replaced with a sacred grove. Sacred to the natives. When the current minister/pastor/ priest/llama of Meeting Islands Church passes on it too will be closed. Unlike South Island, it will not be dismantled. (KF)

**All National Consulates.** There are no true Embassies on Spontoon. They are too expensive to maintain for what you get. This does not keep the Consoler Generales from trying to one-up each other with formal parties. (KF)

**Ave Argentum** (Jesuit Flying School) A very short lived highly religious (Euro) academy. Gone by late 1937. (SLB)

**Bow Thai** - Restaurant - (SLB)

**Carlton Hotel** - Hotel. Of average class for the average tourist. (RBM)

**Casino Island Art Center** (MMM)

**Casino Island Businessmen's Protective Association** (WDR)

**Casino Island Cooperative High School** Located on the north side of Casino Island overlooking Student Bay. (KF)

**Chan, Chan, and Cohen** High Fashion (the latest designs from Paris) Clothiers (Tailors, both sexes.) (ATT)

**Chizzelflint, Hiram** Business. Pawnbroker. Lower side of town. (RH)

**Coconut Grove** - Restaurant (SLB)

**Colonial Bar**, (*known as the Pewter*) a smallish establishment tucked away on a Casino Island side street, nowhere near the water but with an excellent view of Luakinikania Park. In appearance and decor, the Colonial was almost the very antithesis of the prototypical Polynesian watering hole. To be sure, there were ceiling fans, potted palms, and rattan chairs, but there was no thatched canopy over the bar, no glasses shaped like Tiki gods, and absolutely NO tiny umbrellas in the drinks. As for the barkeep, instead of the per usual Spontoonie native with a wide grin and a loud shirt, this one was an East Indian; a blackbuck clad in starched, white livery with a high collar. Ditto for the wait-staff, a male mongoose, rather than the standard-issue native girl in a high-cut sarong. (JU)

**Devil's Reef** - Extremely low class bar next to Old China Dock. (Unk)

**Doctor Rudolf Goiter M.D.** Doctor. Discreet Treatment for 'Social Ailments.' Lower side of town. (RH)

**Double Lotus** - Sapphic Bar. (SLB)

In the EOC version it has rooms with beds for rent. A Tiger is the door guard.

In the Naorhy version it does not have rooms to rent, instead having a kitchen available and Cathedral ceiling. A Dalmatian is the door guard.

In both versions there are private meeting rooms available for business dealings (chairs and a table.)

In the Naorhy version there is a very private 'garden' accessible only from the bar and a very secret entrance, that is for contemplation, couples may speak in private and where 'The committee' meets. No windows from the surrounding buildings overlook this special place. (SLB)

Such are the differences in world views.

**Eriksson's' Outdoors** Excellent and fast tailors. They sell equipment but do not design it themselves. (SLB)

**Fitzhughs Escorts** Business. 27 Alabaster Street. Lower section of town. 'Escort Service.' (RH)

**Grand Hotel** Very high class hotel. Very expensive. (Unk)

**Great Pagoda** (WDR)

**Huntress Compound** Very private guarded stone walled compound where the best Huntress live in homes of their own. They do not often bring visitors to their homes, though such is not uncommon, and entering the compound without permission will result in being thrown off the island on the next available transport to anywhere (except Krupmark, Cranium & Kuo Han islands.) (DRD)

**Inter-Island Tours Company** Charter a boat, aircraft or native guide. Guaranteed reasonable rates and professional personnel. *Communally owned by the Albert Islanders.* Run by the Harvard Business School graduate N'Kualita. Who also just happens to be the Chief of Albert Island (strange thing that.) (WVN)

**Kart-Toombs** Aircraft for hire, cargo or tourist flights. Owned by Katherine McMaster (native, 51%) and Nikki Benevedo (Filypino, 49%.) (DRD)

**Koolgin and Sons** Professional photographers. Weddings, contests, news photos, special projects. They do it all. Fox and hound. (DRD)

**Knives Sharpened** Business. 16 Floogle Street. Ask for Stubby. (RH)

**L'Etoile** Major (read overly expensive) restaurant. (EOC/MMM)

**Lingenthal's Continental Restaurant** *The only place on Spontoon where bratwurst and "curry-wurst" was to be found in the off season.* (SLB)

**Luchow's** Restaurant, Middle Class. Comfortable. In the EOC/MMM version it is on Meeting island and run by one Rosie. (WDR)

**Luakinikia Park** Public park. Dominated by large carved Cyclopaedia blocks. Very well kept and very popular with the tourists.(SLB)

**McGee Resort** Small tourist resort, very fair prices, open year around. It has its secrets. (DRD)

**Madame Wu's Lotus Palace** (Red Light District, Low Class) Near Pier One. Originally near Old China Dock. (WDR)

**Mango Molly's** Fair Sailors bar. (WVN)

**Marleybone Grand Hotel** (Hotel) Very high class. Expensive. *It is said that the Marleybone Grand Hotel is the premier establishment on Casino Island.* (Unk)

**Mission Church** Run by Father Murphy. (WVN)

**Museum of Anthropomorphology.** Where the infamous Fire Crystal is to be found. No touche Fire Crystal. Hot, burn. Everyone who has stolen the crystal has burned to death, and oddly the stone has gawn a bit. (SLB)

**Nerzmann's Book Store** (Store) On Printers Lane. (EOC)

**Old China Dock** - The very worst area on Casino Island. Gentile Furs (and pretty ladies) are not safe, even in full daylight. (KF)

**Paradise Hotel** Hosts '*Jimmy's Cheeseburger Buffet.*' Popular with a certain class of tourists. (WVN)

**Parrys** - Restaurant - Head waiter (Russian) can be bribed, but once bribed by Party A, Party B cannot over bid him. He has a very bad memory regarding any events after a customer has departed. (DRD)

**Pirates Cove** - Very small anchorage, not really a hangout for pirates and probably never was. Unless the tourist board needs some of course. (WVN).

**Printer's Lane** (Street) As it says. Printers and bookshops. (Unk)

**Royal Hawaiian Airways** Maintains offices and terminal on Casino Island. (WDR)

**Saint Anthony's** (Church) Catholic Church. (WDR)

**Shanghai Sadie's** (wharfside dive) "*The only Barbary Coast saloon in the South Seas. I saw a dimly lit room right out of the 1890s, with waitresses, dressed as saloon girls from that time, scurrying between the tables. Most of them seemed to be rabbits for some reason. As my eyes adjusted to the light, I made out a dark, thick-set figure in a cloud of cigar smoke behind the bar. Decorated in the 1890's style, With false front, weathered and unpainted board-&-batten walls, and a litter of old fish nets and other nautical debris piled by its door.*" Sadie (married) was the feline smoking a cigar. Off Pirates Cove. (WVN)

**Shepherd's Hotel** Very high class. Restaurant L'Etoile D'Argent is part of this hotel, and *the Maître D'hôtel Andre D'Arbres is 'one right <BLEEP>.* (EOC)

**Song Airways** (Out of Business) The original company that was to start Songmark. *Folded when the only male in the team flew off with his secretary and all the portable assets.* For the record, his name was Irving. (SLB)

**SponTones** A popular musical group. (SLB)

**Temple of Continual Reward** Basically a high class 'club' for the local shysters, con artists and other above normal criminals. (SLB)

**The Golden Crab** Restaurant - (SLB)

**The Golden Pinecone** Mid-quality restaurant near the main water taxi dock. (DRD)

**Tropic Breezes Hotel** Mid-level hotel aimed more at College students than the average tourist. (WDR)

**Tum Tum Club** Cheap nightclub and 'house of ill repute.' Number 64, Pierside. In the old China Dock area. (RH)

**Yellow Lance** Dandy (Gay) Bar - One story, French style Boulevard bar-restaurant. Good service, good drinks, good food. No rooms for rent. (DRD)

## *Eastern Island*

**Mahanish's Restaurant:** Mainly for Aviators and their Mechanics. Near the gate to the Airport. (SLB)

**Radio LONO** The Spontoon Radio Station. Commonly used by approaching aircraft for a directional fix.

**Songmark Aeronautical Boarding School For Young Ladies:** Normally shortened to simply Songmark. No males allowed, not even the police. Known for one of its first year dorms becoming the most feared Air Pirates in this hemisphere. (SLB)

**Song Sodas:** Ice Cream and Soda restaurant, with meeting rooms. Lots of meeting rooms. A few completely soundproof. Why, its been said that you could fire a revolver in one, or slowly murder someone and never a sound be heard. All rumor of course. Owned by Songmark. (SLB)

**Superior Engineering:** Highest quality engineering work for aircraft and marine engines. Supports the Schneider Cup racers. (SAG)

## *Main Island*

**Chikloota** (Village) About a mile from Vikingstown. (SLB/FKTA)

**Crater Lake** aka **Sacred Lake**. (Lake) The remains of Spontoons last active volcano is here. Filled with fresh water (that escapes through its own, small waterfall) one can look down into its depths from above. No sounding has ever been made, but one can easily see that in one place the water turns from clear to deepest blue to black. (KF)

**Great Stone Glen** (Scared Site) Where Priestess Oharu Wei lives. Deep in Main Island, it is reachable only by traversing a maze of narrow foot paths lead by a native guide, or pushing through the thick living bamboo screen between it and the Great Waterfall (this is a no-no.) Often Tourist Voices can be heard through that screening, if one is close enough. Great Stone Glen is one of the Nine Anchors. Originally the great waterfall fell there. Upon the time of the Great Mistake, when some smaller islands vanished, the rivers route changed. Only a tiny waterfall now cascades into the area, vanishing into rents in the stone. Perhaps even to sea level. (DRD)

**Great Waterfall** (Water Fall) The largest waterfall on Spontoon. A very popular tourist spot. (KF)

**Haio Beach** Popular beach, as the prevailing currents keep it quite clean. (KF)

**J'dril's Bank** Oyster bank

**Kukui Village** This is a small village that sits on the Eastern side of Main Island, in a remote location accessible only by boat, or floatplane. Though remote, and with only a bit over one hundred and seventy villagers, it is a popular getaway for certain tourists on Spontoon Island. Here, other than by paw cranked generators and batteries is no electricity. Thus no radios, telephone, telegraph or bright colored lights. It is the perfect example of native life, and highly popular, as it is also the perfect getaway for stressed out Euros. For a few years (1935-1937) many young women vanished into slavery while from, or visiting this village. (DRD)

**Lotoaba Beach** Has small shallow quicksand patches. Popular with the movie companies.

**Main Village** The largest single village on Main Island. (KF)

**Mount Kiribatori** The tallest geological point in Spontoon at 10,000 feet (3048 meters.) Though having an (until 1936) unscaled vertical face on one side, there is a gentle slope path on another side that a fit tourist can climb in one day. It has a large, flat area at the summit that is about a half acre in size. With a breathtaking view of all the Spontoon islands. It's shear vertical face was finally scaled in 1936 by a team from Germany, with the help of Songmark students. It is the only place in Spontoon that see's frost. Passably snow as well, though this has never been officially recorded. (KF)

**North Shore Village** Where Angelica, Kama and Mamma Popoluma among others live. (FKTA)

**Pangai** Small village, near the big cove at the western end. (WDR)

**Plantation Bay** Near the Southern tip of Main Island.

**Plantation Bay Pineapple Festival** *Occurs around mid-July of each year. When the annual Pineapple Princess is selected from one of three Irish descended villages. Very competitive. The use of three*

*priestesses from other islands as judges, and an ever increasing presence by the Spontoon Constabulary, keeps serious violence to a minimum these days. The final challenge is traditional. From a starting mark on the beach, each contestant would run down to the bay and, while carrying a large pineapple, swim out to a Euro-style sailboat. Climbing on board they'd exchange their pineapple for the traditional token of an iron nail. Then, taking a surfboard from the deck, they'd ride the waves back to the beach where the first Wahine across the finish line with her nail won.(WVN)*

**Plantation Point** Near Plantation Bay of course. (WVN)

**Vangatola's Kitchen** In Main Village. An eatery. (FKTA)

**Vikingstown** (village) Scandinavian settlement. Tourist maps have a much different name for this village.  
(FKTA)

# *Meeting Island*

**Director of Aids to Navigation** (RBM)

**Embassy Road** Wherein as in many versions of Spontoon, all Consulates (because Embassies are too expensive for what they get) are on Casino Island, while in one they are on Casino Island. In the EOC/MMM version they are Embassy's and on Meeting Island. Both versions are correct, they are simply mutually exclusive. As always, please select your universe carefully.

**Government House** Where most Main Government offices are.

**Ministries of Tourism and Health**

**Meeting Island Catholic/Angelican/??? Church.** There is one stone built church on Meeting Island. (KF) This is one of the names and religion given it, depending upon who is writing about it. Likewise the priests name and species changes as well. It dates back to Colonial Days, its name changes depending on the version of Spontoon you are reading. As with the maps, this is always correct. Even when the versions disagree. It is called Saint Anthony's and presided over by one Father Merino in the EOC/MMM version. It is called other things, with other Priests in other versions of Spontoon Island.

**Registry of Births, Death and Marriages.** Back dated marriage certificates can be obtained by re-visiting tourists here. As well as very official death certificates for their 'husbands.'

**Spontoon Island Cooperative High School** (*Meeting Island High School*) *The main High School building is located on Meeting Island near the Althing administrative buildings and uses Co-op committee auditorium and gymnasium buildings. The buildings were all built in the early 20s, and are ugly and brutal utilitarian in design, but are getting vine-covered and screened by bushes and trees. Inside you find comfortable halls and classrooms. Lots of garden flowerbeds and short trees around the campus. Paths go everywhichway.* (KF)

**S.P.Q.R. Hanger.** This is where the JF1 DUCK medical aircraft is kept. Painted blood red on the bottom, and light purple on top it is commonly referred to as 'The Purple Nurple.' (DRD)



## *Moon Island*

<b>Admiralty Street</b>	Goes North-South. Has the fire station on it. (RBM)
<b>Curtis Avenue</b>	Goes East-West. Connects to Admiralty Street. (RBM)
<b>Grinning Jax</b>	A 'Grog shop.' Grog being rum mixed with water or 'small beer' (a very weak beer.) (WVN)
<b>Hanamahina Bay</b>	(WVN)
<b>Naval Syndicate</b>	Naval Base (KF)
<b>Rain Island Military Bases.</b>	Ground, Air and Naval. (KF)
<b>S.I.T.H.S.</b>	Spontoon Island Technical High School <i>Located on Moon Island at the Rain Coast Naval Syndicate military base.</i> (KF)
<b>Spontoon Island Navigational Aid Service</b>	Maintains the various automated and manned light houses, buoys and markers. (RBM)

## *South Island*

### Several Resort Hotels

**Only Euro Church off Casino Island** (Removed in 1937.) A ratty, insect eaten pile of bad moldy carpentry and forgotten upkeep. Kept active only to maintain a 'presence' off Casino Island. Finally removed in early 1937 it pretty much fell apart during deconstruction. Little reusable material was recovered.

**Crash Site, Massive Great War aircraft** (SLB)

**Bjorn's Bungalows** (RBM)

**Denhaut Resort** *...is typical of several small tourist resorts spaced out on South Island. This is the main building, with front desk, lounge, porches, & dining areas. Guests sleep in screened cabanas scattered around the resort grounds.* (KF)

**Halo Village**

**Haio Beach**

**Hotel Bay**

**Maha Kahuna Hotel** Partially owned by the Ni family. Shin's husband Fang is Manager/Detective for the hotel. Not top of the line, but not average either. Somewhere in-between. (WDR)

**Heluma Moku** Village. *"Their café may not be the best, but right now even a poor cheeseburger is a lot better than another can of cold hash!"* (UNK)

**Heleuma Moku's Harbor** Very shallow. Requires a shallow draft vessel to use. *Seldom sees vessels other than native fishing boats and outrigger canoes. Mud flats and old coral heads stand outside of the anchorage.* (WVN)

**Hotel Metropole** (SS)

**Mount Tamboabo** (KF)

**Khan-Tiki** (Resort) In Hotel Bay (WVN)

**Maha Kahuna** (Bar & Hotel) (WDR)

**Resort Bay** (WVN)

**South Fluke Bay** South-west part of South Island. (WVN)

**Spontari Guest House**

**Surfside** (Hotel) A nice place. (WDR)

**Topotabo Hotel** Semi-popular Tourist Hotel, which remains open year around. (SLB)

# *Sacred Island*

*This is where Serious Religion and Weddings Happens.  
It is not a safe place for non-believers to visit.  
For any reason.*

Ruins of the **Great Main Temple** (First Anchor) are hidden here. As are many other secrets Western Science would kill to discover. While certain Western Religions would just as quickly kill in order to destroy forever. During certain Religious Events great ropes are used to pull trees away from the Temple, allowing sunlight to cascade down upon its normally hidden stones. Many spirits reside here, not all are friendly. Nor is their total number even suspected. It is rumored that Gods have been found here, but that information is from the muzzles of mad-furs. Note that these are Spirits, as in servants of the Gods. Not Ghosts as is known to Europeans.

Prospective Priestess's must spend one night alone upon Sacred Island. Not all survive. Priestess's such as The Great Mother (currently the feline Saimmi) and the mouse Oharu (secretly known as Spontoon's Shield) spent a week. What happens they only speak about among themselves. No Wild Priest has ever been known to spend time upon this Island.

Though it is possible for a strong swimmer to reach Sacred Island from South Island, and at least two have in recorded history, no Water Taxi will approach closer than 100 yards (about 91 meters.)

There are no mortal defenses upon Sacred Island, and no known treasure. Then, no one has ever searched for treasure. At least, not done so and ever be heard from again.

It is best to leave this place alone I think.

**Hammock Cove**      Small hidden cove. Not the true name, if it has any. But the name Captain Gary uses when referring to it. Not on any maps. *Around the south west coast of Sacred Island a high waterfall had cut back into the surrounding cliffs and formed this little patch of beach and flat ground inside a deep cove.* (WVN)

# *Krupmark Island*

About 260 miles Bearing 315 from Spontoon.

*Normally written about by Mr. William D. Ritter*

*Officially the only law is the gun on Krupmark. This is not actually true, there are alignments.  
But there is no law enforcement, Priestess or Consulate to turn too.  
Anything that you can dream of can be found on Krupmark.  
For the right price.  
Well... Almost anything.*

- 1930 Duesenberg Model J** If you see it, or the feline canine known as Miss Chartwell who owns it. Run, run away for your life. After all, you just might make it. (WDR)
- Black Sheep House, The** Madam Baader's establishment. For the more .. Discerning taste. (WDR)
- Fat Leon's** Casino / Bar / Whore House once owned by Fat Leon Allworthy. Aka Lord Allwothy. He and his sister were executed by British Law in 1936. Their holdings were absorbed by other.. Concerns.(WDR)
- Fort Bob** The only town on Krupmark. (WDR)
- Hotman's Harriers** *"A small group of mercenaries, mostly Euros with a few Chinese and other ethnic types thrown in. They are ruthless and usually quite expensive."* (WDR)
- Lavender House (Susi's Place)** On the Beach, a Sapphic establishment once owned by the Allworthy's. (WDR)
- Lucky Dragon Casino, The** Casino / Bar / Whore House owned by the Ni's. (WDR)
- Mount Krupp** *Tallest natural point at 1,500 feet (457 meters.) A nearly symmetrical volcanic cone. An old volcano, and long since dead; the crater that had once held seething lava now cradled a pristine lake.* (WDR)
- Ni & Sons dock and Warehouse** (WDR)
- Ni & Sons, Investments** (WDR)
- Ninamuri's** Hot tubs, massage and a good meal. In Fort Bob. (WDR)
- Smuggler's Cove** An old caldera used to protect amphibious aircraft from large storms. (WDR)
- The Beach** *At the western end of the small peninsula, just short of where the road ended in a bank of high brush. Multiple 'Houses' such as **The Black Sheep** are to be found there.* (WDR)
- Thieves' Bazaar** *Anything can be purchased at the Thieves' Bazaar, from weapons to drugs to machine parts to people (the latter at a high price, payable upon delivery, plus the seller's commission*

*and handling fees). The Bazaar makes up a large portion of the town of Fort Bob, and many of the island's population go there to buy or sell. One particularly hot commodity is information. (WDR)*

**Traitor's Ridge** A place of assisted suicides. *"A beautifully sheer drop, maybe five hundred feet straight down to the sea." (WDR)*

# *Cranium Island*

*Usually written about by Mr. Simon L. Barber and Mr. David R. Dorrycott*

Cranium Island appears open for the taking. Certainly outside the one native town as there is no army, no law and certainly no one to stop you from doing whatever you want. And the strangest treasures find their way out of this island. But there is the vegetation, whispers of strange creatures, ghosts no bullet will harm.

Many have landed upon Cranium Island. Only the rare few have escaped. A rare few with more than they came with, and even fewer with an open invitation of safe return.

Cranium Island is basically a combination of 1930's movies Mad Scientist and Victorian era Lovecraftian monsters. Though not all the scientists are mad, and not all the monsters are evil. Just which are which is the real question. Roll the dice, do you live... die... or worse?

As with Krupmark Island, there are no law enforcement, Priestess or Consulate to turn to turn too when the darkness moves towards you and the sounds of thousands of chittering voices surround your camp. Is that your reflection in the waters surface... Or something else?

## *Kuo Han*

A Chinese settled country, having only minimal diplomatic ties with China. Though it has very important criminal ties with that, and other countries. Its government deals in whatever brings in gold. Kuo Han also has a Priest/Priestess society, though nothing like Spontoon. Here Priests still rule over Priestess's, and they are all the darkest souls one could fear to meet. As to number, somewhere between one and five thousand. No one truly knows the truth, and the Dark Ones are not talking.

**Note:** *Kuo Han is an archipelago of three large islands and five smaller ones; Wangchung was located on the largest of the group. To the northwest at the northern tip of the Big Island was the colony's second-largest city, the coastal town of Yaoming. (WDR)*

<b>Hongpin</b>	Harbor City.	(RDM)
<b>Yaoming</b>	Harbor City	(WDR)
<b>Wangchung</b>	Harbor City	<i>An old and dirty city. Tradition held that it was the original settlement when the island chain had been settled over six hundred years ago. The houses ranged from houseboats and junks clustered along the docks to the Governor's Palace, a strange building with a traditional pagoda roof and a Western-style colonnaded facade. The Imperial Hotel was in a newer section, one of a collection of buildings commissioned and built after the Revolution in 1912.(WDR)</i>
<b>Golden Harvest Film Company</b>	Movie Production	Cover for the Kuo Han intelligence service. (RDM)
<b>Red Lotus</b>	Brothel	Of extremely low repute. In Wangchung. (WDR)

## *Other Islands and Places*

### *On the Hawaiian Islands and Places Much Further Away*

*Yes, Spontoonies have visited the Hawaiian Islands. Here then are the places created that do not, in our reality, exist there. At least as far as we know.*

- Burnt Coconut** Low-middle class hotel across from the Split Palms resort.
- Fennigins Fresh Fish** A fish packing plant in Kualoa Point, Oahu. It is run by five Mississippian males who somehow (stoned out of their minds) traveled from Biloxi, Mississippi to Oahu. In a shrimp boat. Read them as, well... Beatniks come to mind. Seriously stoned beatniks.
- Grass Skirt** A upper class nightclub in Honolulu, visited mainly by local businessmen and their guests. It has a reputation of anything (other than children) for a price. Want something? Mention it to the waiter. Just be ready to pay the price, in cash.
- Paula Paula** Inter-Island air transport company working out of Molokai. They fly as far North as Midway Island.
- Split Palms Resort** A low-middle class tourist resort. Famous for the four lightning split palm trees (still living) in its front. In Kualoa Point, Oahu. On Dendrobium Lane
- Tropicana Banana Company** Gothenburg Sveden. Company owned by Angelica Silberlindh's father. Banana's being their prime market. (FKTA)
- Wambenger Engineering** Aircraft repair company based in a converted Copra warehouse. One of the native insurgents intelligence and supply points. It is found at 93 Naupaka Street, Laie Hawaii.



## *Other Islands*

- Albanian South Indies** Albanian held Islands. Far far South of Spontoon. (SLB)
- Albert Island** Also known as Cannibal Island, though this is now false. At least for the last twenty-five years (WVN). Such actions are now Taboo. Marsh Typhus will be found in a place where an earthquake lowered the island to sea level. Exceptionally deadly illness. No cure. (SLB)
- Aluona** Village on Albert Island. Before *The Great Peace* was at war with the village of Haamau. Cannibalistic at that time. (WVN)
- Bell's Pyramid** A seabird-covered rock fifty miles out that just sits on the edge of the local chart Of Spontoon. (SLB)
- Blefuscu Atoll** Comprising the major islands of Murgu, Muntz and Margo, lies some 125 miles NNE of the Spontoon Independencies and has a greater surface area than the entire Spontoon Atoll. Less advanced however. (WDR)
- Brackett Island** North of Blefuscu Atoll. (WDR) Prescott Bay (RDM).
- Clipperton Island** Large French Naval Base. (SLB)
- Delahare** A small Island who's shape varies greatly between high and low tide. (EOC/MMM)
- Dioon Island** North of Krupmark. No-man's land. (WDR)
- French Sandwich Islands** Far South of Spontoon. (SLB)
- Gallups, The** Visited by Quaker Missionaries. An irregular circle of islands. East of Spontoon. Radio station WY252J is located here. (WDR)
- Gilbert and Sullivans Islands** A British ruled area far South of Spontoon. The closest place that an English Songmark student can find in order to take her Class C Pilots tests. (SLB)
- Haamau** Village on Albert island. Before *The Great Peace* was at war with the village of Aluona. Cannibalistic at that time. (WVN)
- Howe's Atoll** Aka: Hoot Island Nudist Colony and Hedonist Resort, a members only" resort. *Far to the south-east of Spontoon Island.* About 105 miles I would think. (WVN)
- Kanim Islands** Natives are reptilian. (SLB) Marker Light #34 is located there. (RBM)
- Konigi Island** 200 miles North from Spontoon. (WDR)
- Lakenvelder Island** North of the Kanim Islands. (RBM)
- les Paire Tétons** East of Main Island. Islands long ago sculptured by paws unknown to appear as perfect breasts from the air, or ocean. (DRD)

<b>Lovo Island</b>	Leper Colony. (RBM)
<b>Mare's Nest Atoll, The</b>	Large pearl oyster beds are located here. Not permanently inhabited. Somewhere very near Spontoon Island.
<b>Mildendo Island</b>	
<b>New Penzance</b>	Major harbor city in the Gilbert and Sullivan islands. Amelia Bourne-Phipps took her Class C licence test here, arriving and departing as Kim-Anh Soosay . It is also where Lord and Lady Allworthy were hanged by the British Government. (SLB)
<b>New South Thule</b>	<i>Neu Suden Thule. The German Antarctic colony.</i> 999th Gau stationed there (aircraft.) (SLB)
<b>Nintendo Island</b>	Somewhere near Spontoon. Inhabited only by women who do not take lightly to any male stepping onto their shores. Mainly women who have escaped abusive relationships. Weapons are spears, clubs and such. (RBM)
<b>Notrubble Atoll</b>	<i>Part of The Gallups. Named by some missionary or other with an odd sense of humor, was nearly three hundred miles from Spontoon. Actual direction probably East of Spontoon Island.</i> (WDR)
<b>Orpington Island</b>	Inhabited mainly by fowls, mostly ducks. A low flat island that has little rain, but when it does. Oh my. <i>"A collection of plantations, some docks and a coaling station. No bright lights or plum jobs. No film stars dropping by."</i> (SLB)
<b>Pong Island</b>	A VERY difficult to locate island inhabited by intelligent lizards about a foot and a half tall. This is where the world renowned South Seas musical <i>The Wonderful Wizard of Baas</i> was shot. With the natives in sheep costume. (WVN)
<b>Tin Can Island</b>	Actual island that exists in both realities. It is rumored that a very dangerous group of female air pirates have a base on one of the small islands within its caldera lake. Tin Can Island (aka: Niuafu'ou) is an active volcano and was erroneously reported as destroyed in a popular 1920's travel book.

## *Other Places*

**Boing** (Company) Aircraft company in Seattle City, North America. (WDR)

**Ecole d'Adventure Aerieenne** French equivalent of Songmark. *On their Atlantic coast near La Rochelle.* Opened in 1936(?) (SLB)

**Ironclad Millworks** Britain. Amelia (Lady Allworthy) is currently the de facto head of Ironclad Millworks, a major supplier to His Britannic Majesty's military forces

**Marten Company** (Company) Aircraft company in North America. (WDR)

**Minkertons** Detective Company. Run by Alan Minkerton, based in the USA. (© EOC)

**New Haven** (Minor Country) Socialist version of existing city. 1930 - 1960. Entire country of New Haven © EOC

**New Haven City** (City) In New Haven. © EOC

**Nuevo San Gabriel** (Town) Small town on the West coast of Mixteca. (WDR)

**Orquesta Sinfonia de Madrid** Real Orchestra in Madrid, Spain. Referenced in I Do's of March.

**Oso Safe Company** Cipangu. Makers of (ah-hem) quality safes. (snicker.) (WDR)

**Redfield Girl's School** In England. Attended by Catherine (Katie) MacArran, 14<sup>th</sup> Duchess of Strathdren (JU)

**Tsarogorod** A city (the city?) In Vostok.

**Western Onion** (Company) World Wide Communications by telegram or wire photo. *The company, Western Union, famous for telegrams, was often parodied in cartoons by using a comical version of the company name anytime a character received a telegram. Examples include "Western Onion" in The Impatient Patient (1942); "Western Bunions" in Buckaroo Bugs (1944) and Rabbit Transit (1947); and "Eastern Onion" in Homeless Hare (1950). Wikki.*

**X-Zan-Do Productions** Movie company from America. Converted the Liki Tiki (a schooner) into a pirate ship (square rigger) and filmed in Albert Island. Stanton Sturdey II, Executive Producer. Has twin sons who are ultra-spoiled, and due directly to their actions caused several crew to come down with Marsh Typhus. One young Spontoon lady died. Twins never welcome back on Spontoon no matter how much time passes. Company had plans for a 12-episode matinee serial *"The Adventures of Capt Horatio Hornbill"* (WVN/SLB)

# *Special Items and Events of Interest*

Publications, events, groups, ships, aircraft etc.

## **Value of money:**

In the 1930's the average value of a British pound was Five U.S.A. dollars.

The worth of a Spontoon Shell was One U.S.A. Dollar.

A Nunuaia Hale Starred Buck was worth twenty-five cents U.S.A.

A Cranium Island Comet was worth fifty cents U.S.A.

**Accounting and Plantation Islands** (Disused) Original names for Meeting and Main Island, as used by the British in Colonial Times.

**Amalgamated Press** International Press Corps. (WDR)

**Aviation Leak and Spicy Technology** (Action Magazine.) Printed in the United States, it has a large following of pilots throughout the world. (SLB)

**Ave Argentum** A short lived, highly religious Jesuit school transplanted from Spain due to the Civil War. Much like Songmark, it stressed Religion and Obeying Orders above all else. It existed on Casino Island from 1936 to 1937, then was 'asked' to leave by the Althing. It is highly suspected that the man (Father Dominic) running this school was more interested in the students as bed partners than instructing them, though this was never proven. (SLB) Father Dominic (DRD)

**Constabulary's Detective Bureau** (CDB) Official arm of the Spontoon Constabulary. (WDR)

**Consulate** Each country with a diplomatic mission to Spontoon has a Consulate. However due to the low priority of Spontoon, many countries citizens are served by others Consulates. The main being the Swiss Consulate. If your characters country is too small, or feels that Spontoon is not worth the effort, you may choose a Consulate that is aligned with your country. Or the Swiss, who even here remain neutral. Some creators have the Consulate on Casino Island, (example DRD.) Some on Meeting island, (example WDR.) Some have decided full blown Embassies are on Meeting Island (EOC.) It is up to you to choose which storyline that you wish to use. There is no fast and hard rule regarding this, only convenience to your story. As with the maps, all are correct, even though they counter each other.

**Criminal World** (monthly magazine) A professional publication published somewhere in the United States. At least three Songmark girls are known to have subscriptions. Molly Procyk, Beryl Parkesson and Alpha Rote. This is a publication by organized criminals for organized criminals. Available only by subscription, one must be sponsored by an existing subscriber to simply apply for a subscription. Exceptionally good information for criminals attempting to circumvent the law. (SLB)

**Daily Birdwatcher** (newspaper) Think Supermarket Tabloid.

**Daily Elele** (newspaper) The main newspaper of Spontoon. Published daily in two editions. English, and Spontoonie. Oddly, the material found in one edition often does not match the material found in the other.

**Education, Availability** *Elementary schools are located in local villages, usually close to the village athletic fields and Althing halls. Upper grades (8th year and above) are held at the Meeting Island High School or*

at the Technical High School on Moon Island. The Euro population on Casino Island has their own elementary school and high school. There are actually many students who take courses at more than one of the high schools, or transfer between schools. Many students from other Pacific Islands apply for a Spontoan Island scholarship because of the value of the technical education. Commuting can be difficult for students, and many board near the schools at Student Union longhouses during the school week or during the school term. There are 11 student or staff school unions, all very volatile. There are secret Althing schools, which will not be discussed here. There are also small business schools, apprentice programs and private academies, the most well-known being Songmark Academy.

The many dance schools can be a part of young people's education, but are separate from the formal school administrations. These started out as schools of the Spontoonie "Culture", but are now as likely to be social clubs that also do dance instruction and host dance events and other coop entertainments. A dance school may be invited by a committee to organize student dance instruction or a dance school may lease or barter for dancing rooms at a school building.

While most of the dance schools have open memberships, some are invitational. Many are open to Euros, some to tourists. Some are co-ops and some are now run as businesses. (KF)

**Exciting but Tragically Short Stories of Volcano Exploration.** (Magazine.) Printed in the United States, it has a large, and odd following throughout the world. Extremely popular on Cranium Island. (SLB)

**Flower Spirit Ceremony** (event)

**Giant Patagonian Striped Ear Mites** You don't really believe these things exist, do you? Say, what is that thing crawling in your hair? (WDR)

**Gunboat War** (Spontoan Historical Event) Occurred in 1912, originally known as "*The Battle of Blefuscu Atoll*" and did not improve the natives opinion of Europeans. It is rarely spoken of, however it is known that at least one entire unarmed village, who had taken shelter in a bomb-resistant bunker of palm tree logs, was blown out of existence by a European warship. Simply because the ships Captain assumed that 'bunker' always meant military compound and that '*any innocents would have left the area by now.*' (KF)

**Hoopy Jaloopy Celebration** (event) This celebration occurs, weather permitting, after the last Tour Boat leaves. On the First Full Moon of Autumn. Usually on or around September 4<sup>th</sup>. It is a nation wide event attended by everyone who can manage to do so. Held on the relatively flat A'ha Island (between Main and Meeting Island) this is not only a celebration of the last tour boats departure, but many other things as well. A great bonfire is built (usually in the shape of a stereotypical tourist, camera included) that items are thrown into. These could be flowers, notes and other items indicating things or events that have most vexed the thrower that year. Some Songmark Girls have been seen throwing in pseudo-text books for example. It is also a religious event, however as no Euro has ever managed to penetrate that particular group, no information is available as to what religious rituals may take place. (KF)

**How Not To Be Seen** One of the many and varied courses given by Songmark. (WDR)

**Huntress** (person) "*Dedicated to the Goddess Lukinuki, She Who Loves Everyone.*" (WDR) A Huntress is a native, male or female, whom Euro's would easily label as a prostitute. They are, however, not such. Though it is true that they lay with most of their customers, they are more like the Geisha. Providing companionship and entertainment. One must go to Old China Dock to find a true *Night Woman*. (KF)

**Intercontinental Tribune** Internationally circulated newspaper. (WDR)

**Island Syndicate Flying Doctor Service** (In John Urie's version.) Set up in 1939. In Mr. Dorycott's version it is the Spontoan Private Quixotic Rescue (S.P.Q.R.) And has a single red and purple F2F DUCK at its

disposal. Set up in early 1937.

**Jane's Aviation Weekly** Aviation Publication. (SLB)

**Jungle Bullets** Sold to tourists going into the dark, damp jungle. *"Special made with the bullets lodged well inside the brass casing where there's no chance they can get wet!"* AKA: Blanks. (WVN)

**Knights of the Great Worm** (Group) German Varnage 'Occult' Investigators. (SLB)

**k'roopa Band** (Musical Group) *Two large hollow-log drums are set up facing. One wins when the other cannot match their drumming.* (WDR)

**Mare's Nest Shoals** Pearl Oyster beds. Further data missing at this time. (SLB)

**May Day Celebrations** (Holiday) *"a citizen's festival, with major celebrations on 1 May and the Saturday (or Sunday) following."* (KF)

**Messing With Tourists Minds** (National Hobby) Seeing just how far one can string individual tourists along. All with the intent of entertainment, and hiding the truth. *"Volcano craters, trackless forests with mysteries from forgotten times! Tours very cheap, special rates off-season!"* (SLB)

**Minkertons** (ref: Pinkerton's Detective Agency) Private Investigation company, almost worldwide. Available only in EOC's version of Spontoon. (©EOC)

**Mixtecan Imperial Woodpecker** (Sentient) *Avian, taller than the average avian, with an aristocratic bearing. Body was cloaked in pure black feathers with the exception of white from elbows to fingers and a crest of startlingly red feathers that arched forward over the head. Their women were legendary, beautiful and tall; their men were fierce warriors.. They ruled a large swath of the mountains in Mixteca back before the Spanish conquered them. It is believed that the conquistadors exterminated them. The lie of one being found was used to capture Lord and Lady Allworthy on 19 September 1936. Obviously small groups may still exist, deep in the jungles of Mixtexas.* (WDR)

**Mount Kiribatori**, (Mountain) On Main Island. It is the tallest point on the Spontoon Islands. Reputed to be ten thousand feet tall, yet can be climbed on the easy side in a single day. One might wonder just how good the available maps really are. Until one remembers that Mount Fuji in Japan is 12,388 ft, and commonly climbed by hundreds in a single day. But Fuji has steps.

**Movie Season** (Season) Usually runs before and after the Tourist season. This is when various movie companies arrive to make their films, or simply burn through stocks of film for 'background' while enjoying the relaxing life (and ladies) of Spontoon.

**Night Woman** (Person) Common very cheap whore. Almost never a native.

**Nootnops Blue** (Drink) Soft drink made with extract of Marijuana.

**Nootnops Red** (Drink) Soft drink. Much like a Big Red (tastes like Liquid Bubble-gum.)

**Okhrana** (Group) The Tsarist secret police on Vostok Island (WDR)

**Orca-Cola** (Drink) Soft-Drink. Originated in the Sea Bear Republic (WDR)

**Papeete Influenza, The** Influenza strain that struck Spontoon in 1936. (SLB)

**Pearl Season** (Fishing Season) From ??? to the first week of September.

**President of the United States** Huey Pierce Long Jr. 1934 - at least through 1937. (SLB)

**Prince Kropotkin Penitentiary** Rain Island lockup. There are no prisons on Spontoon. (WDR)

**Pumpkin Tiki Hula** (Harvest festival) Late October of course.

**Radio LONO** Official Commercial Civilian radio station. Based on Eastern Island. Used by aircraft pilots and smaller ships to 'home in' on Spontoon. (KF)

**Radio LYRC** Proposed Commercial Civilian Radio station proposed in I Do's of March. (EOC/MMM)

**Shawnee Skypaths** (Company) Small scale Air-Passenger company. (WDR)

**Songmark Emergency Rations** (uh. Food?) *Stew, Maconochie, Military contract M1918-45572.* (SLB)  
*A stew of sliced turnips and carrots in a thin soup, named for the Aberdeen Maconochie Company that produced it. It was a widely used food ration for British soldiers in front-line trenches during World War I. Though the stew was tolerable when famished, many soldiers detested it. As one soldier put it, "warmed in the tin, Maconochie was edible; cold it was a mankiller."* (Wikki) And the quality varied tremendously, from just barely eatable to.... "I might just survive this." Depending upon the sub-contractor.

**Songmark School Year** (institute) Runs from around September 8<sup>th</sup> to July 21<sup>st</sup>.

**Speed Week** (International event) The Schneider Cup Races. Around August 24<sup>th</sup> to 31<sup>st</sup>. Racers arrive up to three weeks early and leave up to a week after the event. (RLB)

**Spirit Children** (people) These are children who have in one way or another wandered into a village. They apparently have no mortal parents, and have the ability to 'Know and Do Things' without any training. They are exceedingly rare (only two are known in 1937) and should never be messed with. Kama and Shark Hunter are the only two in the 1930's. Kama is exceedingly bad news to those who desire to harm her mortal mothers Angelica or Ada. Exceedingly bad news. (FKTA)

*"Kama, she child of the island, not of one longhouse. Ask other priestesses of her family. She not the only one like so. Shark Hunter has no family, he kitten found on beach after storm. Gift of the Spirits! When he small, the Spirits talked to him all the time, as they do with Kama."* (SLB)

**Spontoon Island Air Race Association** (Organization) Runs the Schneider Trophy race each year. (JU)

**Spontoon Mirror** (newspaper) A tabloid Euro newspaper published on Casino Island. Basically a rag-sheet. (KF) Run by Charles Crain in the EOC/MMM version.

**Tailfast Ring** (ritual) Much like an engagement yet so very much more. Couples plate rings of their own fur together in a vow of love. A Priestess then blesses the rings each Solstice (Summer & Winter.) After one year they usually marry under native laws. (KF?) *"Two people in love use their own fur to create two rings. A Priestess blesses it upon Scared Island. After a year, and two tailfast ceremonies they can marry."* (DRD)

**The Committee** (group) *Only in the Naorhy version.* A group of five women. Nikki Ibarra Lily Benevedo (mare), Kjellfrid (rabbit), Tasha Lee Ray (eagle), Ille Silvertow (skunk) & Elsia Hoffman (mouse) with either powerful connections or powerful in their own right. They are a vigilante group some say, a womans last hope most others say. When a woman has been injured or wronged and no court will or can help her (say Molly Procyk for example) they will do their best to see that the guilty party receives justice (by the courts.) They work within the law, but are quite happy to trick a target into breaking some other law (by story, rumor, false

news report etc) if they have too. Known by the Allthing, they are considered an unofficial arm of the law. An example would be to convince a criminal that a certain action, though dangerous, would give them huge returns. Say, stealing a certain red crystal from a rather badly guarded museum? They never force anyone to do anything, they never act physically. Getting on their bad side is really NOT a good idea. If you plan of staying around Spontoan that is. (DRD)

**The Island Bird-Watcher** (newspaper) *A journal of local gossip and news for those in the archipelago keeping track of the comings-and-goings of the air set. It is often illustrated with photos or drawings, and comes out at least monthly and sometimes weekly.* (KF?)

**Thorrablott Festival** (Event) Yule Celebration in Vikingstown. Remember to bring your cast iron stomach. (FKTA/SLB)

**Three-Fisted Mutant Detective Tales** (Action Magazine.) Printed in the United States, it has a large, and odd following throughout the world. (SLB)

**Tourist Season** (Season) Usually runs from May to September 4<sup>th</sup>. (KF)

**World Ice Theory** (German) *With its succession of ice moons crashing onto Earth over history and erasing continents in the Atlantic and Pacific.* (SLB)



# Religious Observances & Labels

Religion in and itself on Spontoon Island is a mix of many, many customs, though 'The Big Three' are not any of those so used. TBT are Judaism, Christianity and Islam. These religions have no place in the customs or lives of the average native Spontoon, other than a pawful (perhaps sixty at most) of natives who have rejected their nations religious beliefs. The CORE of Spontoon's religion is Polynesian. To that have been grafted parts of other ancient religious beliefs, but only where the two agree. For example, Priestess Oharu Wei is using her Shinto Temple training to create needed sections of missing parts of Spontoon's ancient ways. Basically bridging gaps. This is much the same as a writer creating new material to bridge missing sections of a book. Her efforts will meld, they will never be as the original beliefs were.

*"All your lives" Oharu answered. "Upon your last breath you will still be learning, as I will, as all priests and priestess's are. We serve, we do not rule. WE MAY NOT RULE." Her harsh voice rose, causing all three to shiver in their tracks. "No one may stand between the people and the Gods. We keep up the temples, we keep up the shrines. We remember the rites and rituals. We serve at the pleasure of the Gods. At the pleasure of the people. We are nothing more than the poor orphan who makes his crumb of bread by sweeping the path for others. That is the true secret of what we do. We are, and always will be less than those we serve."*

<b>Labels</b>	<b>Explanation</b>
<b>Honored Mother</b>	Refers to any Priestess. Most commonly spoken by a native to any Priestess.
<b>Honored Great Mother</b>	Refers to the Spontoon High Priestess alone.
<b>Great One or Great Mother</b>	How a Priestess refers to all High Priestess's who ever have been. Are. Ever will be. There is only one High Priestess at a time.
<b>Daughter</b>	How the High Priestess refers to those Priestess's under her guidance.
<b>Sister</b>	How one Priestess refers to another.
<b>Nine Great Anchors</b>	The Great Anchor is Sacred Island. Within Songmark grounds is found the Womans Anchor. Somewhere on Moon Island, or under the waters near it is the Mens Anchor. Great Stone Glen is the Anchor of Honor. Of the other five Anchors, nothing is known. Yet.
<b>The Great Mistake or The Great Ritual</b>	<i>Originally created by Mr. Simon Barber.</i> Long before the people of Spontoon arrived, long before nearly three hundred priestess's freely set their souls into slavery in order to make these islands habitable, there was another race. An ancient race, a reptilian race that had already forgotten much before the first sentient fur looked about him in wonder. This race, in its foolishness, its decadence, decided to create a Paradise. A place where none died, none aged, none became ill. A place where evil in any form could not

exist. To do this they used the already existing Nine Anchors.

They performed a year long ritual, one involving their whole being, involving ever one who lived on the island, even the youngest child. They created a special Tiki, a Tiki meant to hold forever the darkness, madness, ill fortune that surrounded them. They succeeded, almost. In the following horror, lives and islands were lost. Studies indicate that this event occurred sometime around 1600.

## *Observances*

<b>Observances</b>	<b>Explanation</b>
<b>Morning Song</b>	Sung by the Prestress's as the first rays of real dawn appear. A prayer, sometimes with accompanying music and Hula, to greet the rising sun. Called after False Dawn, timed to begin as the first true rays of sunlight appear. Never used at a funeral. It is a welcoming song for a wanderer who has returned. In a different version (words), sung to those who have been away for a long time (never sung to/for tourists.)
<b>Evening Song</b>	Sung by the Prestress's as the last rays of sunset begin to fade. Not exactly an opposite to the morning song, though its last words should fade as the last suns rays fade. It says not goodbye to the setting sun, instead bidding the sun a safe journey until its return in the morning. It is a farewell song for a wanderer who has started a new journey. It is never sung at a funeral. In a different version (words), sung to those who are leaving Spontoon for a long time (never sung to/for tourists.)
<b>To choose a High Priestess</b>	This is done only by the currently living High Priestess. Should no High Priestess be alive, those spirits on Sacred Island will make the choice. A Priestess is elevated into this position (the only religious position on Spontoon for females other than Priestess) not by age, beauty or seniority. But by the single choice of she who is High Priestess. She decides, in her own way, who will replace her. A High Priestess is replaced ONLY upon death. For no other reason.
<b>Purifying/Renewing a Shrine</b>	In its most basic format, this is a short prayer to the Spirit that inhabits each shrine, cleaning up the previous days flowers and offerings (with certain special offerings moved to within the shrine

itself) replacing the old flowers or plants with new ones, then a final prayer. As to the exact prayer, each shrine has a slightly different one. Those shrines or Holy Places from Before have vastly different prayers. At no time is there ever a sacrifice of any living thing, or dead animal.

## **Ritual**

*"Rituals are that. Rituals. They are the formalized results of age old practices. They are not law, thus may be modified as need calls."*  
(DRD)

## **Spirits/Ghosts**

Ghosts, as most people understand them, do not exist on Spontoon Island. Although it is true that a spirit may linger for some time, it cannot move from place to place or have contact with more than a single person. Usually this is a loved one, occasionally a friend. Never someone who did not know of it in life.

Spirits are souls or emissaries of the Gods who have come to inhabit a static object. All shrines have Spirits (*or Kami as Oharu refers to them.*) There are many places where spirits from Before are still resident. As to why they remain, this is a mystery that will be solved by some far future Priestess. It is rumored that the Wild Priests know, however they speak in questions most of the time and never speak of these things.

One Spirit cannot inhabit a place already holding another spirit. The one, and only exception to this rule is Sacred island. As to how many spirits inhabit Sacred Island, this is unknowable. No one is able to step upon Sacred Island without these spirits knowing. All who remain after sundown are tested. Those who fail this test are never seen again. At least, not sane.

Again there is one exception, those Priestess in Training who have come to discover if they will be accepted. In this case, failing means the loss, forever, of their abilities to speak with the spirits or even detect them. How Wild Priests determine their own 'pass/fail' is unknown. This too they never speak of.

Sometimes a life is shortened early. When this occurs the spirit may remain, awaiting a rebirth. When one mates after the death of a loved one, friend or family member in the expectation of giving birth from that mating, it is called '*Opening the Door*' (*ref: Mr. Simon Barber.*) This is done freely, with love. Never hate or greed. Any child born because of this mating is given a name linked to the one who now inhabits that body. Though anyone may be reborn in this way, most prefer not to if they have lived a full life.

## **A Priestess's Place**

Becoming a Priestess does not cause one to give up ones family. In truth, family is needed by all Priestess's. For most of their time is filled with helping others. Though they are often given gifts, a families support is a great aid to any Priestess. Only the High Priestess has no family. She wears no family symbol, calls no one mother. Yet, in an odd way, the entire island is her family.

Is not to rule, but to Guide. A Priestess exists to remember the rituals, dances, blessings. To act as Mother, Sister even Councillor to anyone who needs them and asks for them. They remember the ancient laws but rarely enforce them. They tend the Shrines that observers may have a comfortable place to visit. A Priestess usually owns little, for she is more involved in helping others than herself. At no time may any Priestess stand between anyone and the Gods. They Guide, they never lead.

A Priestess is not a whore, she does not lay with anyone who wants her. In truth, many Priestess's remain celibate much of their lives. They simply have no interest, or do not wish to be influenced by such coupling. Yet some marry and have families.

A Priestess sings the rituals, blesses the fields, the boats, marriage and death. Only a Priestess may teach those who wish to become Priestess's. They also teach those who would become Wild Priests, only the first year of their training. A Priestess may not lie, yet she may twist or retain the truth. No Priestess is better than any other. Though ones Gifts may be more than another, they are balanced in other things. A Priestess does not expect anything for her service, her service alone is all the return she needs. Though it is true that most Priestess's accept gifts of food, clothing or money, it is never expected. All prefer to work in the fields, help with a catch, clean or otherwise preform tasks for the things they need. There are some Priestess's who survive only upon what they themselves create (*Dia-Kura, a Meeting Island Priestess, is a prime example of this. She owns nothing but a single cheap red cloth underclothing and currently -1937- has no home.*)

**Last Six High Priestesses**  
(From oldest to current)

Hine	Hound
Karoline	Rabbit
Te'ree	Hyena
Selvana	Mink
Huakava	Panther - 1936
Saimmi	Feline Current High Priestess, 1936-?

## *Known Living Priestess's as of 1937*

There are at this time fifty-one (51) full time Priestesses. These are Priestesses that do nothing else but serve the people of Spontoon and the Great Mother. There are about fifty (50) more 'part time' priestesses. These serve when needed, but go along with their lives normally. Their lifestyles range from fisher-folk to Huntress. Amelia and Helen are considered Warrior Priestess's, and upon spending their night, or week, upon Sacred Island entered a class by themselves.

<b>Saimmi #</b>	Feline. High Priestess. High Priestess's leave behind their family name upon accepting the position. Thus they are only referred to by their first name or titles. Travels about the islands often. Uses Oharu as her 'ambassador' to events at the consulates.
<b>Clear-Skies Yakan</b>	Coyote. Bark clothing. Amerindian stock. Main Island. (SLB)
<b>Dia-Kura *</b>	Calico feline. Known as a 'Storm Dancer.' About twenty-three years old. Lives on Meeting Island and is rarely known to leave that island. Currently has no known home. Wears no more than a grass skirt and red under-cloth. Is rumored to be able to catch and form the lightning with her paws. A close friend of Lady Helen Whitehall, though no one knows why.
<b>Oharu Wei *</b>	Grey Mouse. The only non-native Priestess. Originally a Miko. Known as a mind and spirit talent. About twenty-eight, she arrived in early 1936. Lives in Great Stone Glen on Main Island. Her primary task is to create a unified codec of Spontoon's beliefs, rituals and Religious history. Usually wears a modified Kimono (due to the heat.) Was accepted as the High Priestess's sister. Can be found almost anywhere.
<b>Missy Pohovic #</b>	Mare, grey furred with age. Priestess to North Village.
<b>Naometa #</b>	Feline, Chicken Priestess. Lives on Orpington Island.
<b>Leokau *</b>	Otter. Lives on Main Island. Married with kittens. A 'Part Time Priestess.'
<b>Natasha *</b>	Hound.
<b>Roxanne Stonewall*</b>	Civet. Very old. Died of natural causes in late 1938.
<b>Yessica*</b>	Feline.
<b>Ghayda*</b>	Hyena.
<b>Chinya*</b>	Vixen.
<b>Kaimi+</b>	
<b>Hera*</b>	Gazelle

### **Part Time Priestess's**

**Freya Bjorksdottir+**

Part Time Priestess

### **Warrior Priestess**

As of 1937

*(Do NOT mess with these people. Seriously!)*

Amelia Amelia Bourne-Phipps #  
aka Kim-Anh Soosay  
aka Lady Allworthy.

Housecat Songmark student awaiting her graduation,  
even though she has finished the three year course. English.

Helen Ducros #  
aka Mrs. Marti Hoele'toemi

Tiger. Graduated Songmark student from Texas. America.

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# Copyright Mr. Simon Leo Barber  
+Copyright Mr. Antonio Tiger

### **The why of Spontoon's current Religious Balance. As told to Molly Procyk by a wild priest just before his passing over.**

*Book Two, Chapter Three In the Time of Oharu*

"You are satisfied little Kali" a male voice asked from behind her.

Spinning around Molly found herself facing an old male fur of indeterminate species. "Wild Priest" she stated, at the least being certain of that.

"True. Are you satisfied little Kali" he repeated, not moving from his one legged stance.

"Kali is destruction. I like to destroy. So?"

"Kali, my little fur. No, she is not Destruction. That is Kala. There are two within your school who will clarify that. Kali transforms. Are you satisfied?"

Molly stepped forward, studying the ancient one before her. "Why should you care. I'm just a filthy little Euro."

"Who has captured, and horribly injured the heart of one of our children. Are you satisfied."

"Satisfied? Of what." The doe sat again with her back again to the same stone as before. "Satisfied? I've torqued off the High Priestess, made my best friends angry at me. Apparently hurt the man I love and killed the woman I most hated. Only to discover that she was in love with me. Then hurt a woman who meant me no harm simply because she professed love for me. In short I've made a true blue mess of my life here. Satisfied? No sir. I am not satisfied. And don't you dare say go kill the mouse. I don't murder. I'm certain she wouldn't raise a paw to stop me. That's cold blooded murder and I don't murder."

“Yet you have killed.”

Molly shrugged. “Fair fight. They had as much a chance of killing me as I did them. It wasn’t murder.”

“Agreed. Little Euro. Allow me to explain something.”

Molly gave a pouting smile. “Wish someone would. All I ever wanted was to live my life.”

“As do we all. Oharu offered you everything you ever desired in a companion. Correct?”

“Maybe. I guess. Except that she’s female.”

“Truth. As that Euro discovered with Ada. As Malou discovered, and accepted from Nikki. For you this apparently cannot be. I do not know why, or if that is the real truth. Saimmi will never tell me what she saw in your soul and I may never look upon it. Thus is part of our treaty. Oharu knew this. In her mind. Her heart though could not believe it. Thus do even the mightiest fall. Should you need her she will respond to your call. If the High Priestess allows. Before? She would have given up all to be at your side. This much you have lost forever.”

“Big deal. So what if I lost something. She’s a woman. I don’t like women. Besides I have Lars. Who else could I need?”

“Do you? Have Lars. Or does he have you. Do you hate women? Or fear them. Look into your heart young child. Look deeply, then call to the mountain your answer regarding him. I will hear.”

Molly struggled to her feet. “You talk a lot for a Wild priest” she suddenly realized.

“My time is very close. I have already chosen my replacement. Saimmi, Oharu. They are important to the future on this nation. So are Amelia, Helen, Saffina and Kama. As will be others. Once, perhaps even yourself. No longer for you though, that greatness though you touch all their lives. You are a key I cannot allow to turn in the wrong direction. Yet all I may use are words. Thus I am free with them.”

“Cannot?” Molly laughed, glancing back at the dark jungle behind her. “Why not just force me to lust after Oharu. Back there I was ready to jump the High Priestess. Jump ‘er and love every second of it. Why not Oharu? It’d clean up a lot of your problems.”

“You would not love her Molly Procyk. She would know. She would release you herself. Oharu Wei is a very powerful Priestess little one. More powerful than even myself it seems. Soon she will be even the greater, not for her need but for Spontoons need. For she draws upon not one foundation, not one land but two. Such was common when we first arrived, now she is the only one to do this. Perhaps the three Songmark children will join her. This is their choice, but they can never equal her for they haven’t quite the dedication. Another truth is this. We are not permitted to change any female. Not permitted to order any female.”

“Why?”

Shifting his weight to the other leg the wild priest chuckled, the sound surprising Molly. “Why? Why not tell you. Listen little Euro. I will explain why our children no longer listen to us. It is with great cause. You see, when we first came to this land that fragment young Oharu put her soul in danger to recover, who nearly lost her soul too when she stood between you and that bullet. It was not a fragment then. We were twenty priests, almost three hundred full Priestess. As do Euro religions we ruled our children. We, we the Priests ordered our children to cleanse this land for us. Thus they did, at the cost of all but thirteen of their lives. Think little Euro. Twenty males sent almost three hundred females to near eternal suffering. Simply because we ruled. Rightfully those thirteen cast us out. Even today there are only fifty-one full Priestess’s, nearly fifty

part time priestess's. Since then we have lived on the edges, watching, nudging, but knowing that were a thousand thousand generations to pass we would still have that blood upon our paws. Thus we care deeply for our children, though only each High Priestess is fully aware of our actions."

Molly thought over those words, putting pieces together in her mind. "Cranium Island, Krupmark. Their fragments are gone. They return to what they were?"

"Krupmark yes, in time. Cranium Island? No. Cranium Island has defiled itself, drawn the fragments energy into itself. Thus those Priestess's are still lost to us. Saffina returned the souls of a third of those we lost. All those who were entrapped upon Krupmark. Until Cranium Islands darkness is defeated another third remain lost. Yes, Krupmark will cool. In a generation. Two at most. Though its cooling will be violent. You will much enjoy its cooling."

"Oharu. Cranium Island?"

"Perhaps. With the three from Songmark. Together they will become a great force, given enough time. Perhaps she will face Cranium Island. Cleanse it. Return our children. You should not go there with her, for her torn heart is still yours. She would fail, trying to protect you. Though I think you will enjoy watching as her bones are torn from her living body. And those of all your friends. That darkness I can sense within you, for you would feel it a fair fight. So perhaps you should go there. After all, inflicting pain upon her seems to be your greatest pleasure."

Molly stood, then stepped forward in anger, bringing one hoof off the sand to swing into the figure before her. Instead of an impact her leg swung through the figure, causing her to spin around. Staggering back into a standing position she saw the Priest now had a frown upon his face. "In truth, it is good that you have denied yourself Oharu's love. You are not a good enough woman for her."

Stepping forward again Molly reached out, stunned to watch as her paws flowed through the Priest's form. "Yer a ghost" she gasped, stepping backwards.

"There are no such things as ghosts. Not on these Islands. I am simply waiting to say goodbye to Saimmi, and tell her who my replacement is. True, my body is dead, yet I have not quite moved to my rest. Still I am no ghost little child."

Staggering backwards the Chicago born and raised native bounced off the stone she'd leaned against, pressed back again to feel its solidness. "Father in heaven..."

"Oh please. I am no more danger to you than the mist. Return to Songmark. Look into your heart. Then when you are absolutely certain about your Lars call to the mountain. Your words will come to me, and to be honest little child I am very much interested in your answer. No matter how long it may take you."

With those last words he vanished from Molly's sight. It was much later that Saimmi returned to stand next to the still staring doe.

"There is something of interest in the waters" she asked, her voice again soft.

"He wasn't there. But he was" the doe answered.

"Yes. You are correct. I will walk you to a water taxi. You will find a way to return to me my daughter, or join her for life. That is your only choice. Come."



### Other Islands Priestess's / Priests

**Gha'ta**, the Warrior Priestess from Ponape Came to Spontoon in 1936 in order to instruct Amelia and Helen. *She is green-skinned, but scaly like a fish rather than a frog despite her very froggy head. Having huge eyes on top of her head would make wearing Euro style hats rather difficult. It is very hard to tell how old she is without fur, but she was certainly a very energetic fish-frog and not at all like the aged last survivor of her tradition we had expected.* Descended from the original Spontoon natives who evacuated after 'The Great Mistake.' Has flippers not arms. (SLB)

## *Local Common Comments*

*Person who created these comments is mentioned only in regards for the use of any future hysterical researchers needs.*

**Day Greetings**                      Noontime Greeting. (SLB)

**If its Tourist Season Why Can't We Shoot Them?** Song, known to be sung by Rosie (EOC Character.)

**Sun Greetings**                      Good Morning (SLB)

**Visit every cabin on the Ark**      To have sexual relations with at least one of every sentient species on the planet. Some rare cases have been known to include Cranium Island in their score books. (SLB)

## *Ships and Aircraft*

These are the ships and aircraft mentioned in Spontoon's various universes, and in certain cases their Captains & fates. Notes as to who owns/created/first used each at end of description.

<b>Andover Seagull</b>	Biplane	Part of the S.I.N.A.S. (RBM)
<b>Black Boats</b>	Shipwreckers	Possibly based out of Kuo Han, suspected of being Kuo Han intelligence service forces. (RBM)
<b>Black Dolphin</b>	Sailing Ship	From the 1700's <i>The ship of the notorious Pirate Dick Redpaw himself!</i> He'd hidden his treasure in a sea cave on a small islet off Main Islands North Shore. Captain Gary helped treasure hunters find it. (WVN)
<b>Bountiful</b>	Private Cabin Cruiser	Ported in Bosun's Bay. Wiped out at Marker Light #34. KEEPING THE LIGHTS BURNING. (RBM)
<b>Bright Wale</b>	Tramp Steamer	Annie Woten, Captain (DRD)
<b>Burat Maru</b>	Cipangu Merchant.	Sunk near Rain Island (DRD)
<b>Chichibu Maru</b>	Cipangu Tourist Ship	Registered in Osaka (SLB)
<b>Colonial Airways</b>	Company	China (or Kuo Han) passenger carrier. (WDR)
<b>DC-2</b>	Aircraft	Liberated by Amelia's Dorm, current legal status unknown. Ex-slave transport ship. (SLB)
<b>Garza-Huacatl</b>	Aircraft	Ni Family property. (WDR)
<b>Hime Maru</b>	Freighter	Cipangu (as all MARU ships are) civilian Freighter. Once used by Fang and Shin to sneak into Shanghai. (WDR)
<b>Ice Breeze</b>	Aircraft	Often found pulled up on the strand of Main Village (Main Island) at night. (SLB)
<b>Ice Queen</b>	Fish Processing ship.	Normally on the West coast of Main island. (SLB)
<b>Ida Lewis</b>	S.I.N.A.S. buoy tender	Maintains the Marker Lights. (RBM)
<b>S.S. Kamanamaihows</b>	Ship	Ran aground on Main Island. 1936? (EOC/MMM)
<b>Keystone-Loening K-85</b>	Aircraft	Ni family uses one primarily.
<b>Kisama Maru</b>	Freighter	Cipanuan out of Hiroshima. Civilian, taken by pirates. Crew exterminated. Renamed <b>M/V</b>

		<b>Mango Princess</b> , an existing ship. Then taken to Krupmark with load of military equipment. (WDR)
<b>Lahaina Roads, S.S.</b>	Cruise Liner	Matsen Line, travels California, Hawaii, Spontoon. Other places. (WDR)
<b>Liki-Tiki</b>	Cruise Sail Ship.	Property of the Inter-Island Tours Company. Casino Island. Captain Andy is the regular skipper. <i>'No expense spared in being fitted out as a typical South Seas Island trader vessel of the 19th century, right down to the 'native' crew in traditional costume. Only the rats &amp; cockroaches were missing!'</i> Only ship in the 12 issue matinee series "The Adventures of Capt Horatio Hornbill", in which the "Tiki", shown from different angles, would play the part of every ship in the series! (WVN)
<b>Manila Vanilla</b>	Tramp steamer	Had engine troubles while arriving in Spontoon. Dumping forty crates of banana's into the waiting sea. (SLB)
<b>Nin Hai Odins Eye</b>	Bi-Plane Aircraft: Junkers JU 86D	Belongs to Ni family. Owned by Songmark. (DRD & SLB)
<b>Peppers Delight</b>	Private Yacht	Owned by rich American (DRD)
<b>Pequod, The</b>	Aircraft	Short L-17A, bearing the insignia of the Royal Air Force and modified as a seaplane. It brought Chief Constable Starbuck of the Gilbert and Sullivan Islands Constabulary, along with Inspector Thompson, Scotland Yard Foreign Branch to a small island. An island where Lord and Lady Allworthy met their final fate. (WDR)
<b>Purple Nurple</b>	Medical Rescue Aircraft	SPQR; Slang reference to the purple and blood red de-militarized JF-1 DUCK owned by Spontoon Medical Establishment. It is currently outfitted as a medical aircraft with two collapsible cot's in the fuselage. All armor and offensive equipment have been removed to improve range and speed. A white strip on the wings and just ahead of the tail has a large red cross painted in it. Its tail hook is still mounted (because no one thought to remove it.) (DRD)
<b>Red Wolf</b>	Sailing Sloop	25-foot (8-meter) Sloop. Captain Gary's personal ship. Normally to be found at Pirates Cove, Casino Island. (WVN)
<b>Sand Flea</b>	Aircraft	A most bizarre and unstable single person French designed aircraft (using the word aircraft quite

loosely) brought to Eastern Islands Songmark hangers by one Amelia Bourne-Phipps, aka Viscountess Allworthy of Barrow-in-Furryness. (SLB)

<b>Sea Fairy</b>	Tramp Steamer	Amelia Reinholst, Captain (DRD)
<b>Silver Angel</b>	Aircraft	Maintained by Songmark students. A high performance aircraft owned by one Angelica Silferlindh. (FKTA)
<b>Skookum City</b>	Cruise Ship	One of the many seasonal cruise ships that arrive on Spontoon. Most notably, always the last cruise ship to leave every year. (SLB)
<b>Spontoon Island Navigational Aid Service Group</b>		<i>It was their job to see to it that the marker buoys and unmanned light towers guiding the shipping among the islands were in top shape and fully charged with acetylene. (RBM)</i>
<b>SS Joe Hill</b>	Transport Ship	Rain Island passenger ship that runs the Spontoon route. (ATT)
<b>Suwa Maru</b>	Cipangu Tourist Ship	(SLB)
<b>Sweet Lightning</b>	Aircraft	Often found pulled up on the strand of Main Village (Main Island) at night. (SLB)
<b>Three Moons</b>	Tramp Steamer	Now owned by Molly Cabot (DRD & SLB)
<b>USS Gummy Rose</b>	Sugar Freighter	Runs from America to Hawaii, owned by American Intelligence Agency. (DRD)

# *Useful Internet Links For Creators*

*Please remember. Simply because you found it on the World Wide Net (Internet) it is not automatically Public Domain.*

## **Naorhy version of Spontoon Island:**

<http://www.naorhy.com/>

## **An extensive Full Moon Phases & Calendar Chart can be found at:**

<http://www.life-cycles-destiny.com/dw/full-moon-phases-calendar-chart.htm>

## **An On-Line Calendar for the 20<sup>th</sup> Century will be found at:**

<http://www.calendarwerks.com/calendars/20th-century>

## **United States Copyright Information:**

<http://www.loc.gov/copyright/>

## **Copyright FAQ:**

<http://www.rexx.com/%7Ejaguar/copyright.html>

## **Patents and Trademarks for the United States**

<http://www.uspto.gov/index.html>

## **Aerial Imagery from Around the World**

<http://aerial.rcahms.gov.uk/>

## **1911 Encyclopedia Britannica**

[http://www.1911encyclopedia.org/Main\\_Page](http://www.1911encyclopedia.org/Main_Page)

## **1920's Photo Archive:**

<http://www.shorpy.com/node/5407>

## **The Hoax Photo-Archive;**

[http://www.museumofhoaxes.com/hoax/photo\\_database/category/1920\\_1939/](http://www.museumofhoaxes.com/hoax/photo_database/category/1920_1939/)

## **1930s Military Photo-Archive**

<http://www.flightglobal.com/imagearchive/Gallery.aspx?GalleryName=Photo%20Archive/1930s%20Military>

## **New Deal Library “Over 5000 Great Depression era images from the National Archives”**

<http://newdeal.feri.org/>

## *The Great Slang List, Great War to 1940*

*These are some (not all by far) of the more common slang terms used from 1900 to 1940.  
As you read them, I think that you will be amazed at the number still in use today.*

### *Great War Slang World War One*

<b>Abdul</b>	Australian - Turkish soldier
<b>ACK EMMA</b>	British - AM (ante meridiem), morning . The spoken letters of the phonetic alphabet.
<b>Adrian helmet</b>	French - Helmet that replaced the kepi in 1915 and was kept in service until WW2. It had a raised crest along the top. Used by Italy and several other nations also. Named for its inventor, August-Louse Adrian.
<b>Alleyman</b>	British - a German (from French Allemand, German)
<b>anarchists</b>	British - Early name for grenadiers (bombers).
<b>Antonio</b>	British - A Portuguese soldier
<b>Anzac</b>	Australian and New Zealand Army Corps. A soldier from one of those two countries (1915)
<b>Anzac soup</b>	Australian - a water-filled shell hole with a corpse floating in it
<b>Aussie</b>	Australian - An Australian soldier. Also, a wound sufficiently bad to get a soldier shipped back to Australia.
<b>banjo</b>	Australian - entrenching tool or shovel
<b>banquette</b>	British - A raised way or fire-step along the inside of a trench. Allowed soldiers inside a trench to step up and fire their rifles then step back down to avoid return fire.
<b>barrage</b>	French - Artillery fire put down in a line or 3-sided box shape to prevent enemy forces from reinforcing or counterattacking. Later, any large amount of fire. [tir de barrage, barrier fire, from barrer, to bar, 1915]
<b>base rat</b>	British - A soldier who stayed in the rear and somehow never made it to the front.
<b>base wallah</b>	British - A soldier who stayed in the rear and somehow never made it to the front (see wallah in the Colonial list).
<b>Beachy Bill</b>	Australian - a Turkish gun that regularly shelled the beach at Gallipoli .
<b>beetle</b>	Australian - a landing craft that carried 200 soldiers
<b>berm</b>	British - a narrow shelf cut into a trench parapet sometimes used as a table to hold ammo or equipment. (from French, berme)
<b>bleue horizon</b>	French - The color of the light blue uniforms that replaced the 1914-15 red pants and dark blue coats.
<b>Blighty British</b>	England, or a wound sufficiently bad to get a soldier shipped back to England. (From Hindustani, Bilayati, foreign land)
<b>Boche</b>	French - A derogatory name for Germans (from tete de boche, a stubborn or obstinate person)
<b>body-snatcher, a</b>	British - a stretcher bearer. Also, a member of a raiding party (required to bring back prisoners for information)
<b>brass hat</b>	British - Gold decoration worn on the hats of high-ranking officers and therefore the officer himself.
<b>Brodie helmet</b>	British - (1915) The famous "soup-bowl" helmet. Upgraded to the Mark I version in 1916. Used by US and Portuguese troops also. Named for its inventor, John L. Brodie.
<b>bully beef</b>	British - corned beef in a can. The main ration of the British army along with hard tack. (from French boeuf bouilli , boiled beef, prewar usage)
<b>bumf</b>	British - Toilet paper or anything used as such. Also used to refer to military forms and red tape. (bum fodder, 17th century)

<b>buzzer</b>	British - A electric device used for Morse code. Also, later, a field telephone. (1910)
<b>cage</b>	British - Also bird-cage, a prisoner of war camp (16-17th century)
<b>canned</b>	US - drunk (1910)
<b>chat</b>	British - a louse
<b>civvy</b>	British - Civilian or to be wearing civilian clothing (1889)
<b>cootie</b>	British - Louse (possibly from Malay kutu [1917])
<b>corduroy tracks</b>	Wooden roads made up of tree limbs or lumber placed over especially muddy areas to permit the movement of troops and vehicles.
<b>digger</b>	Australian - Anzac soldier, especially an Australian. (possibly referring to gold miners)
<b>dixie</b>	British - Mess tin used for cooking (Hindustani deachi, small pot)
<b>doughboy</b>	US - an American infantryman, a pre-war word but associated especially in World War I (circa 1847)
<b>duckboard</b>	British - wooden flooring used on the bottoms of trenches (1917)
<b>dud</b>	British - A shell or bomb that failed to explode.
<b>dugout</b>	British - An underground shelter or a hole dug into the side of a trench for quarters, storage, or protection [1819]
<b>ersatz</b>	British - German reserves (German for an inferior substitute; [1875])
<b>fag</b>	British - Cigarette. (from fag end [c.1888])
<b>fleabag</b>	British - sleeping bag.
<b>Fritz</b>	British - a German
<b>funk</b>	British - fear, nervousness, or depression.
<b>gasper</b>	British - cigarette.
<b>Gyppo</b>	British - Egyptian.
<b>go west</b>	British - To be killed or to die. A popular euphemism.
<b>gorblimey</b>	British - canvas service cap (from the Cockney expression, "God blind me")
<b>gum boots</b>	British - Rubber boots for wearing in flooded trenches.
<b>Heimschuss</b>	German - A wound sufficiently bad to get a soldier shipped back to Germany.
<b>Heinie</b>	British - a German (possibly from the name Heinrich)
<b>Hun</b>	British - A German. Commonly used as in "The Hun is up to something". (When sending troops to China during the Boxer Rebellion, Kaiser Wilhelm II told them to act like the Huns of old and wreak vengeance.)
<b>Jacko</b>	Australian - (Johnny) Turk
<b>Jerry</b>	British - A German. Used late in WWI but much more common in WWII.
<b>K of K</b>	British - Kitchener of Khartoum. Field Marshal Lord Horatio Herbert Kitchener - Minister for War in 1914. The man in the famous recruiting poster.
<b>Kamerad</b>	German - comrade. Called out especially when attempting to surrender to Allies.
<b>Kiwi</b>	Anzac - A New Zealander ( from the New Zealand bird of that name)
<b>Kraut</b>	US - A derogatory name for Germans (from German sauerkraut, sour cabbage)
<b>Lucifer</b>	British - a match. The name of a popular brand.
<b>Meinshund</b>	German - "mine dogs", dogs used to carry explosives and equipment into mines and saps.
<b>mufti</b>	British - Civilian clothes. (From Arabic mufti, free.)
<b>nix</b>	US - Nothing, no (from German nichts)
<b>napoo</b>	British - finished, empty, gone (From French "il n'y en a plus", the answer shop owners gave they were asked for more drink and had none)
<b>Old Contemptibles</b>	British - 1914 British Expeditionary Force (BEF). From the Kaiser's statement that the German Army in Belgium was being delayed by 'Sir John French's contemptible little army'.
<b>old sweat</b>	British - A veteran soldier.
<b>on the wire</b>	British - Left on the enemy barbed wire after an attack. Missing or killed in action.
<b>over the top</b>	British - To attack, to go over the top of the trench parapet.
<b>Pickelhaube</b>	German - The distinctive early war helmet with a spike on top.



<b>PIP EMMA</b>	British - Afternoon. PM (post meridiem). The spoken letters of the phonetic alphabet.
<b>poilu</b>	French - soldier. French soldiers themselves preferred les hommes or les bonhommes. (French, from poilu hairy, from Middle French, from poil hair, from Latin pilus )
<b>rookie</b>	British - A recruit or new man (from recruit).
<b>Sammy</b>	British - Early name for American soldiers. (from Uncle Sam)
<b>sap</b>	British - A listening post in No Man's land.
<b>short arm inspection</b>	British - medical inspection of the a soldier's penis to look for cases of VD.
<b>short one</b>	British - A shell fired by friends or allies that hits or almost hits friendly troops.
<b>squaddie</b>	British - A member of a squad.
<b>squarehead</b>	British - A German. Based on the shape of the M.1916 German helmet.
<b>strafe</b>	German - punish. To machine gun ground troops from an airplane. (From the propaganda slogan "Gott strafe England", God punish England [1915].
<b>Stahlhelm</b>	German - Helmet that replaced the Pickelhaube in 1916. Upgraded to Model 1918.
<b>storm troops</b>	Used by most nations in a vain attempt to defeat enemy trenches. Specially equipped and trained to lead their side's assaults. Germans were called Stosstruppen, British, grenadier parties, Italians, death companies.
<b>Sturmabteilungen</b>	German - Assault units. Small units that were specially equipped and trained to infiltrate and penetrate enemy trenches. The origin of Blitzkrieg tactics of WW2.
<b>Tommy</b>	British - Army soldier. (From Tommy Atkins, the universal British soldier.)
<b>trench coat</b>	British - Long raincoat.
<b>trench foot</b>	British - A very painful foot condition, much like frostbite, produced by long hours of standing in cold water in trenches. Often caused more casualties than enemy fire. (1915)
<b>Woodbine</b>	British - A brand of cheap cigarettes.
<b>Yank</b>	British - American soldier. (From Yankee)

## *Slang of the 1920's*

<b>Ab-so-lute-ly</b>	affirmative
<b>All Wet</b>	describes an erroneous idea or individual, as in, "he's all wet."
<b>And How</b>	I strongly agree!
<b>Applesauce</b>	an expletive same as horsefeathers, As in "Ah applesauce!"
<b>Attaboy</b>	well done!; also Attagirl!
<b>Baby</b>	sweetheart. Also denotes something of high value or respect.
<b>Balled Up</b>	confused, messed up
<b>Baloney</b>	nonsense!
<b>Bank's Closed</b>	no kissing or making out - i.e. - "Sorry, Mac, the bank's closed."
<b>Bearcat</b>	a hot-blooded or fiery girl
<b>Beat it</b>	scam or get lost
<b>Beat one's gums</b>	idle chatter
<b>Bee's Knees</b>	An extraordinary person, thing, idea; the ultimate
<b>Beef</b>	a complaint or to complain
<b>Beeswax</b>	business, i.e. None of your beeswax."
<b>Bell bottom</b>	a sailor
<b>Berries</b>	That which is attractive or pleasing; similar to bee's knees, As in "It's the berries."
<b>Bible Belt</b>	Area in the South and Midwest United States where Fundamentalism flourishes
<b>Big Cheese</b>	The most important or influential person; boss. Same as big shot
<b>Big six</b>	a strong man; from auto advertising, for the new and powerful; six cylinder engines
<b>Bimbo</b>	a tough guy

**Bird** general term for a man or woman, sometimes meaning "odd," i.e. "What a funny old bird."  
**Blind Date** going out with someone you do not know  
**Bluenose** An excessively puritanical person, a prude, Creator of "the Blue Nozzle Curse."  
**Bootleg** illegal liquor  
**Breezer** an convertible car  
**Bronx Cheer** A loud spluttering noise, used to indicate disapproval. Same as raspberry  
**Bull** (1) a policeman or law-enforcement officer including FBI (2) nonsense (3) to chat idly, to exaggerate  
**Bull Session** Male talkfest, gossip, stories of sexual exploits  
**Bum's rush** ejection by force from an establishment  
**Bump Off** To murder, To kill  
**Butt me** I'll take a cigarette  
**Caper** a criminal act or robbery  
**Carry a Torch** To have a crush on someone  
**Cash** a kiss  
**Cash or check?** Do you kiss now or later?  
**Cat's Meow** Something splendid or stylish; similar to bee's knees; The best or greatest, wonderful.  
**Cat's Pajamas** Same as cat's meow  
**Chassis** the female body  
**Cheaters** Eyeglasses  
**Check** kiss me later  
**Ciggy** cigarette  
**Clam** a dollar  
**Copacetic** Wonderful, fine, all right  
**Crush** An infatuation  
**Daddy** a young woman's boyfriend or lover, especially if he's rich  
**Dame** a female  
**Dapper** a Flapper's dad  
**Darb** An excellent person or thing (as in "the Darb" - a person with money who can be relied on to pay the check)  
**Dead soldier** an empty bear bottle  
**Deb** an debutante  
**Dick** a private investigator  
**Dogs** feet  
**Doll** an attractive woman  
**Dolled up** dressed up  
**Don't know from nothing** don't have any information  
**Don't take any wooden nickels** Don't do anything stupid  
**Double-cross** to cheat, stab in the back  
**Dough** money  
**Drugstore Cowboy** a guy that hangs around on a street corner trying to pick up girls  
**Dry up** shut up, get lost  
**Ducky** very good  
**Dumb Dora** a stupid female  
**Earful** enough  
**Edge** intoxication, a buzz. i.e. "I've got an edge."  
**Egg** a person who lives the big life  
**Fall Guy** Victim of a frame  
**Fire extinguisher** a chaperone  
**Fish** (1) a college freshman (2) a first timer in prison  
**Flat Tire** A dull witted, insipid, disappointing date. Same as pill, pickle, drag, rag, oilcan  
**Flivver** a Model T; after 1928, could mean any old broken down car

**Flapper** A stylish, brash, hedonistic young woman with short skirts & shorter hair  
**Fly boy** a glamorous term for an aviator  
**Frame** To give false evidence , to set up someone  
**Gams** A woman's legs  
**Get a wiggle on** get a move on, get going  
**Giggle Water** An intoxicating beverage; alcohol  
**Gin Mill** An establishment where hard liquor is sold; bar  
**Glad rags** "going out on the town" clothes  
**Gold Digger** A woman who associates with or marries a man for his wealth  
**Goofy** in love  
**Hair of the Dog** a shot of alcohol  
**Handcuff** an engagement ring  
**Hard Boiled** a tough, strong guy  
**Hayburner** (1) a gas guzzling car (2) a horse one loses money on  
**Heebie-Jeebies** The jitters  
**High-Hat** To snub  
**Hit on all sixes** to perform 100 per cent; as "hitting on all six cylinders"  
**Hooch** Bootleg liquor  
**Hood** hoodlum  
**Hooper** Dancer  
**Horsefeathers** an expletive; same usage as applesauce  
**Hotsy-Totsy** Pleasing  
**It** Sex appeal  
**Iron** a motorcycle  
**Jack** money  
**Jake** OK, as in , "Everything is Jake."  
**Jalopy** Old car  
**Jane** any female  
**Java** coffee  
**Jitney** a car employed as a private bus. Fare was usually five cents; also called a "nickel"  
**Joe** coffee  
**John** a toilet  
**Joint** an establishment  
**Juice Joint** a speakeasy  
**Joint** A club, usually selling alcohol  
**Keen** Attractive or appealing  
**Kisser** Mouth  
**Left holding the bag** (1) to be cheated out of one's fair share (2) to be blamed for something  
**Level with me** be honest  
**Line** Insincere flattery  
**Live wire** a lively person  
**Middle Aisle** To marry  
**Mrs. Grundy** A priggish or extremely tight-laced person  
**Moll** A gangster's girl  
**Neck** Kissing with passion  
**Nifty** great, excellent  
**"Now you're on the trolley!"** Now you've got it, now you're right!  
**Nobody Home** Describes some one who is dumb  
**On the lam** fleeing from police  
**On the level** legitimate, honest  
**On the up and up** on the level  
**Orchid** an expensive item

<b>Ossified</b>	a drunk person
<b>Owl</b>	a person who's out late
<b>Palooka</b>	(1) a below-average or average boxer (2) a social outsider, from the comic strip character Joe Palooka
<b>Pet</b>	Same as neck, but more so
<b>Piker</b>	(1) a cheapskate (2) a coward
<b>Pill</b>	(1) a teacher (2) an unlikable person
<b>Pinch</b>	To arrest
<b>Pipe down</b>	stop talking
<b>Pushover</b>	A person easily convinced or seduced
<b>Putting on the Ritz</b>	after the Ritz hotel in Paris; doing something in high style
<b>Rag-a-muffin</b>	a dirty or disheveled individual
<b>Razz</b>	to make fun of
<b>Real McCoy</b>	The genuine article
<b>Ritzy</b>	Elegant (from the hotel)
<b>Rubes</b>	money or dollars
<b>Sap</b>	a fool
<b>Says you</b>	a reaction of disbelief
<b>Scram</b>	Ask someone to leave immediately
<b>Sheba</b>	A woman with sex appeal (from the movie Queen of Sheba) or (e.g. Clara Bow)
<b>Sheik</b>	A man with sex appeal (from the Valentino movies)
<b>Shiv</b>	a knife
<b>Sinker</b>	a doughnut
<b>Speakeasy</b>	An illicit bar selling bootleg liquor
<b>Spifflicated</b>	Drunk. The same as canned, corked, tanked, primed, scroched, jazzed, zozzled, plastered, owled, embalmed, lit, potted, ossified or fried to the hat
<b>Spiffy</b>	An elegant appearance
<b>Spoon</b>	to neck, or at least talk of love
<b>Struggle Buggy</b>	the backseat of a car. A parent's worst nightmare
<b>Stuck On</b>	Having a crush on
<b>Swanky</b>	Ritzy
<b>Swell</b>	Wonderful. Also: a rich man
<b>Take for a Ride</b>	To drive off with someone in order to bump them off
<b>Tin Pan Alley</b>	the music industry in New York, located between 48th and 52nd street
<b>Tomato</b>	a female
<b>Torpedo</b>	A hired gun
<b>Upchuck</b>	To vomit when one has drunk too much
<b>Wet Blanket</b>	a solemn person, a killjoy
<b>What's eating you?</b>	What's wrong
<b>Whoopee</b>	To have a good time
<b>You slay me</b>	that's funny

# *Flappers Dictionary (1920's)*

copied from: <http://bookflaps.blogspot.com/2011/04/flappers-dictionary.html>

and

[http://www.havemann.com/flappers\\_dictionary.html](http://www.havemann.com/flappers_dictionary.html)

Note, these two lists have been combined into one. Though Spontoon Island is set in the 1930's it should be common to hear such terms. After all, in 2011, fifty years later, you can still hear the 1960's words Weed, Bummer, Dude, Bad Trip, Acid and Suit. All still indicating the same thing. So a simple ten year span shouldn't have much affect upon the slang language of the 20's - 30's.

Absent Treatment—Dancing with a bashful partner.

Airedale—A homely man.

Alarm Clock—Chaperone.

Anchor—Box of flowers.

Apple Knocker—A hick; a hay-shaker.

Apple Sauce--Flattery; bunk.

Barlow—A girl, a flapper, a chicken.

Bank's Closed—No petting allowed; no kisses.

Barneymugging—Lovemaking.

Bee's Knees—See "Cat's Pajamas"

Bell Polisher—A young man addicted to lingering in vestibules at 1 a.m.

Bean Picker—One who patches up trouble and picks up spilled beans.

Berry Patch—A man's particular interest in a girl.

Berries—Great.

Biscuit—A pettable flapper.

Big Timer—(n. masc.)—A charmer able to convince his sweetie that a jollier thing would be to get a snack in an armchair lunchroom; a romantic.

Billboard—Flashy man or woman.

Blushing Violet—A publicity hound.

Blouse—To go.

Blow—Wild party.

Blaah—No good.

Boob Tickler—Girl who entertains father's out-of-town customers.

Brush Ape—Anyone from the sticks; a country Jake.

Brooksy—Classy dresser

Bust—A man who makes his living in the prize ring, a pugilist.

Bun Duster—See "Cake Eater".

Bush Hounds—Rustics and others outside of the Flapper pale.

Cancelled Stamp—A wallflower.

Cake Basket—A limousine.

Cake Eater—See "Crumb Gobbler"

Cat's Particulars—The acme of perfection; anything that's good

Cat's Pajamas—Anything that's good

Cellar Smeller—A young man who always turns up where liquor is to be had without cost.

Clothesline—One who tells neighborhood secrets.

Corn Shredder—Young man who dances on a girl's feet.

Crepe Hanger—Reformer.

Crumb Gobbler—Slightly sissy tea hound.

Crasher—Anyone who comes to parties uninvited.

Crashing Party—Party where several young men in a group go uninvited.  
Cuddle Cootie—Young man who takes a girl for a ride on a bus, gas wagon or automobile.  
Cuddler—One who likes petting.

Dapper—A flapper's father.  
Dewdropper—Young man who does not work, and sleeps all day.  
Dincher—A half-smoked cigarette.  
Dingle Dangler—One who insists on telephoning.  
Dipe Ducat—A subway ticket.  
Dimbox—A taxicab.  
Di Mi—Goodness.  
Dogs—Feet.  
Dog Kennels—Pair of shoes.  
Dropping the Pilot—Getting a divorce.  
Dumbdora—Stupid girl.  
Duck's Quack—The best thing ever.  
Ducky—General term of approbation.  
Dud—Wallflower.  
Dudding Up—Dressing.  
Dumbbell—Wall flower with little brains.  
Dumkuff—General term for being "nutty" or "batty".

Edisoned—Being asked a lot of questions.  
Egg Harbor—Free dance.  
Embalmer—A bootlegger.  
Eye Opener—A marriage.

Father Time—Any man over 30 years of age.  
Face Stretcher—Old maid who tries to look younger.  
Feathers—Light conversation.  
Fire Extinguisher—A chaperone.  
Finale Hopper—Young man who arrives after everything is paid for.  
Fire Alarm—Divorced woman.  
Fire Bell—Married woman.  
Flap—Girl  
Flat Shoes—Fight between a Flapper and her Goof  
Fluky—Funny, odd, peculiar; different.  
Flatwheeler—Slat shy of money; takes girls to free affairs.  
Floorflusher—Inveterate dance hound.  
Flour Lover—Girl who powders too freely.  
Forty-Niner—Man who is prospecting for a rich wife.  
Frog's Eyebrows—Nice, fine.

Gander—Process of duding up.  
Green Glorious—Money and checks.  
Gimlet—A chronic bore.  
Given the Air—When a girl or fellow is thrown down on a date.  
Give Your Knee—Cheek-to-cheek or toe-to-toe dancing.  
Goofy—To be in love with, or attracted to. Example: "I'm goofy about Jack."  
Goat's Whiskers—See "Cat's Particulars"  
Goof—Sweetie.  
Grummy—In the dumps, shades or blue.  
Grubber—One who always borrows cigarettes.

Handcuff—Engagement ring.  
Hen Coop—A beauty parlor.  
His Blue Serge—His sweetheart.  
Highjohn—Young man friend; sweetie, cutey, highboy.  
Hopper—Dancer.  
Houdini—To be on time for a date.  
Horse Prancer—See "Corn Shredder".  
Hush Money—Allowance from father.

Jane—A girl who meets you on the stoop.  
Johnnie Walker—Guy who never hires a cab.

Kitten's Ankles—See "Cat's Particulars".  
Kluck—Dumb, but happy.

Lap—Drink.  
Lallygagger—A young man addicted to attempts at hallway spooning.  
Lens Louise—A person given to monopolizing conversation.  
Lemon Squeezer—An elevator.  
Low Lid—The opposite of highbrow.

Mad Money—Carfare home if she has a fight with her escort.  
Meringue—Personality.  
Monkey's Eyebrows—See "Cat's Particulars".  
Monog—A young person of either sex who is goofy about only one person at a time.  
Monologist—Young man who hates to talk about himself.  
Mustard Plaster—Unwelcome guy who sticks around.  
Munitions—Face powder and rouge.  
Mug—To osculate or kiss.

Necker—A petter who puts her arms around a boy's neck.  
Noodle Juice—Tea.  
Nosebaggery—Restaurant.  
Nut Cracker—Policeman's nightstick.

Obituary Notice—Dunning letter.  
Oilcan—An imposter.  
Orchid—Anything that is expensive.  
Out on Parole—A person who has been divorced.

Petting Pantry—Movie.  
Petting Party—A party devoted to hugging.  
Petter—A loveable person; one who enjoys to caress.  
Pillow Case—Young man who is full of feathers.  
Police Dog—Young man to whom one is engaged.  
Potato—A young man shy of brains.

Ritzy Burg—Not classy.  
Ritz—Stuck-up.  
Rock of Ages—Any woman over 30 years of age.  
Rug Hopper—Young man who never takes a girl out. A parlor hound.

Sap—A Flapper term for floorflusher.  
Scandal—A short term for Scandal Walk.

Scandaler—A dance floor fullback. The interior of a dreadnaught hat, Piccadilly shoes with open plumbing, size 13.

Seetie—Anybody a flapper hates.

Sharpshooter—One who spends much and dances well.

Shifter—Another species of flapper.

Show Case—Rich man's wife with jewels.

Sip—Flapper term for female Hopper.

Slat—See "Highjohn"; "Goof".

Slimp—Cheapskate or "one way guy".

Smith Brothers—Guys who never cough up.

Smoke Eater—A girl cigarette user.

Smooth—Guy who does not keep his word.

Snake—To call a victim with vampire arms.

Snuggleup—A man fond of petting and petting parties.

Sod Buster—An undertaker.

Stilts—Legs.

Stander—Victim of a female grafter.

Static—Conversations that mean nothing.

Strike Breaker—A young woman who goes with her friend's "Steady" while there is a coolness.

Swan—Glide gracefully.

Tomato—A young woman shy of brains.

Trotzky (sic)—Old lady with a moustache and chin whiskers.

Umbrella—young man any girl can borrow for the evening.

Urban Set—Her new gown.

Walk In—Young man who goes to a party without being invited.

Weasel—Girl stealer.

Weed—Flapper who takes risks.

Weeping Willow—See "Crepe Hanger"

Whangdoodle—Jazz-band music.

Whiskbroom—Any man who wears whiskers.

Wind Sucker—Any person given to boasting.

Wurp—Killjoy or drawback.

\*P,LSB = Poor, Long-Suffering Bride



# *The Flapper's Dictionary*

As recorded by Ella Hartung in 1922  
(Not in Alphabetical Order)

This isn't the official Flapper's Dictionary, but a version recorded in 1922 by a young woman who would -- much later -- become my grandmother.

Dimbox	A taxicab
Flatwheeler	A young man who takes a young lady to an egg harbor
Egg harbor	A fall dance
Clothesline	One who tells neighborhood stories
Whiskbroom	A man who cultivates whiskers
Let's blouse	Let's go
Crabhanger	Reformer
Shifter	A grafter
Snugglepup	Young man who frequents petting parties
Petting party	Social event devoted to hugging
Finale hopper	Young man who arrives after all bills are paid
Hiphound	One who drinks hootch
Sodbuster	An undertaker
Applesauce	Flattery or bunk
Weeping willow	Same as crepehanger
Ritz	Stuck up
Alarm clock	A chaperone
Father time	Any man over 30 yrs
Ear muffs	Radio receivers
Dingledangler	One who persists in telephoning
Cake basket	A limousine
Statts(?)	Conversation that means nothing
Oilcan	An imposter
Fire alarm	A divorced woman
Cuddle-cootie	Young man who takes a girl for a ride on a bus
Forty-niner	Man who is prospecting for a rich wife
Tomato	Good looking girl with no brains
Slat	Young man
Strike breaker	Young woman who goes with her friend's "steady" while there is a coolness
Dud	A wall flower
Cake-eater	Harmless lounge lizard
Noodle-juice	Tea
Boob-tickler	Girl who has to entertain her father's customers from out of town
Snake-charmer	A female bootlegger
Dive-ducat	Subway ticket
Mad money	Carfare home if she has a fight with her escort
Hikers	Knickerbockers
Whangdoodle	Jazz band
Grubstake	Invitation to dinner
Pillowcase	Young man who is full of feathers
Feathers	Small talk
Hush money	Allowance from father
Bean-picker	One who tries to patch up trouble
Corn-shredder	Young man who dances on lady's feet

Police-dog	Young woman's fiancé	
Airedale	Homely man	
Fig leaf	One piece bathing suit	
John D.	An oily person	
Sweetie	Anybody she hates	
Sugar	Money	
Urban set	A new gown	
His blue serge	His girl	
Cutting yourself	a piece of cake	Making yourself wait patiently
Dog Kennels	Pair of shoes	
Dogs	Feet	
Stilts	Legs	
Mouthpiece	Lawyer	
Handcuff	Engagement ring	
Stutter-tub	Motor boat	
An alibi	A box of flowers	
Anchor	Bank roll	
Monogolist	Young man who hates himself	
Dropping the pilot	Getting a divorce	
Appleknocker	A hick	
Biscuit	A pettable flapper	
Butt me	Give me a cigarette	
Barney	A scandal walker	
Dincher	A half smoked cigarette	
Barney-muggin	Love-making	
Brush-ape	Anyone from the sticks - a hayshaker	
Cake-Eater	A wearer of tight clothes, belted coat with spearlike lapels and one button, sausage trousers, low quick fitting collar, greenish pink shirt; and one of those jazzbo ties that gives you the giggles.	
Cat's Pajamas	Anything that's good	
Dapper	A flapper's father	
Darb	Gink with a roll of coin	
Finale hopper	Always ready to promise the last wrestle and never there when it comes around; The spendthrift who arrives after the ticket-takers have departed	
Frog's eyebrows	Nice, fine	
Fluky	Funny, odd, different	
Goof	Flapper's sweetheart	
Half cut	Happily intoxicated	
Kippy	Neat or nice	
Neckers	Those who park while dancing	
Sharpshooter	A good dancer [who spends his money freely]	
Strangler	What a spendthrift isn't	
Toddler	A finale hopper's faster sister	
Sap	A finale hopper	
Smoke-eater	A girl cigarette user	
Plastered	A synonym for pie-eyed; oiled; intoxicated	
They	Refers to objecting parents	

## 1930's

<b>Abercrombie</b>	A know-it-all	
<b>Abyssinia</b>	I'll be seeing you	
<b>Aces, snazzy, hot, nobby, smooth, sweet, swell, keen, cool</b>	Very good	
<b>All the way</b>	Chocolate cake or fudge with ice cream	
<b>All wet</b>	No good	
<b>Ameche, horn, blower</b>	Telephone	
<b>Apple</b>	Any big town or city	
<b>Babe, broad, dame, doll, frail, twist, muffin, kitten</b>	Woman	
<b>Baby</b>	Glass of milk	
<b>Bean shooter, gat, rod, roscoe, heater, convincer</b>	Gun	
<b>Beat</b>	Broke	
<b>Behind the grind</b>	Behind in one's studies	
<b>Big house, hoosegow</b>	Prison	
<b>Bleed</b>	to extort or blackmail	
<b>Blinkers, lamps, pies, shutters, peepers</b>	Eyes	
<b>Blow your wig</b>	Become very excited	
<b>Booze, hooch, giggle juice, mule</b>	Whiskey	
<b>Brodie</b>	A mistake	
<b>Brunos, goons, hatchetmen, torpedoes, trigger men</b>	Hired gunmen and other tough guys	
<b>Bulge</b>	Having the advantage	
<b>Bumping gums, booshwash</b>	Talk about nothing useful	
<b>Butter and egg fly, hot mama, sweet mama, sweet patootie, dish, looker, tomato</b>	An attractive woman	
<b>Butter and egg man</b>	The money man, the man with the bankroll	
<b>Buzzer</b>	Police badge	
<b>Cabbage, lettuce, kale, folding green, long green.</b>	color of money	
<b>Cadillac</b>	One ounce packet of cocaine or heroin	
<b>Canary</b>	A female vocalist	
<b>Cats or alligators</b>	Fans of swing music	
<b>Cave</b>	One's house or apartment	
<b>Check or checker</b>	A dollar	
<b>Chicago overcoat</b>	Coffin	
<b>Chicago typewriter, chopper, gat</b>	"Tommy Gun", Thompson Submachine Gun	
<b>Chisel</b>	Swindle, cheat, work an angle	
<b>Cinder dick</b>	Railroad detective	
<b>City juice, dog soup</b>	Glass of water	
<b>Clam-bake</b>	Wild swing	
<b>Clip joint</b>	Night club or gambling joint where patrons get flimflammed	
<b>Copper</b>	Policeman	
<b>Crumb</b>	A fink, a loser by social standards	
<b>Crust</b>	To insult	
<b>Curve</b>	Disappointment	
<b>Cute as a bug's ear</b>	Very cute	
<b>Dead hooper or cement mixer</b>	Bad dancer	
<b>Dick, shamus, gumshoe, flatfoot</b>	Detective	
<b>Dig</b>	Think hard or understand	
<b>Dil-ya-ble</b>	A phone call	

<b>Dingy</b>	Silly
<b>Dizzy with a dame</b>	Very much in love with a woman, sometimes at great risk to themselves, especially if she's someone else's moll
<b>Dog house</b>	String bass
<b>Doggy</b>	Well dressed but in a self conscious way
<b>Dollface</b>	Name for a woman when a man is pleading his case or apologizing
<b>Doss</b>	Sleep
<b>Drilling, plugging, throwing lead, filling someone with daylight, giving someone lead poisoning</b>	Shooting a gun (at someone)
<b>Drumsticks, pins, pillars, stems, uprights, get away sticks, gams</b>	Legs
<b>Dukes, paws, grabbers, meat hooks</b>	hands
<b>Egg</b>	A crude person
<b>Egg harbor</b>	Free dance
<b>Eggs in coffee</b>	Run smoothly
<b>Evil</b>	In a bad mood
<b>Face</b>	A Caucasian
<b>Fem, filly, flame, flirt, fuss</b>	Constant girl companion to a boy
<b>Five spot, a Lincoln</b>	\$5 bill
<b>Genius</b>	An extremely, unbelievably, dumb persons
<b>Gin mill</b>	Place that serves liquor, sometimes illegally
<b>G-man</b>	Federal agent, term coined by Machine Gun Kelly
<b>Gobble-pipe</b>	Saxophone
<b>Golddigger</b>	Attractive young woman actively hunting for a rich man
<b>Greaseball, half portion, wet smack, wet sock, jelly bean</b>	Unpopular person
<b>Grifter</b>	A con man or woman
<b>Gumming the works</b>	To cause something to run less smoothly
<b>Gunsel</b>	Gunman with a hint toward being a reckless loose cannon or young homosexual (insult)
<b>Hard boiled</b>	Tough
<b>Hocks, plates</b>	Feet
<b>Honey cooler</b>	A kiss
<b>Hop, rag, jolly up, romp, wingding</b>	Dance or party
<b>Hotsquat</b>	Electric chair
<b>House dick, house peeper</b>	House detective
<b>Joe</b>	A average guy
<b>Joed</b>	Tired
<b>Juicy</b>	Enjoyable
<b>K balling</b>	Salvaging parts from junked rail cars to rebuild others
<b>Keen</b>	Very Good
<b>Kibosh</b>	Squelch
<b>Kippy</b>	Neat
<b>Low down</b>	All the information
<b>Lunger</b>	Someone with tuberculosis
<b>Make tracks, dangle</b>	Leave in a hurry, leave abruptly
<b>Meat wagon</b>	Ambulance
<b>Micky, Micky Finn</b>	Drink spiked with a knock out drugs
<b>Mitt me kid!</b>	Congratulate me
<b>Moll</b>	A gangster's girlfriend
<b>Murder!</b>	Wow!
<b>Nuts!</b>	Telling someone they are full of nonsense
<b>Okie</b>	Migrant worker from Oklahoma
<b>Off the cob</b>	Corny

<b>Packing heat, wearing iron</b>	Carrying a gun
<b>Pally</b>	Friend, chum, sometimes used sarcastically
<b>Patsy</b>	Innocent man framed for a criminal charge
<b>Pill</b>	Disagreeable person
<b>Pip</b>	Attractive person
<b>Pitching woo, making whoppee</b>	Making love
<b>Platter</b>	A record
<b>Plenty rugged</b>	Big and strong
<b>Pachuco</b>	Young Mexican living in the US
<b>Ring-a-ding-ding</b>	A good time at a party
<b>Rot gut, bathtub gin</b>	Prohibition alcohol usually made in back rooms and of low quality
<b>Sawbuck</b>	\$10 bill
<b>Scat singer</b>	A vocalist who improvises lyrics, substituting nonsense syllables for words
<b>Scrub</b>	Poor student
<b>Shake a leg</b>	Hurry up
<b>Skin tickler</b>	A drummer
<b>Slugburger</b>	Adding day-old bread to ground beef.
<b>Slip me five</b>	Shake my hand
<b>Smooth</b>	Well dressed without qualification
<b>Snipe</b>	Cigarette
<b>Sourdough</b>	Counterfeit money
<b>Speakeasy</b>	Bar disguised as something else or hidden behind an unmarked door
<b>Squat</b>	Nothing
<b>Stool pigeon, snitch</b>	Someone who informs to the police
<b>Suds, salad, dough, moolah, rhino, bacon (as in bring home the bacon), bread</b>	Money
<b>Take a powder, blow, split, scram, drift</b>	Leave
<b>Taking the rap, taking the fall</b>	Taking responsibility for someone else's crime or crimes
<b>The high hat</b>	A response in which one excludes another with irreverence and intent to offend
<b>The kiss off</b>	The final goodbye as in exile or death
<b>Tin</b>	Small change
<b>Tin can, flivver</b>	A car
<b>Tin ear, Ickie</b>	Someone who did not like popular music
<b>Togged to the bricks</b>	Dressed up
<b>Trip for biscuits</b>	A task that yields nothing
<b>Twit</b>	Fool or Idiot
<b>Whacky</b>	Crazy
<b>What's your story, morning glory?</b>	What do you mean by that?
<b>Wheat</b>	Person unused to city ways
<b>Yo!</b>	Yes
<b>You and me both</b>	I agree
<b>"You shred it, wheat"</b>	You said it

# Spontoon Essays

*These Essays are by Spontoon Creators and reflect their view of the Spontoon reality. These are serious attempts to 'Fill in the Blanks' and should be used as Guidelines, not hard and fast rules. Many of these Essays were first published on the Official Spontoon Website and are presented here only with the knowledge and permission of each writer.*

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# *Spontoon Genetics 101*

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*Thinking about folk with extreme Pedigrees or the lack of them, here's the ideas I had about Spontoon genetics, a couple of years ago. I still think on much these lines.*

## **Genetics on Spontoon ... the whole can of worms ...**

I've been thinking about this one on and off for a few years now. Far longer than I've been involved with Spontoon, in fact, as it applies to most "funny Animal" genres wherever the various species are inter-fertile. The way I see it, there are two main directions a mixed society could go depending on the genetics.

1. The species mix is somehow "self-correcting." That is, although hybrids are possible, they are not "stable". The only dominant traits are those bundled together in a single species.
2. The species mix freely, any combination of traits is possible, and over the millennia discrete species are heavily outnumbered by a mixed "generic funny animal" population. See most of the passers-by in "Duckberg" as examples. Entropy is entropy and only goes one way, until serious levels of Genetic engineering come along it's not possible to "breed back" to true species from mixes. (Yes it's been done with European Bison and tarpans, but those were stock-breeding projects.)

Well, so much for general trends. If we want to do this with explainable genetics rather than invoking any sort of special pleading, it gets difficult. In Nature, there are actual species mixes — mules of course, zeedonks, zorses, tignons, ligers, and similar. We could imagine this being true on Spontoon, and the case (1) above applying since species hybrids are generally infertile. (Generally. There have been cases of pregnant mules, but those are one in millions.)

Suppose this was true? Well, it's not hard to imagine a lot of social stigmas attached. A mixed marriage where both parents would know beforehand they were never going to see any grandchildren, would be rather discouraging as well as socially discouraged. Any mixed progeny in such a society would be mostly accidents and scandals ("happens in the best of families, my dear ...")

Second supposition, from (1) above. Mixed offspring "take after" one side or another, in that all the genes on one side is dominant while the others are recessive. See the Disney World example of boys taking the Father's looks and girls the Mother's! Well, that would be OK if you only had 2 species, though it might throw up a few Mendelian surprises (2 mice both carrying recessive cat genes their parents didn't tell them about. They have 3 children who are mice, and the 4th isn't.)

If you have a dozen or more species (and on Spontoon there seem to be dozens) then it gets hideously complex. What if 2 mice marry, when in fact they each have 3 other (and non-overlapping) recessive genetic sets? It could make family reunions interesting. ("Well, she doesn't get it from MY side of the family ...!")

Then we come to the wider problem, of crossing Genus and Families rather than species. Two mammals have a lot in common, but on Spontoon we have marsupials, reptiles and birds in the mix. Or possibly not in the mix, it'd be SO much easier if we could at least rule those out. Reptile/amphibian crosses, reptile/bird, are at least spared the problems mammals would have with laying eggs, or birds giving live birth. (In "Nesting Season", I've assumed that even if the duck Priestess Wakawana did drag Reggie Buckhorn to her nest, she would have "made arrangements" elsewhere to provide her with eggs.)

Marsupials are a special case. Considering marsupials are “born” at about the 2 or 3 month stage and crawl into the pouch to complete the gestation, there had better be a pouch ready for them. And marsupial girls aren’t designed to carry a mammalian length pregnancy or mammal size offspring internally. Either way, the prospects don’t look pleasant for a mammal/marsupial. Better hope it takes after the mother, whichever way round that might be!

So much for general principles. Some systems of Law are based on Principles, in others it's based on Precedent. I believe the American system has general Principles, so that a law can be thrown out for being Unconstitutional (correct me if I'm wrong. I'm sure you will.) In the British system, lawyers have to work a lot harder as judgement of one case depends on ruling of preceding cases. Laws are based only on earlier laws, and there is no higher appeal to any external framework.

What does this mean? Well, I think we'll have to work on Precedent and calculate Principles out of the mess, I mean fascinating mix of data. There are various facts we have to go on, and here are some specifics that I don't think anyone's going to quibble much with. No doubt I've missed some.

1. The vast majority of folk are a definite single recognizable species.
2. There ARE species mixes, though. There's Miss Wildford, a cat-skunk “skat”. There's Constable A'hataman'a, a platypus and (feline? Don't know. A mammal and a monotreme's the most extreme cross we've seen to date) There's Nuala Rachorska, a civet cat / wolf, Kansas Smith a stoat/mink, and a few others. But as a percentage rather few.

From (1) above we can deduce there must be something acting against hybrids.

From (2) we can see that (at least in some cases) it isn't the “Children take after one parent or another.”

Possibility: as with real-world mules, hybrids have lessened fertility. Two hybrids, doubly so (if not squared.) Which is why we don't see a population of “skats”, they're just not stable. But if it's not absolute, there wouldn't be such a social prohibition against mixed marriages. Maybe a skat who married one of her parent species would have (at least some) offspring “revert” to being pure-bred, with the other side of the ancestry “lost in the wash”?

Then there's the secondary carnivore/herbivore case. I can't offer any help on this one! In Amelia's diary all the characters appear to be omnivores to a certain extent: the deer Molly eats fish or chicken if she can get it, and nobody has a valid medical excuse not to eat poi (though I expect many have tried.) I liken the actual herbivorous characters to the Oriental trait of lactose intolerance; with the same DNA an oriental brought up drinking milk and eating dairy products may have no problems, whereas an identical twin raised back home would do. Molly and Maria were brought up as omnivores, and have no problems that way.

Of course, as they say, Your Mileage May Vary. What guidelines I've followed in my own tales, may bear no relation to what anyone else thinks. I've noticed Reggie Buckhorn mentioning having more than one stomach, which is nice if you do have to live on seaweed; Inspector Stagg can likewise eat grass and hedge trimmings. (Starts doodling where in a human-shaped abdomen a ruminant digestion big enough to do that would actually fit. Tears up doodle and hides pieces. Then again, bamboo-eating Pandas are derived from omnivorous bears although their digestions aren't as efficient as, say, a horse digesting cellulose.)

It might be you just can't make a universally applicable set of laws unless you do it at the outset, which Spontoon was having far much fun to do!



*The Great Pandemic*  
*Or*  
*The Spanish Influenza Epidemic*  
*Of 1918-1920*

And how it affected the Human  
And Simian Populations of the World

By Richard B. Messer

(Author's Note: This essay is my way of explaining why there are very few humans existing in the world of Spontoan Island.)

War is a way and means of generating death on a grand scale. But sometimes there are other sources that can rival war in its grisly harvest. The Spanish Influenza epidemic of 1918-1920 was such a source, outstripping the Black Plague of medieval Europe and Euro-Asia of the middle 14th Century. In the two years of its devastating reign the pandemic took the lives of 20 to 40 million people worldwide, mostly humans and the upper level primates, i.e., gorillas, chimpanzees, orangutans, and some baboon species.

The first reported cases came out of the Catalonia region of Spain in the spring of 1917. Close to one million people died in the three months the influenza ran rampant through the countryside and the streets of Barcelona. But this epidemic died out as quickly as it appeared. It was during the early winter that this strain of influenza reappeared, and in the Midwestern United States. America had recently declared war on the Central Powers of Germany, Austria-Hungary, Romania, and the Ottoman Turks. Every able-bodied man and furry volunteering for the military services were gathered across the country at the myriad training camps springing up. But it was at the established Army posts of Fort Riley and Camp Funston in Kansas, Fort Leonard Woods in Missouri, and Fort Sam Houston in Texas that the first outbreaks of this particular influenza occurred.

The Army medical staffs at these establishments were puzzled at first with the strain's selectiveness of victims. Most of the men who had caught the disease recovered from their illness though they were left in a weakened state. Some had to be mustered out because they were in no shape to continue training, let alone to be sent overseas to fight. And as the military continued to gather in its recruits, some became infected with the influenza but showed no outward signs of coming down with the illness.

With training completed, these units of infantry, artillery, and cavalry, along with their support battalions, soon arrived at the eastern seaports to be loaded onto transport ships for the journey to Europe and the ongoing conflict. Arriving in England and France, the Americans were assigned to French and English army commands to continue their training and serve with the more seasoned troops. The influenza found a fresh breeding ground among the tired trench warriors. Men grew weak and died, bogging down already overloaded medical services along the front. And whenever a mass assault was conducted against the Germans, most simply dropped into shell craters, out of breath and unable to carry on. Those taken prisoner merely spread the disease to their enemy. In short order the Imperial German High Command became aware of the devastation that was taking place among its troop along the Western Front. Reports of men dropping over during guard duty, of humans bedridden to leave their animal comrades in charge of running the military bureaucracy, and worse, most of the air service squadrons grounded due to lack of pilots in any capacity to fly, raised an alarm that reached to the residency of the Kaiser in Berlin.

By the spring of 1919 the vast war machine that was the Great War began to grind to a crawl as humans and apes began to die off at an alarming rate, leaving gaps in the chains of command. And those Americans who had been released from military service took the influenza home. Soon word was coming from every village, town, and city of a virulent strain of influenza that left every man, woman, and child dead, with 'blue lips flecked

with a blood-tinged froth.’ Medical practitioners began compiling their discoveries until the results of the analysis sent the American Red Cross establishment reeling from the news. What had been thought of as an ordinary influenza had ‘developed into the most vicious type of pneumonia ever.’ People were struck down with the illness on the street, contracted cyanosis, and simply suffocated to death. One physician recalled how patients ‘died struggling to clear their airways of a bloody froth that sometimes would gush from their nose and mouth.’

As word of what was happening in Europe arrived in America people soon began to realize the extent this virus had spread. The major cities began establishing quarantines around parts of their communities most devastated by the disease but these proved ineffective. Even restricting travel did nothing to slow the spreading contagion. Panic set in, resulting in a mad rush to get away from those places suffering from the outbreak, but this only hastened the spread. It became apparent to local governments that the disease affected only humans and simians, leaving the animal portion of the population free to fill the vacuum left in the political and service areas. There followed a mad scramble to fill these empty positions, sometimes with mixed results.

And so it was by the attrition of disease rather than war that the European conflict became bogged down, resulting in a general stalemate along the trenches running from Switzerland to the English Channel. The animals and avians that filled the posts held by sapiens soon found that the having was a far greater challenge than the wanting. Attempts at jump-starting the fight only resulted in fits and starts along the battlelines as half-hearted assaults only led to more casualties with no visible achievements in gaining ground.

By mid-summer the entire war machine on both sides lurched to a halt and refused to continue. The General Staffs among the various national services faced a major dilemma and turned to their respective governments for help. It soon became clear that the conflict was over. All that could be done now was to work out an agreement between the combatant nations to settle the matter diplomatically and call for an armistice. But even that took time as the pandemic had made inroads into the hallowed halls of government and left the negotiating parties bereft of their most influential ministers and secretaries. Thus the negotiations dragged on until early spring of 1920, by which time the devastating virus had disappeared, leaving in its wake a greatly changed world.

While most of the devastation in the human and simian populations occurred in North America and Europe, the Black Hand (and blue lips) of Death had stretched across South America, Africa, and Asia, albeit slowing. Soon word of small villages and way stations along caravan routes and jungle trails being found empty of humans and apes found their way into colonial headquarters. But not all the deaths could be blamed on the disease. Most of the bodies discovered had either been shot, stabbed, beaten, or hacked to death. It quickly became known that the animal world was exacting revenge on the human populations for real or imagined persecutions, and was extracting a grisly redress. Even among the more civilized nations, riots and murders followed in the wake of the pandemic as pent-up fury broke out into the open.

While a vast majority of furies stood by and let the savagery unfold on the remaining humans, a goodly portion rose up to stand by their “hairless cousins.” It took local and state governments considerable time to muster any sizable force of state militia and national guard units to quell the madness running loose through the streets. For many animal and avian species, the near extinction of mankind was considered a “blessing from God.” That is, until government operations and utility services began to falter and the vacancies in key positions became difficult to plug in the short term.

It would be a few years before the fallout of the pandemic settled down and a vague semblance of normalcy in the world had manifested itself. It was during this time period that medical science became aware of a secondary effect of the virus among humans: sterility! In some parts of the world the birthrate of human babies showed a leveling off, while in others a slight decline. In either case, the inability to reproduce cast a shadow over mankind, leaving it forlorn and feeling hopeless. In some cases, governments had put into moratorium certain bestiality statutes that would allow interspecies relationships to develop in hopes this would pull humans out of their “blue funk.” It would be nearly ten years that signs of human population growth began

to emerge, as couples were able to produce children once more. This new sign of hope, in which the after effects of the pandemic were only temporary, gave men and apes the lift they needed to take their place once more in the sun.

# *The Missionary Position on Spontoon Island*

A historical overview by Mr. Ken Fletcher

Missionary work has proven difficult in this area of the North Pacific islands. With the withdrawal of British Colonial Administration and the following loss of political and military protection, any visiting Christian and Islamic missionaries had to answer to the rough democratic theology of the local island populations. In the greater Archipelago area, this means that there are more surviving original native religions (mostly from Polynesian and Coast Amerind theology), and more religious tolerance (in most cases). A few isolated Missionary Christian (and other!) theocracies do control some islands.

In the Spontoon Island Atoll, the Althing was much more interested in collectively constructing a religious framework from their own local materials than importing something pre-fabricated. As a result, by 1900 Missions, Churches, Mosques, and Temples (with non-native clergy and administration) were restricted to Casino Island. While Moon Island, Eastern Island, and South Island were eventually allowed a limited Euro population, by agreement these islands have no Euro-administered places of worship. This is because the general Spontoonie population associates Euro churches with missionary activities, colonial politics and cultural subversion. This has been a bitter pill for the foreign missions. By the 1930s, they are willing to work within these boundaries.

Euro evangelists seeking converts are restricted to their reservation on Casino Island. Natives who wish to be proselytized may go there for the experience. Christian, Muslim, and other small sized & native-clergied congregations of Spontoonies are part of the Spontoon Islands, but seem to be happy to co-exist with the widely accepted, crafted mythology of Spontoon Custom.

# *THE BROTHERHOOD OF THE BONELESS*

© 2006 Mr. David R. Dorrycott

*Introducing a touch of believable Horror into the Spontoon Universe.*

[Taken from a report by Professor Sandfish H. Farthinton II, PhD, SSD, KLM.  
His report was given before the I.A.D., The International Academy of Detectives,  
on March 11th, 1936. In Paris, France.]

Brotherhood of the Boneless, known collectively as 'The Brotherhood', 'The Boneless', and 'The Dark Ones'. I will call them the 'Brotherhood' within this report. But what is the Brotherhood? Why do even the most powerful furs fear that name? What evil, what power could they possibly project to make even national governments wary of crossing them? Where did they come from and who are they? For the last, the most successful appear as normal everyday furs; going about life as all furs do.

What is the Brotherhood? They are furs who hunt, trap and render game for the use and pleasure of other furs, and their own profit. It is the horror that the game they hunt are you, I, our brothers, sisters -- For to them, we are nothing but animals. Animals to be trapped, skinned, rendered, and sold to other animals. They are evil in the darkest way, for they consider themselves to be nothing more than honest businessmen going about their daily work. They do not consider themselves evil, though they understand that the animals who they prey upon are more than capable of taking them down, should they be discovered.

And where can the Brotherhood be found? Why, almost everywhere: Perhaps even in your own home town. Very few nations have managed to eradicate their own infestation of the Brotherhood. Spontoon Island being one of those, and that only most recently. And there are the solitaire Hunters: Those who wander about; collecting their product from small towns, neighborhoods, even PTA meetings. You have seen them, the Door-to-Door Brush Salesman, Cosmetics Woman, Bible Salesman. They are in your town a week or two, walking door-to-door with their wares. Watching for the fur who is alone and whose pelt is of a desired color, pattern or size. Then they leave for the next town, and there is always the story of some housewife who ran off, a missing husband and the like.

How do these creatures hunt? Therein lies the difficulty in discovering these creatures. Each hunts in the manner of their choosing. Perhaps a call girl, who suggests a private place. A Fisherman who knows the best place, just down the stream around that bend. That handsome fur inviting you to his place for 'a nightcap.' The taxi you grabbed late at night or truck-driver who offers you a lift. They are in every possible profession. They work alone, in couples, or in packs. In many places there are 'Houses.' Places where they have built safe and secure buildings where they socialize, have libraries, medical care -- even restaurants. Should you ever find yourself in one of these places, dare not to eat the meat offered you. Then there are the processing places. These can range from an abandoned farm building for a solitaire, to "just where did that pet food come from anyway?" Why does Aunt Clara have such a happy gleam in her eyes as she wears her new leather gloves -- Gloves she purchased not long after her cranky ex-neighbor vanished in the snowstorm last year.

This leads us to ask, just how many of these creatures are there. At last estimate, over one- and less than two-hundred thousand in 1935. An exact number cannot ever be known, as the Brotherhood keeps no records of their members. Yet so strict is their secrecy that every attempt to infiltrate them has resulted in the fur's carefully mounted head being returned to his agency. They are to be found alone, in groups of three or four, and in Houses of fifteen to twenty. Some run 'farms.' Villages carefully 'weeded' of the undesired. Those too intelligent, too ugly, too curious. Docile people who go about their daily lives knowing they are meat for another's table, yet uncaring -- for this is the way it has always been. Outsiders who discover the truth are soon to have fatal 'accidents.' Should a House be discovered, invariably these creatures manage to escape, being somehow warned in advance.

Thus comes the question of, who buys these creatures' products? The answer will surprise you, as such items are sold as exotic leathers, high-grade furs, holistic medicines, aphrodisiacs and even 'lucky dice.' Only careful inspection will ferret out these creatures' creations. Items that had once been breathing, talking, laughing, loving intelligent furs have been discovered in Libraries, Old World cures, books and even such mundane items as boots, gloves and seat leathers. Owners have been the rich and the poor. There appears to be no specific market for their wares with the exception of the Far East.

One may ask how long the Brotherhood has been in existence. To date proof has been found in cavern paintings that they, or their kind, existed alongside our ancestors. Perhaps their culture rose as we arose, following our civilization on its outskirts. Remaining in the shadows. Always there, always just out of touch. Certainly old fables support that the Brotherhood has been in existence at least since the written word. Nor may we hope to ever fully eradicate the Brotherhood. They are now so integrated into our civilization that to expose them would cause the end of us. Our great civilization would fall into chaos, and they would still be there. Perhaps even more powerful.

Brotherhood of the Boneless: Evil, Fear, Madness. They can be everywhere (except Spontoon and Canada) and nowhere. You can kill a hundred and next week more will take their place. Yet for all they are, a fur could live a full active life and never encounter one. After all, in a city of 100,000 perhaps only one is present -- Never enough to affect more than a small percentage of the population. And they shun the limelight. They avoid those who might understand who they are, because they are no more supernatural than you are. They are simply without heart, except for those they love. And that is the madness of the Brotherhood. They love, hate and fear, just like you and I.

And what proof have we that these creatures truly exist? I have for your reading pleasure, stories of Kings cowed when their daughters pelts were given to them. Pelts turned into robes, bed covers and even rugs. Stories of the Great War, when German Intelligence accidentally discovered a House in Berlin itself, and all the proof any intelligent fur would need to believe. Even a report from the great British Reporter Killian Whitehall, the only fur known to infiltrate a House and escape alive, though he too died only days later in a suspicious aircraft crash. There are dozens more stories, even bits of physical proof. Believe me, dear sirs and ladies. They exist. They are out there. And we must do all we are able to stop them forever.

[It is noted that Professor Sandfish vanished the next weekend, his well-mounted head, complete with glasses, arriving at the Academy three months later by Standard Post.]

The names of the Brotherhood, the concept, and information in this article  
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# *Pumpkin Worship*

An article discovered by our informant  
Mr. Taral Wayne  
Anthropomorphologist from Toronto, Ontario.

"Pumpkin worship by the modern peoples of the Central Pacific islands is commonly thought to be a distant memory of primeval head hunting customs. Certainly it is true that the islanders of the Cook, Nimitz, and Piccard Seas did engage in head hunting wars long before the advent of European and Asian explorers in the 15th. and 16th. centuries. Many intact skull shrines are still popular tourist stops, particularly in the Spontoon Island Independencies, where they are protected by law. (Elsewhere they have been largely vandalized by unscrupulous relic hunters, and religious bigots.)

Another often heard theory is that the worship of pumpkins is a recent import from Europe, and indeed the Hallowe'en pumpkin is conflated in the popular imagination with the true Spontoon (or other Island) pumpkin.

Nor is it to be confused with The Great Pumpkin, a spurious invention dating from mid-20th. century America.

The true origin of Central Pacific pumpkin reverence lies elsewhere. To understand it, we must look instead to the moon. Anyone who has seen the great silvery orb of our sister planet, hanging over the dark Pacific, must remark on its ghostly features! The early peoples of the Central Pacific saw no "Man in the Moon" but a ghastly goblin. It leered down at them, hungering for the souls of anyone on the water after the sun had set. Often enough it's hunger was satisfied, as fishers frequently failed to return as expected at nightfall. To mark the home of a family whose son or father or brother had fed the insatiable goblin moon that night, neighbors carved its likeness on the Mocha-Moshe island fruit, and left its grinning presence by the hut door.

In later centuries the island fruit was replaced almost universally in cultivation by European crops. The great orange pumpkin, though the colour of blood and therefore life, replaced the Mocha-Moshe's pale skull like form. Similarly, the islanders grew to depend less on fish as a livelihood, and loses to the hungry moon diminished to rare occurrences. People began instead to place the image of the "living" moon outside their huts only during the Harvest Festival, a quaint remnant of the prior gloomy custom now celebrated by good cheer and feasting."

-- from "The Bowl Under the Sky: Modern Pacific Rim Folk Ways and Extinguished Customs of Past Ages", Prof. Roy Hinkley, BS, MA, Ph.D., 1956, Castaway Press, Honolulu.

# *The Constabulary*

commentary by Ken Fletcher  
(with inspiration from many contributors)

The Spontoon Island Constabulary is a formal expression of the police powers of the local government of the Spontoon Island Archipelago. By 'formal', this means that it is public, with a visible presence of uniformed officers, is always seen to be on duty, and it can be used for ceremonial functions.

Besides securing the peace of the Spontoon community, the Constabulary is intended to be very visible to visitors, tourists, the resident non-citizen Euro community, and other observers who expect a familiar-looking police force.

There are many layers of policing powers that the Spontoon community calls upon for protection, depending on their actual needs. These layers range from informal interventions by neighbors & elders up to area signals calling for intervention by the Spontoon Island Citizen's Militia or units of the Rain Island Naval Syndicate. (The other services will be outlined elsewhere.) The Constabulary is a mid-range response that is always publicly visible.

The Constabulary Services (Sub-Committee) is part of the Interior Committee (Ministry of the Interior) which in turn answers to the Althing Executive Committee, which answers to the Althing. The 'Althing' is a governing body of all community citizens over the age of 18. Most governing committees are small and efficient, with committee members usually elected by the Althing from staff members with experience. 'Ministry' is the term most often used for the benefit of outsiders; 'Committee' is the term most often used by the Althing. Some of the Constabulary Ministries have been of better quality than others. Politics can happen.

The Chief Constable is an appointed, paid position. The Chief has a small support staff at the Headquarters offices, some of them part-time committee members. The Constabulary Headquarters is on Meeting Island. Telephone, radio, telegraph, letters, and heliograph are used to relay information. There are a lot of messages and reports generated: Briefings of large groups of officers are rare. The Constables do use a chain-of-command, military ranks, and have badges for use with informal wear, working uniforms, & dress uniforms (used for specific duties).

Constables have at least a high school education, have been in the Militia, and have some police training at the tech school.

The Archipelago is divided into patrol districts, with small Constable Stations (usually in a village), often sharing office space with the village Watch and Militia. There is a larger Constable Station at the main village on the south coast of Main Island. Each station may have up to 1 to 3 constables on duty at the station or patrolling, often depending on Watch Committee members to be a presence in the office. On most of the Archipelago, Constables are expected to be a respected part of the community, known by sight; informally dressed, but with at least a badge. They are assumed to have a weapon available. In an emergency, they are a contact with outside resources from other Spontoonies. Ideally they work in cooperation with all the local social and political groups; they are prepared to work alone. For the villagers in their patrol districts, they represent the overall executive functions of the Althing, and it is understood that a Constable has a duty to take action protecting the interests of the entire Spontoon community.

The Constabulary has a slightly different role in the areas of the islands where Euros live: They become token representatives of the political power of the Althing. Most Euros are not Spontoon Island citizens (though they have rights and some self-government). The Spontoon Island Althing allows Euro non-citizens to lease land on Casino Island, Moon Island (the naval base) and parts of Eastern Island (airfield, port areas, & plantations) and South Island (the resort hotel areas). The largest concentration of Euro residents is on Casino Island:



about half the population living there.

The Constabulary has a very visible presence in the Euro areas, especially where there are tourists. More formal constable uniforms are the rule in tourist areas, and on Casino Island even outside of the tourist season. Any area with Euro visitors, such as the ports and seaplane bases are likely to see uniformed Spontoon Constables on patrol.

On Casino Island, the Spontoon Island Constabulary has a station (& some watch boxes/police phones) and officers, and the constabulary and reps of the Althing (Spontoonie) government participate in Casino Island Neighborhood Watch Councils.

Casino Island has it's own representative town/island government, similar to a British Colonial or USA Colonial model, and is semi-autonomous within the Spontoon Island government style. The political attitudes on Casino Island are merchant/libertarian. The residential areas of Casino Island are quiet tropical-suburban places to live. In the 1930s most all of the public areas of this lively island are safe to stroll through, even at night. It is well policed for an urban area of the time. Some of the 'policing' from the Neighborhood Watch may not be obvious....

There are several \*small\* private police forces on Casino Island, of various levels of competency, probity, & accountability. They were set up by the equivalent of "Merchant's & Warehouse's Protective Associations" (Tongs under other names?). This is a matter of some delicacy, as some of the reason for their existence was highjackings sponsored by other merchants. Everyone acts nice in public by the 1930s, and even nice most of the time in private. It might be possible at times to confuse the style of these private police with semi-criminal protection syndicates. They do seem well controlled, for the most part, and seem to act more like the old-fashioned private fire departments that were sponsored by fire insurance companies in the 18th century. There is a lot of co-operation between these Euro police units (& the Spontoonie constabulary). This is probably an example of "Enlightened Self-Interest."

The casinos also have their own security staff, of course; some small, some larger.

You can expect that there are areas (bounded by informal understanding) where a certain level of petty crime is tolerated by the authorities as part of the expected entertainment of tourists and sailors. A few of the blocks near the docks are that way. In other areas of Casino Island (and most of the other locations in the Atoll), the "Neighborhood Watch" might be very intense--not even counting the Constabulary, who are only the most visible part of the local security infrastructure...

The Spontoon Island Constables on Casino Island are there to protect tourists & visitors from any predatory excesses, and to act as a reinforcement to the Casino Island police forces. They can also act as mediators among factions within the Euro community and a representative contact point with the Althing Committees. They are available to help deal with crimes of theft and violence. They also watch the mood of the Euro community and visitors, and are an open source of information to the Althing Security Committees.

There are other policing functions that the Constabulary perform on all parts of the Archipelago. They informally keep track of visitors and transients. Some visitors are discouraged from lingering. As one example, uninvited visits to the Main Island are discouraged, as are 'squatters' on Eastern and South Islands. They also assist the work of the Import Inspections Committee. Some forms of imports and brokering are discouraged.

You can assume that there are some regional islands that are "embargoed" by Spontoon Island or regional peacekeepers, with travel & trade cut off, and isolated for the good of their neighbors. Bad habits, maybe, or mad scientists (Cranium Island) or evangelical cults. (At least embargoed as much as might be possible in a situation with canoes, seaplanes and submarines!) There are a lot of small islands in the Nimitz Sea around the Spontoon Archipelago, most of them with pleasant social variations, and maybe some with social variations that are not-so-pleasant....

The story by EO Costello, *The Wolf Without Wings*, on the website Story Page, is a dramatic detective story. It also happens to show the politics of the start of a professional Constabulary Detective service in 1934, and gives a clear view of how the formal sections of the Constabulary would interact with visitors and the Euro community.

*The Althing Historical Committee gives its thanks!*

May 2004

Organizations with security responsibilities  
on the Spontoon Island Independencies

Constabulary Ministry Committee  
Althing Militia  
Rain Island Naval Syndicate Navy (& Marine Service Subcontractors)  
Casino Island Merchant Police  
Private Security Services (Bars, Social Cooperatives, & Casinos)  
Village Watch Committees  
Import Inspections Service  
Wild Priestesses  
Shamans  
Custom Chiefs  
Schools of Sacrifice  
Security Service Committee

# *Why Seaplanes?*

by Ken Fletcher

## **Why are seaplanes so important in the Spontoon Island Archipelago?**

(And for international air travel, through the 1930s?)

No investment in building a landing field is necessary. You may land your aircraft at remote, undeveloped locations that have about a half-mile of relatively calm water with about 1 to 2 meters of depth, such as:

On a smooth, straight RIVER

On a medium sized LAKE

Within a protected HARBOR or LAGOON (either undeveloped areas or at seaports)

And even on a moderately calm OCEAN (in coastal areas, near islands, or open ocean)

Most of the major cities and government centers in the Pacific Ocean region are seaports on the ocean, or built on lakes and rivers. Seaplane bases are relatively inexpensive to construct close to these large cities. Many of the trade centers in the Pacific and the sources of raw materials are also near ocean, lakes, and large rivers. A seaplane base can be relatively quick to construct.

Much of the Spontoon Island Archipelago consists of reefs, shallow ocean banks, and atolls with surrounding islands and lagoons. It is difficult to find a half-mile or kilometer straight run of flat, cleared land on most of the islands, and it is usually difficult to land and supply heavy construction equipment. Regular airport runways for wheeled aircraft are unusual. (Wheeled aircraft might emergency land on (and take off from) flat, wet & firm low-tide beaches, but this could be very risky, determined by the beach and tide.)

With most of the islands in the Archipelago surrounded by shallow water, and having sheltered lagoons, there are many locations available for basic and elaborate seaplane ports for rapid transportation of passengers and express cargo. Seaplanes have been a useful fast transport supplement to the traditional small sailing canoes & boats and small power-schooners (which are still used).

### **Transferring cargo & passengers:**

Seaplane hulls & floats have to be protected from punctures. They are strong for their weight, but can be damaged if they hit driftwood or snags, or rocks or coral. Mooring areas have to be carefully checked for obstacles under the water. As best one can, the landing and take-off waterways have to be checked for floating debris. Like a boat, the hull has to be protected from hard repeated contact with a pier. A seaplane is not as sturdy as most boats, but can be just as versatile in unloading cargo.

With care, a seaplane can be beached on sand or pebbles (but I don't think that would be recommended). Cargo may unload directly on a beach or waded-in.

A Seaplane may be anchored or moored like a small ship. Most seaplanes will carry a lightweight anchor and anchor-line, and will have equipment for mooring to a stationary buoy or pier-side.

Seaplanes can unload cargo alongside into canoes, rowboats, and small motorboats for transfer to land or other boats (or seaplanes). Cargo can also be loaded into cargo nets hanging from cargo cranes of larger ships.

Seaplanes can be moored to piers and unloaded. Most often, low floating piers are used (sometimes with taller piers), to allow for tides, and allow the seaplane's wings to extend over piers so the seaplane hulls can be within easy reach of the pier-side for loading.

Amphibian (wheeled) seaplanes may be taxied up a wood or concrete ramp from the water, and unloaded on a wooden or concrete landing platform.

### **Navigation, Safety & survival in a seaplane:**

For any aircraft flying over the oceans: until the 1940s aircraft equipment and support is only partially reliable. That includes aircraft structure, motors, navigation methods, radio, & weather reports. Radar does not exist. Reliable engines, safe for long distances, were not really available until the late 1920s. It will be the late 30s before most designs are reliable for long operation. Navigation over the ocean is theoretically possible but very dangerous if you are traveling over long stretches of empty ocean. Navigation is done with magnetic and gyroscopic compasses, sextant sightings of the sun, moon, or planets, compared to an accurate time. Calculations are then done with a reference book and a slide rule, with additional calculations done with pencil & scratch paper. Any small degree of error in sextant observation could mean a position off by 50 miles after 5 hours of flying, when you might not be able to see an island over 8 miles away. In 1938 Pan Am Clipper navigators were making sextant observations and calculations every 15 minutes continuously for 13 hour flights! Winds could blow an aircraft sideways from its course, even though the compass setting would remain correct. Such drifting was more difficult to judge over the ocean, with no fixed references below. Over the ocean, radio signal direction finders were nowhere near as accurate as everyone pretended they were. Radios were not really sturdy. Non-repairable parts would break in flight. Weather reports were from your departure point, your destination, and possible ships that might report weather on your route. Ocean weather maps were just beginning. You were more likely to see your weather a short distance ahead, than hear about it in a radio report.

Unless you were short-distance island-hopping, with a reliable map, it was easy to get lost over the open ocean. Pilots did get lost, miss the target of their island destinations, and did run out of fuel, or their airplane might have a mechanical break-down over water.

An emergency landing on water was more survivable in a seaplane. It is designed to land on water and float! Once down on the water, it might be possible to repair damaged parts, and you may be able to take off again. (Some planes that couldn't take off from the water taxied on the surface for hundreds of miles.) If your motor is disabled, you may stay in your floating seaplane and use the radio (if it works). Once you have landed on water, you may have time to transfer to a life raft or lifeboat, and transfer emergency supplies. Your floating seaplane is more visible from a distance. Your cargo (mail pouches, etc.) may be salvageable from a floating seaplane. Seaplanes are generally larger than land planes and have more space for emergency equipment.

Huge seaplanes might have a tiny boat on board for the crew. Large seaplanes are likely to have life rafts for all aboard and an inflatable raft that the crew could use to row to a buoy or get onshore on their own. Inflatable (CO2) flotation bags (for the aircraft!) were often included in emergency equipment. Lifejackets were common. Seaplanes were usually designed with waterproof floatation compartments, and gasoline fuel tanks (full or empty) added floatation.

Seaplanes are a more survivable tool for flying over the ocean in the 1930s.

### **What do seaplane flying services do?**

Commercial scheduled airlines:

(on a schedule, long-distance across-ocean (trans-Pacific, etc.), between specific major cities):

#### **Mail-**

In the 1930s, mail (Government mail or business mail) is the main reason for having a scheduled airline route. Most often, an airline was subsidized by a government (or several governments), with money above the revenues from mail postage, to pay for flight costs plus a profit. A subsidized airline could be profitable just for providing mail service. (Imagine the information that Washington DC and New York businesses would want

sent to and from Hong Kong via airmail). Airmail might take only 8 or 9 days (!) A surface letter might take 6 weeks by ship.

Mail also includes Express Freight: Objects that have to move fast: Urgently needed repair parts, perishable vegetable goods or animals, things that are high value for their weight, such as bonds, cash, gems, gold, entertainment (news, newspapers, magazines, film, audio records).

### **Passengers-**

Passengers on scheduled routes (usually between major cities, but also travelling to transfer points). It is assumed speed of travel is required, and cost is no object:

Business people (Rich owners, or executives working for a rich company).

Diplomats & high-ranking colonial officers.

Military officers (if military flights are not available).

Rich travelers looking for fast novelty travel.

Airline employees (from management to aircrew to laborers at air stations).

Emergency charity transportation. (medical emergencies, as one example)

Frivolous fantasy adventure stories will add more categories:

University Archeologists would be an example.

Short-distance scheduled airlines exist between islands in the Spontoon Island Archipelago and the other island groups in this version of the Pacific. Such carriers might be more economical than the trans-Pacific airlines, and also be more likely to carry the standard adventure-story passengers.)

### **Commercial charter (non-scheduled) airlines:**

These provide fast (& maybe expensive) taxi service between seaports, islands, coastal areas, & ships. These may be round-trip flights, or one-way.

These services most often will be:

Express freight such as construction machinery equipment, repair parts, valuable raw commodities, etc. Information and mail.

Aerial Observation: Mapping, aerial photography, geological survey, fishing survey & fisheries spotting.

Passengers: businesspeople, repair technicians, diplomats & colonial officers, military officers (when military flights are uneconomical), & medical staff. Air trips may be one-way or two-way. Charter passengers for shorter flights to-and-from seaports are more likely to include the typical fantasy adventure passengers: University Anthropologists, Zoologists, Missionaries, Wives of Plantation Managers, Entertainers, Young Tourist Couples, etc.

Medical services: medicine, evacuation ambulance, nurses & doctors.

### **Private (non-commercial) seaplanes:**

These could exist, but would be unusual. One could include aircraft owned by businesses or business co-operatives, used only for the businesses' passengers and freight. In the Spontoon Archipelago, there might also be seaplane "rich people's toys" or "air yachts". There would be some aircraft dedicated to civilian pilot training, and used by the civilian air pilot schools.

Aircraft are very expensive to fly (fuel & oil) and to keep in mechanical repair. Repair expenses can be sudden, and very expensive. Most private aircraft (that are not owned by the rich), are likely to be informal commercial charter aircraft, available for hire, when not needed for the owner's business. Work-for-hire might

include sightseeing, guided fishing & island-camping expeditions, & smuggling.

#### **Military & Coast Guard Seaplane services:**

Sea Search: for rescue and military intelligence: Spot, map, identify.

Sea Rescue: Drop supplies, direct rescue ships, pick-up survivors. (In a civil emergency, such help would be expected of civilian aircraft.)

Exploration: Aerial photos, check maps, drop-off explorers and pick them up. In some isolated areas of the Pacific, this was being done through 1960. (An excellent cover for spying.)

Courier: Messages, orders, & maps between Military bases and ships at sea.

Utility: Light priority air freight (such as electronic parts) between Military bases and ships at sea.

VIP Transport: Officers, spies, diplomats between Military bases and ships at sea.

Ambulance: casualties to medical care; medical care to casualties.

Espionage: Aerial photos, check maps, drop-off and pick-up agents.

Naval Warfare: Aerial photos, check maps, search for enemy ships, targeting & spotting for naval guns, attack (torpedo, bomb, strafe), escort convoys, ferry high-priority personnel and supplies, drop-off and pick-up raiders.

Military Seaplanes can operate from very primitive seaplane bases: A sheltered cove with fuel storage is enough for a temporary base. This allows for aircraft to be dispersed, especially among atoll islands. Seaplanes can also operate with warships, including specialized seaplane tenders. They can fly with (or be carried by) warships on naval operations.

#### **Air Exploration:**

By the late 1930s, most of the Pacific Ocean area has been at least superficially explored. Almost all the islands are located, almost all the inhabitants have been met. It might still be possible for a trader or anthropologist to fly to a Pacific Island that has had minimal contact with European-style civilization.

When seaplane routes and facilities are planned for new locations, there are often "Survey Flights" (done with the aid of ship-based expeditions) to photograph & map potential landing areas and check water and weather conditions. This might be an on-going activity for commercial airlines, and is a good cover for gathering geographical information & military intelligence.

#### **Advantages of smuggling with seaplanes**

(Commercial, Military, & Freelance):

Speed: Fast movement of valuable cargo. Outrun patrol boats.

Avoiding customs officers at seaports: Transfer of smuggled goods at isolated beaches, coasts, harbors, lagoons, & islands.

Flexible rendezvous for transfers: On open sea or sheltered water with canoes, boats, ships, other seaplanes, & submarines.

Seaplane types:

Flying boats -- a boat-design hull, often with a "V" bottom. Often for stability there are 'sponsons' (wide sections of hull at the waterline) or 'waterwings' (short & stubby wings at water-surface level that are often used for fuel tanks). Often there are also small pontoons (floats) at the end of the wings (these keep the wingtips out of contact with the water).

Floatplanes -- An aircraft, often of standard design, with one or two large floats replacing the usual wheels for landing gear. A floatplane with a single float will often have 2 floats at the end of the wings to protect the wingtips.

Amphibian --(sometimes called Amphibian): A Flying boat or Floatplane with wheels (usually retractable) on the hull or floats, so the aircraft can choose to land on a regular airfield.

*Original version-- © November 1997 and printed in Spontoon Island Guide #1 in 1998.  
Revised and expanded © June 2007, November 2007, March 2008, August 2008.*

# *A History of the Settlement of the Spontoon Atoll*

(and Spontoon Island Timeline)

by: Mr. Ken Fletcher

## **Pre-History**

The Spontoon Archipelago is formed by intersecting chains of volcanic islands. Many of the volcanos become inactive hundreds of thousands (or millions) of years ago, and erosion of the central volcanos and growth of fringing coral reefs form the standard low-lying coral atolls surrounding a lagoon. Other volcanos remained active until relatively more recent times, forming the familiar islands with mountainous remnants of dormant volcanos-- sharply eroded peaks, ringed by coral reefs. There are no active volcanos close to Spontoon Island in the islands of the Spontoon Archipelago.

The Spontoon Archipelago is notable for the reefs and shallow waters surrounding most of the islands. There are few safe anchorages for deep-draft ships close to most islands, and few steamship-accessible deep-water bays. The Spontoon Island Atoll has one of the few deep water ports in the region.

Spontoon Island (like one or two others in its chain of islands) was originally a huge volcano that had a catastrophic eruption (kind of like Krakatoa). A caldera was formed by the collapse and eruption of the top of the main volcano. The sea rushed in, forming the central lagoon. Volcanic activity did continue, forming some landscape features, like Crater Lake (on Main Island) and some of the smaller islands in the atoll lagoon. The volcanos eventually became dormant hundreds of thousands of years ago, and are unlikely to be active in the future. There may be a few hot springs as remnants of volcanic activity..

Plants and animals eventually migrated through the island chains over the course of millions of years, not unlike in the Real World Pacific Ocean. In this alternate history, the increased number of island chains might allow the passage of more mammal species from the main continents.

## **Oral History**

The Spontoon Islands may have been visited by sea-farers from Asia and North America as early as 4000 years ago. Archeological evidence is uncertain. There were two waves of settlement and colonization by Melanesians and Polynesians. The first colonists, about 1500 years ago, while socially sophisticated, had stone-age tools. (They are represented as amphibian and reptile funny animals in this zine). The next wave, about 700 years ago had more sophisticated tools including metalworking and more advanced sailboats. (They are represented as a mix of mammals and reptile funny animals in this zine). Relations between the two groups are still unclear, as 500 years ago there was some sort of natural (?) disaster that depopulated Spontoon Island and some of the other islands in the archipelago.

The Spontoon Island archipelago is believed to be the furthest extent of Polynesian settlement in this area of the Pacific. Islands in the chains to the west, north and east were settled from Asia and North America, when settled at all.

## **Written History**

At the time of the European exploration of the Pacific, starting about 300 years ago, Spontoon Island had been unoccupied for 200 or so years. It was discovered, claimed and abandoned several times by several European powers, and by one or two Pacific Rim nations. Since there were no natives to exploit, colonies tended to be unprofitable and failed. Pirates liked the area, but even they got bored with the lack of ship traffic for booty.



### **1860s**

In 1859, the British set up a small naval base at Spontoon Island, drove out the pirates from the islands in the immediate vicinity, and surveyed for a trans-Pacific telegraph cable station. (In later years, ocean cables did come through Spontoon Island, but they were a secondary, back-up, cable route.) In 1863 British colonists began importing families of plantation workers, recruiting them for contract labor. Polynesians, North American Indians from British Columbia, Formosans, Kuo Han (New Chinese), Philipinos, and a large batch of Icelandic fisherfolk families were recruited. Many of these plantation workers were self-educated, or otherwise became aware of cultural and political events in the Pacific. Most of the British plantation owners and colonial officers did not care to know this at the time.

### **1870 through 1880**

British plantations for cash crops were scattered through the Spontoon Island Archipelago, and colonists organized additional harvesting of natural resources using the imported workers. Some plantation housing was built for European overseers and owners, ranging from medium sized houses to large and ostentatious mansions. Workers' barracks gradually became more like communal longhouses or were replaced by huts and small garden plots. Workers brought families or start families. At the beginning of this colonization, there was some short-term success for the colony. However, unusual crop failures, uncertainties of shipping and marketing, and other world political and economic events lead to a slow collapse of plantation agriculture. People thrive here, but there is no profit for the British investors and plantation owners. Plantations are abandoned and British colonial export trade becomes nearly non-existent.

The local British patrol fleet is relocated out of the Spontoon Archipelago, and the naval base is closed in 1882 during a budget cut. The Colonial Office retains an island Governor and his staff.

### **1890 through 1910**

Most of the British and Europeans are gone by 1892, with European financial and political crises speeding them away. With the exception of a few eccentric hold-out colonist families, the plantation houses become vacant. By 1893 the Mansion of the Island Governor is abandoned, with the staff moved to more important locations in the Empire. The British Colonial office does continue to appoint token Consuls from the remaining colonist families. In London, the Spontoon Island colonies are considered an isolated failure.

There is no money for, and no interest in returning the plantation workers and their descendants to their original homelands. They are left on the Spontoon Islands. Most of these families prefer to stay. They have been starting to refer to themselves as Spontoon Island "natives". English has become the language of communication and the native tongue of the 3rd generation. These 'natives' have been forming villages over the previous decade. They have become locally self-governing, are more than 95% of the population, and have started their own trade networks within the Archipelago and with other trading centers in the Pacific.

This is the time of the beginning of intense political discussion between the various ethnic groups left on the islands. The British colonial administration had been relatively enlightened. The "natives" are aware of World politics and Pacific Ocean politics. They expect that the British may come back, or that they may be re-colonized by some other European or Pacific Rim nation. (It has become clear that there will be some sort of war for spheres of influence among the small Pacific States.) The 'natives' form a basic government and declare independence in 1895. This change of government is successful and bloodless, for the most part. The former Governor's House does burn down. There are frantic attempts by the Spontoon Islanders to find protective alliances, and set up workable political and economic structures. There is some attempt at buying weapons and setting up basic civil defense. Raising cash is a major difficulty.

Even before the British presence, there have been trader's stores set up on what was called "Accounting Island". (It is later called "Casino Island".) These stores have European or Chinese managers. An understanding is hammered out by the islanders. "Euros" cannot be kept out completely, but perhaps their influence can be moderated. The former colonists and traders are to be restricted to leased property on

Accounting Island. (Non-"natives" are "Euros"--which include a large number of Asians and Polynesians!)

Some European settlers are "grandfathered" into leases or restricted land-rights on the other Spontoon Islands. These include loveable eccentrics that stuck around and a "Euro" returnee or two who came back with a conciliatory attitude. (Or, for example, the Euro who came to run the first electric generator and on his own gave classes in electricity to those interested.) Some of these Euros are given Spontoon citizenship. Most of the former plantations revert to the "Althing" (the Spontoon Island assembly) "for failure to pay taxes." Co-operative plantations are started.

The fishing fleets (run by Coast Indian and Icelandic families) are slowly refitted & modernized. Outside canning operations are contracted--they are on barges and hulks at "Casino Island" or occasionally allowed to be moored near the villages on the Main Island.

The brokerage trade in imported logs and lumber begins about 1895. Lumber Schooners from the West Coast of North America bring logs and cut lumber to floating booms in the main lagoon. The wood is re-sold and re-distributed to the Spontoon Archipelago (and other customers in the Polynesian island chains) by ships sailed by Spontoon families and co-operatives..

A branch of the trans-Pacific telegraph cable passes through Spontoon Island in 1899. The royalties provide more cash for the Althing to build island infrastructure.

Abandoned European structures are appropriated, rebuilt and copied. Some civic buildings are "ordered by mail", prefabricated and shipped for assembly on the Spontoon Islands. There is the start of outside contracted civil engineering. Wooden docks and piers are constructed by the Althing. Abandoned sugar cane plantation narrow-gauge railways are moved to the big Main Island and connected into a rickety route the length of the island. Trails are improved to the point where bicycles are practical. The major resort hotels date from this time, most starting as converted plantation homes.

Many Spontoon Island cultural institutions start at this time (allowing that there are plenty of false-starts and mistakes made). The agreements for the shared mythological history (back-dated of course) were set up. The Spontoonie language was constructed to re-inforce a cultural unity, and to provide some cultural isolation for those who needed it. There are restrictions on outside missionary activity. (In the Pacific, missionary activity had become associated with cultural subversion and colonization by major powers.) New missions and missionaries were restricted to "Casino Island". The espionage and "special sacrifice" schools were started by 1899. (You are all pledged to secrecy, you understand. Only a few of the other nations even suspect.)

### **1910 through 1915**

"Europeans" do come back to this region of the Pacific: Nosing-around, sniffing out places for economic colonies and outposts for the coming European wars. They are directed to the village on Casino Island--a place to keep outsiders isolated and involved with each other. Lessons have been learned (from Hawaii, for example) and the Althing puts much thought into the legal and political long-term.

Co-op plantations do OK, fishing and canning thrives, lumber brokerage becomes major business. A sawmill is set up at Eastern Island to process imported logs.

The Gunboat Wars come to Spontoon Island in 1912. These were a series of shifting alliances and powderkeg wars among the small states of the Pacific from 1905 through 1914. These clashes were sometimes nasty and sometimes farces, and were encouraged by the larger world powers. By 1912, mutual protection treaties (and an understanding that the large colonial powers may be the real threats) were starting to change how the small Pacific states looked at using warfare.

In 1912, naval battles occur in the Spontoon Archipelago, most notably the cruiser battle with the "Pirate Fleet" at what becomes known as Gunboat Island. Spontoon Island is the site of two sharp, small naval

engagements and a troop landing. The civil defense is engaged, and one of the fights at Spontoon Island becomes one of the first demonstrations of naval air power. The incidents surrounding the landings were very unpleasant and only reluctantly talked about later. Only lucky breaks, a fortunate alliance, and skilled diplomacy afterward, kept Spontoon Island as an semi-independent political entity. The political relationship with the Rain Island Commonwealth (formerly Vancouver Island, B.C.) begins at this "Pirate Invasion" and the Gunboat Island fight.

### **1915 through 1920**

The Great European War. There were Pacific Ocean naval battles and major shifts in Pacific states alliances and political outlooks. The major powers came to be more untrusted (if that were possible). Several Pacific Ocean mega-alliances are made, and there is some understanding among the Pacific states as to who are the major threats. Rain Island comes out of the Gunboat Wars with a respectable reputation, and some good alliances with other Pacific Rim states. Its naval syndicates are well known as hired-out convoy protection, even working in the Atlantic.

The alliance with Rain Island is formalized. Spontoon Islanders consider it an insurance policy in a hostile world of power politics--an alliance mostly benign, with the drawbacks accepted. The Rain Island Naval Syndicate officially leases naval and air bases on Moon Island and Eastern Island in 1915. The airfield on Eastern Island is opened at this time. These bases are carefully publicized, especially the blimp patrols. The money for leases pays for public works on the islands, with Rain Island construction syndicates bidding for the civil engineering. Trade is enhanced due to harbor improvements and the perception of Rain Island as a protector.

### **1920 through 1925**

The main features of the Rain Island Naval Syndicate base on Moon Island are built up by 1921, as is the airstrip and permanent hangers on Eastern Island. A road net is built on the islands, in some locations replacing the narrow-gauge railway. Most of the large public buildings are built at this time (the schools on Meeting Island, for example).

Spontoon Islands are put on the scheduled stops of some trans-Pacific passenger and freight ships. The first commercial airplane flights begin in 1922 for airmail. Zeppelin airships stop by (though Spontoon Island is not on any major scheduled routes.) The Althing leases space to more Euro warehouses and businesses on "Casino" and "Eastern" Islands, and there is a boom of frame houses built for the growing Euro population. The first resorts start out as transient hotels and guest houses adopted by daring upper-class world travellers. Air races begin, with Spontoon Island being a location or destination. Public dance competitions begin, at first only between dance schools and villages. Later, outsiders from other islands and Europeans are invited to compete and do workshops.

### **1925 through 1930**

Scheduled Zeppelin flights stop at Spontoon Island in this period. Regular competing commercial seaplane flights begin. Spontoon Island becomes a link and hub for some of the secondary Pacific air routes. Superior Engineering becomes world-famous. This leads to other airplane repair and development facilities coming to Spontoon Island. (It helps that the Rain Island Naval Syndicate leases space at the naval bases to start-up companies, and that an apprentice mechanics program is in place.) Spontoon Island becomes a Pacific Ocean regional maintenance and repair base. Tour ships begin scheduled stops at Spontoon Island. A resort hotel is built for middle-class tourists. Spontoon Island is featured in European and Asian silent movies as a tropical paradise setting, or in romantic stories from the Gunboat Wars. A few times, there is actual filming on the island!

### **1930 through 1935**

The big Casino is built in 1930, and its Accounting Island location is re-named "Casino Island" to the disgust of many of the Euros living there. Working-class tours from Rain Island, the United States and Japan start arriving by boat. A "worker's resort" is built on Casino Island by the Rain Island Union of Credit Unions. ("Spontoon Island--as bad as Hawaii, but nicer!") Sport fishing becomes a tourist attraction. The fish canning industry is in a slump, though the local fleet is active for local consumption. Smuggling becomes a growth industry, with most transactions and transfers taking place on other islands in the archipelago or at sea on ships. Spontoon does become a fashionable place for smugglers to spend money. Warehousing and distribution become popular start-up businesses. Salvage and construction companies thrive. Casino Island is re-discovered by Hollywood as a setting for musicals.

### **1935 through 1940**

Casino Island is becoming built up and less "tropical suburban". The tourist boom and general prosperity continues. There is tourist and resort development on the other islands in the archipelago. Some magazine articles and books are done de-bunking Spontoon Island "tourist customs". A second European Great War seems to be looming. Spontoon Island becomes more of a center of intrigue and espionage, though this is not evident to the tourists. Smuggling takes on a political edge. There are rumors and tales of "black ships" and "black seaplanes" on sinister missions from secret bases in the Spontoon Archipelago. But that is also happening in other parts of the Pacific.

*2nd draft--October 1998--Ken Fletcher (Minor edits & revisions April 2007)*

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*Originally published in Spontoon Island Guidebook 2 in 1998.*

*With thanks to: David L. Arneson, Richard Bartrop, Steve Gallacci, Roy G. Pounds II, Stu Shiffman, Taral Wayne, Ken Pick & others for nudges and other help.*

# *Spontoon Geopolitics*

a geopolitical primer by Ken Pick

"Geopolitics" is the term for politics at the global strategic level. (Despite its current use justifying Nazi expansionism, the term was not invented by Josef Göbbels or Joachim von Ribbentrop.) Before the Great War (1914-1918), geopolitics was better known as "The Great Game" or "Empire Building", fueling Europe's vast colonial empires.

## **The British Empire**

The world's largest colonial power, the British Empire has little presence these days in the Pacific; the cost of the Great War in blood and treasure (and indigestion over its share of Germany's and Turkey's possessions in Africa and the Middle East) has forced a pullback to Africa, India, the Middle East, and the Atlantic and Indian oceans.

## **Political Overview**

The cost of the Great War has also affected the Empire in another way. With much of "the flower of a generation" dead in Flanders and the Somme and returned survivors coping with shell-shock and spreading horror stories of the trenches and No Man's Land, a cynicism towards the Government has taken hold, as has a widespread Peace Movement. Since the War, the Government and the British people have been in the forefront of the peace movement - disarmament treaties, peace demonstrations, formally outlawing war, and trusting in the "collective security" and "multilateral diplomatic action" of the League of Nations. (This "Peace Zeitgeist" reaction to the War is actually widespread among all the countries of Europe - except for one: Das Deustches Reich.)

Plus, the Empire badly overextended itself when it gobbled up Germany's former African colonies and carved up the former Turkish Empire (i.e. the entire Middle East) with France at Versailles in 1919. Previously, the British Empire had been careful to not take more colonies than they could actually administer and control. Now the Colonial Office (and the disarmament-reduced Army to enforce them) is stretched very thin; the Empire has been forced to abandon the Pacific and Eastern Asia, and independence movements (influenced more by the French and Russian Revolutions than the American) are spreading among the "wogs".

## **British-affiliated Pacific nations and surviving colonies:**

Australia - Dominion Status, similar to Canada. (After news of the Breaker Moran incident got back home after the Boer War, the ANZACs wouldn't settle for anything less than full autonomy, even if the Pommies weren't willing to grant full independence.) Still associated with the British Empire, but much more autonomous. (And for the pulp feel, surviving critters from the Dreamtime - Giant gawanas, Thylacines, and Thylacoleos.)

New Zealand - Dominion status, similar to Australia, and for the same reason. Probably Maori-ruled after a successful revolution, but with British influence by way of Oz. (And the moa & giant eagle survived - what's a pulp universe without monsters?)

Hong Kong - British Colony and major free port for Southern China. Taken from China during the Opium Wars and Boxer Rebellion and maintained as a commercial free port.

Singapore - "Gibraltar of the Pacific", and for the same reason - a British Navy base at a major choke point on the world's shipping lanes, allowing the Empire to isolate the Pacific and Indian oceans and block enemy shipping in wartime. Main British Navy Base in the area (primarily used as a ready forward base without permanently-based major warships) and a classic Colonial society in a small city-state at the tip of the Malay

Peninsula.

### **The United States of America**

North America's major power and up-and-coming Great Power, having achieved naval parity with the British Empire in the Washington Treaty of 1924. A latecomer to the game of Empire, but seized the Philippines and several Caribbean islands from Spain in an 1898 war. After losing the Philippines to an independence movement, the USA's only Pacific holdings are the Kingdom of Hawaii (a de facto colony) and several minor islands (including the Aleutians between Alaska and Vostokaya Zemlya).

With the British Empire's postwar pullback, the United States Pacific Fleet has become the mightiest military force in the Pacific, matching its rival Japan almost ship for ship; however, except for seaplane patrols, "showing the flag", and occasional Marine raids on local "coconut republics", the American government and military largely keep to themselves. They had enough of fighting abroad in the Great War, and the Roaring Twenties followed by the Depression has kept Americans too busy/worried to care much about the rest of the world. In many ways the "world's largest island nation" sealed off behind two mighty oceans, the Yanks as a whole have little official concern or interest in what lies beyond those oceans.

Individual Americans, on the other hand...

English they be, and Japanee  
That hang on the Bear's north flank;  
And some be Scot, but the worst of the lot  
And the boldest thieves be Yank!  
- Rudyard Kipling, "Ballad of the Three Captains", 18??

### **American Territories and affiliated nations in the Pacific**

Lemuria - American territory off the coast of California, a long slim island paralleling the coast with Great Cosmic Significance in Western Occult circles. (The Theosophists - an occult society popular during the Roaring Twenties - teach that the next "Root Race" would arise on an island rising from the sea off California.) Other than that, best known as Hollywood's main competition for America's movie industry - during the early days of cinema, Lemurian studios had even more advance warning of Edison's Pinkerton goons than Hollywood.

The Kingdom of Hawaii (Spontoon's nearest neighbor - Ua mau ke ea o ka aina i ka pono) - Though nominally an independent kingdom under King Kamehameha VII, Hawaii is closely associated with the United States - a colony in all but name. Except for the Royal Family, most positions of power in the government are held by haoles, descendants of New England Puritan missionaries who arrived to "Christianize and civilize" the islands between 1820 and 1835. By the second or third generation, sugar plantations eclipsed saved souls and the missionary families became the power behind the throne.

It is the example of Hawaii that energizes the fierce independence of the Spontoons and most of the other minor Pacific islands.

The US Navy has full basing rights in Hawaii, which secures the supply routes to American possessions at Midway, Wake, and Guam and serves as a forward deployment base for the US Pacific fleet. Presently the navy base at Pearl Harbor (on Oahu, next to the capital of Honolulu) can only support shallow-draft ships and seaplanes; capital ships are limited to the open anchorage of Lahaina (on the southern coast of Maui) until the ongoing dredging of the harbor approaches is complete.

The Philippines - Originally a Spanish colony, then a US possession by right of conquest, the Philippine Islands are now an independent republic under President Emilio Aguinaldo (a former guerrilla leader against both the Spanish and Americans). After taking the Philippines in 1898, the Americans discovered they'd inherited not only Aguinaldo's rebels, but a 300-year-old religious war between the (Muslim) Moros of Mindanao and the (Catholic) rest of the islands. After famous American author Mark Twain exposed massacres committed by American troops (in retrospect, the natural result of guerilla Jihad in the jungles gone lunatic), Philippine independence was just a matter of time.

In 1898, American President McKinley justified taking the Philippines to "advance them and Christianize them". He apparently didn't know that (except for the Moros), Filipinos had been Catholics for around 300 years... Bahala Na...

Part of the conditions for independence were US retention of the Army Air Base at Clark Field, navy basing rights at Subic Bay near the capital of Manila, and Manila's coast defenses on the islands of Corregidor and El Fraile. Having the US Navy in the islands is seen as a hedge against the threat of the two "Island Empires" to the north -- Kuo Han and Japan.

### **The Japanese Empire**

Asia's only native-born colonial power, a chain of volcanic islands off the coast of China with the third-largest navy in the world (and the second-largest in the Pacific). Since the Tokugawa Shogunate of the 16th Century until First Contact with Western powers in the early Victorian era, Japan was home to an isolationist, highly-xenophobic feudal warrior culture. At the top was the Emperor: Tennohika - "Son of Heaven", more often than not a figurehead for the real power behind the throne: the Shogun, a military dictator who ruled through a feudal hierarchy of lords and samurai held together by the traditional warrior code of bushido. All done "in the name of the Emperor" - the oldest trick in Japanese politics.

Note: An Emperor of Japan is never referred to by name. While alive and on the throne, he is always Tennohika, usually translated into English as "H.M. the Emperor". After his death, he is known by the name of his reign, such as The Emperor Meiji (or his successor The Emperor Taisho). The present Emperor is the successor of The Emperor Taisho; his reign (begun 1922) is named Showa - "Enlightened Peace".

Commodore Perry of the US Navy "opened up" Japan with one of the first instances of "gunboat diplomacy" in 1853. This "wake-up call" alerted the Japanese that there were other, more advanced Imperial powers out there, and what was happening in China (the Opium Wars) served as an example of what these Great Powers meant to do to Asia - subjugate and dominate until all non-European lands were colonies. The shock of Commodore Perry had saved Japan from the fate of the Asian mainland.

By the time a new Emperor (Meiji) ascended the throne in 1867, the British had shelled Kagoshima in another example of gunboat diplomacy and the Imperial Court had split into two main factions: traditionalists around the Shogunate who wished to maintain Japan's isolation and feudal system, and progressives around the Emperor who stood for Westernization and modernization. This conflict came to a head in the 1867 with a Japanese civil war, the Meiji Restoration. The Emperor's Western-equipped, modern army of commoners crushed the Shogun's feudal army of samurai - guns against swords - and the winning faction went all-out for modernization and industrialization.

Within ten years, Japan was a British-style constitutional monarchy with a German-style school system, a French-style Army, a British-style Navy, and a rapidly-growing industrial base. Japanese demonstrated a knack for engineering and for copying the best of foreign organization and technology and improving on it. (Despite this demonstrated talent, most foreign powers still badly underestimate Japan, thinking of this upstart empire as primitive "wogs" blindly imitating their betters.) Their highly-organized, highly-regimented society - a holdover from the feudal clan system and the Shogunate - provided the discipline and organization to work a miracle, bringing Japan from the 14th to the 19th Century within twenty years. And like any 19th Century

country that wanted into the Age of Colonial Empires, they developed a powerful military and started thinking about seizing colonies of their own.

In 1894, Japan fought a series of naval skirmishes with China. In 1900, Japan joined the Great Powers in a multi-national expeditionary force into China to put down the Boxer Rebellion. In 1905, Japan started and won its first war with a major power - Russia. The Japanese Navy's modern torpedo-boats and British-built battleships completely wiped out the Russian fleet - first the Russian Pacific fleet in a surprise-attack opening on their bases at Port Arthur and VZ, then the Russian relief fleet in the strait of Tsushima. By the time American President Teddy Roosevelt brokered the Treaty of Portsmouth ending the war, Japan was now one of the Great Powers with an army and navy the size of most European powers and colonies-by-conquest in Korea and a few islands off the Chinese coast.

Except the other Great Powers didn't treat them as such; being new upstarts and Asian instead of European, they were still wogs. America, in its own attack of xenophobia, denied citizenship to Japanese immigrants, clamped down on immigration, and sent its navy ("The Great White Fleet") on a round-the-world cruise as a show of force. After the Great War, the other Great Powers delivered similar snubs - the British backing out of the war's Anglo-Japanese alliance, the Europeans freezing Japan out of the spoils of defeated Germany, and the Washington Treaty fixing the Imperial Navy as permanently inferior to the British and American battle fleets - and Japan's warrior pride was insulted, responding to arrogance with arrogance. Gradually, over the next two decades, Japan drifted into its own brand of Fascism, emphasizing its samurai tradition and xenophobia.

### **Japan Today**

Though still a constitutional monarchy with a civilian government, the xenophobic Army has become a new Shogunate, ruling as it pleases in the name of the Emperor. Those in the Parliament or Cabinet or Navy who oppose the Army find themselves assassinated by the swords of "Patriotic Societies" (providing the Army with "plausible deniability"); the Kempei Tai - the Army's military police - doubles as a national secret police to keep the populace in line; bushido has mutated into a cult of blind-obedience and Japanese supremacy taught in every grade of every school; and the native folk religion of Shinto has become a State Religion of Emperor-worship unto death. The Minister of War - the Army's highest-ranking general - is now Shogun in all but name; the Imperial Army is flexing its muscles conquering Northern China, while the Navy (the junior service) tries to rein in the Army in a vicious inter-service rivalry (up to and including assassinations).

The largest and most secretive of these "Patriotic Societies" is the Kokuryukai or "Black Dragon Society" with tentacles throughout the Zaibatsu (major industrial cartels) and Yakuza (organized crime clans) as well as the Kempei Tai and Army High Command.

Imperial Japanese Navy officers are often well-travelled and educated abroad, more able to see the "big picture" - especially the relative size and resource base of Japan vis-a-vis its main rivals (VZ, Kuo Han, and America). Imperial Army officers, however, are completely raised and trained within Japan, leaving the home islands only as part of a conquering army steeped in Japanese supremacy over the gaijin; Western cartoonists' caricatures of nearsighted Japanese wearing thick Coke-bottle glasses are actually a fair symbol of the myopic attitudes of Army High Command. Despite this, whatever the Army wants, the Army gets -- "TENNOHIEKA! BANZAI! BANZAI! BANZAI!"

The great fear is of a linkup of Fascist Japan with Nazi Germany; fortunately, this appears to be unlikely, given the growing ties between Vostokaya Zemlya and the Third Reich. There is enough bad blood between the Mensheviks and the Japanese since 1905 that even a Fascist Japan may very well align against these two Fascist powers on general principle.

### **Japanese colonies**

Korea - taken by Japan between 1896 and 1900 after the assassination of Queen Min (by Japanese agents



-- "Kokuryukai! Banzai! Banzai! Banzai!") triggered a succession crisis in the Korean Royal Family and ruled ever since as a colony. According to reports filtering out of the former Hermit Kingdom, Japanese rule is becoming more and more brutal and savage over time as Japanese-supremacist Fascism becomes more and more established. "TENNOHIEKA! BANZAI! BANZAI! BANZAI!"

"Manchukuo" - Manchuria, northernmost coastal province of China, invaded by Japan in 1931 as the next step in its empire-building, and still being fought over. The League of Nations responded with stiff diplomatic protests and calls for sanctions - without noticeable effect.

"TENNOHIEKA! BANZAI! BANZAI! BANZAI!"

## **China**

For over two thousand years, China had been the dominant power in Eastern Asia; all the neighboring minor countries - Korea, "Viet Nam" (present-day Indochina), and to some extent Japan - show influence or outright imitation of the Great Central Kingdom and its Celestial People. Since unification under the First Emperor, China has always been dominated by its conservative, bureaucratic north. The more cosmopolitan, entrepreneurial, and adventurous Cantonese of the South have always been under the thumb of bureaucrats from the North, to whom the System was perfect, ordained by Heaven, and maintained by proper calligraphy on all official documents.

Smug in its superiority and stagnated by its bureaucracy-gone-mad, China refused to acknowledge - much less react to - these Foreign Devils from Europe who snapped at its borders, eager for the riches of "Cathay". And with advancing technology and new up-and-coming empires, they slowly rolled over the Chinese. The British were first - introducing opium addiction to the Chinese to fix a trade deficit with China's tea using India's big cash crop; when China objected to their people becoming addicted, England forced them to accept their drug trade at gunpoint - the Opium Wars. More Europeans followed, forcing concession after concession, until their "Legations" in the capital were effectively foreign colonial outposts in all but name.

This sparked a nationalist backlash - the "Boxer Rebellion" of 1900 - where Chinese-supremacist secret societies ("Fists of Righteous Harmony") tried to massacre and/or drive out all Foreign Devils with covert backing by the Dowager Empress. The resulting war in all but name (known as "55 Days at Peking" from the high-profile siege of the Foreign Legations) resulted in the crushing of China by a multi-national expeditionary force and the abdication of the Empress. Reparations were assessed against China by the victorious Great Powers; only the Americans did something for China with their share (setting up a scholarship program for Chinese students) while the Europeans and Japanese just squeezed China dry.

About the time of the Great War, the Manchu Dynasty finally toppled to the "Kuomintang" (a clique of progressive reformers outside the Imperial system, rumored to be covertly backed by the Black Dragons) and the Republic of China was proclaimed. This ushered in a "time of troubles" as legend and history portray as always happening between dynasties; border provinces once more fell under the hand of warlords as a Communist movement (inspired by the Russian Bolsheviks) took hold in the countryside and began their own guerilla war against the Kuomintang who controlled the cities and capital.

## **China Today**

"The Sick Man of Asia" - an isolationist former empire badly pummeled by new empires, to the point of almost becoming a colony of these new empires. The Manchu Dynasty is no more, and a new "time of troubles" has coalesced into a three-way, slow-motion civil war between the Kuomintang (or "Nationalists", officially the post-monarchy Government), the Communists (a large outer-provinces rebel band under a guerilla leader called "Mao"), and a lot of warlords who took the opportunity to set themselves up as petty kings in the outer provinces.

It is the example of China - from the Opium Wars to the present - that fuels anti-colonial movements throughout the Pacific.

(And then there's Manchuria, China's northernmost coastal province, which was invaded by Japan and has now "stabilized" into a four-sided war between the Kuomintang, the Communists, the Japanese, and any & all local warlords.)

Kuo Han

### **The Founding of Kuo Han**

In 231 BC, Chin Shih Huang Ti was "Son of Heaven", i.e. Emperor of China. Styling himself "The First Emperor", he had all books that pre-dated his reign burned so all history would begin with him; all scholars who objected were sawn in two, buried alive, or sent as common laborers to build the Great Wall. Obsessed with gaining immortality, he consumed an endless succession of mercury-based magic potions in order to live (and rule as Emperor) forever. One of his courtiers announced that he had found an Elixir of Immortality on the "Isles of the Blest" to the East; the sorcerers and alchemists there would provide the Elixir to the Emperor - for a price.

The price was a fleet of oceangoing junks loaded with hundreds of young men and women and tons of specifically-itemized tribute - coincidentally, all that was needed to set up a new colony from scratch. The junks were loaded, the courtier placed in command, and the tribute fleet sailed off into the China Sea and were never seen again.

So was founded Kuo Han, with the expedition commander proclaiming himself the new Son of Heaven and reproducing the Chinese Empire in miniature on this new land, overrunning and absorbing the aboriginal peoples until Kuo Han was Chinese in every way but name and allegiance.

(The First Emperor, his sharp courtier, and the disappearing "tribute fleet" are all historical. Only their destination is fictional. - KP)

### **Kuo Han Today**

To this day, Kuo Han remains a second, smaller China in language, society, customs, and Imperial system. Standoffish and self-sufficient, the Second Celestial Kingdom has survived the transition to the Twentieth Century by charting a middle course between China and Japan - more receptive to foreign ideas and technology and modernization than China, less so than Japan. They avoided the fate of their parent China by plain blind luck, being smaller and farther away; when the Europeans finally reached this "New Cathay", they were already over-extended and could do no more than make a token attempt at takeover.

Through fast learning, observation of China, and skilled diplomacy (balancing off one Great Power against another, like Ethiopia after the first Italian incursion), Kuo Han has managed to keep itself more or less intact. They remained studiously neutral in the Great War, and have countered the naval threat from Japan with a defensive navy of their own built around short-range coast defense battleships optimized for littoral conditions around their home island.

(Kuo Han provides an opportunity for a semi-mythical, archaic "China" to coexist with the historical "Sick Man of Asia". - KP)

### **Vostokaya Zemlya**

Originally settled as a bridge between Siberia and Alaska, this backwater Russian colony became prominent during the Bolshevik Revolution and subsequent Russian Civil War, as the White Russians fled the mainland

to this last bolt-hole. Currently Tsarist/Fascist, anti-Communist, and anti-Semitic, with blood feuds on for both Japan (since 1905) and the USSR (since 1917). HRH the Grand Duchess (mouthpiece of the boyari and Fascists) is always claiming that "Next year we invade and liberate Mother Russia from the Bolsheviki", which 20 years later has become a running joke to everyone except the VZs - and the pathologically-paranoid Stalin.

#### The origin of VZ

After selling Alaska to the Americans (until 1917, Russo-American relations had always been very civil), Russia concentrated on VZ as their only remaining farthest-east territory. Still, VZ remained a backwater; the only seaport harbor (with rudimentary defenses) was a secondary/backup base for the Russian Pacific Fleet, but the island was far enough away from the growing threat (Japan) that the bureaucracy in Moscow always had more important things to spend rubles on. As the showdown with Japan loomed throughout 1902-03, VZ was scheduled for reinforcement, but this too got lost in the immense Russian bureaucracy.

#### VZ in the Russo-Japanese War, 1905

When Japan launched the Russo-Japanese War in 1905, they struck VZ simultaneously with Port Arthur in a two-pronged counterforce opening. The strike on VZ was a hit-and-run raid to destroy the base facilities, followed by minelaying to render the only military-capable port inoperable as a base for the duration of the war. It succeeded in doing so.

After TR brokered the Portsmouth Treaty ending the war, Russia rushed to settle the island and fortify it against the Japanese threat; the expense of this helped bring about the collapse of the Tsarist government during the Great War but left VZ ready and waiting as a bolt-hole during the Revolution.

#### VZ in the Bolshevik Revolution/Russian Civil War - 1917-22

The Bolsheviki ended up pushing the Tsarists across Siberia to their bolt-hole at VZ. Enough "Whites" were able to escape the "Reds" to make VZ into a functioning nation - with a serious grievance culture against the mainland (now USSR). Some of the Russian Pacific Fleet (including one Dreadnaught) was able to escape Vladivostok & Archangelsk, giving the new nation a rudimentary sea defense (and more important, denying those ships to the mainland).

#### VZ and "Black Market Battleships" - mid-1920s

When the Washington Treaty of 1924 fixed upper limits on naval strength for the Great Powers, the largest navies (read: Royal Navy) were forced to downsize. Faced with disposing of older ships to get down to the Treaty limits, the British (and to a lesser extent, the Americans) decided to sell their older warships off to non-aligned minor nations (read: newly-independent Pacific Island countries) instead of scrapping them. This led quickly to a seller's market in Dreadnaughts - the "Washington Treaty Fire Sale".

VZ was the trigger - paranoid of both the USSR and Japan, with access to the Romanov Crown Jewels, HRH the Grand Duchess a cousin of the King of England, and only one surviving Third-rate Dreadnaught to counter the 10+ of their main maritime enemy (Japan), they started buying as much of the Brits' surplus inventory as they could - five older Dreadnaughts (HMS Erin, KGV, Centurion, Ajax, and Agincourt) and as much smaller stuff (cruisers, destroyers, submarines, torpedo-boats, and gunboats) as they could.

Other, smaller North Pacific nations saw this and started panic-buying, in a naval bidding fever that led to some pretty interesting cloak-and-dagger action and some outright black-market swindles.

("Psst! Hey, buddy! Wanna buy a battleship?")

When Japan threatened to withdraw from the Treaty and re-start its full "8-8" building program in the face of this re-arming, the other Great Powers stepped in and forced a Pacific Minor Nations Naval Treaty. Held at

the neutral Spontoon Islands in 1926, the Spontoon Conference extended the Washington Treaty to all Pacific nations.

#### VZ and Fascism

Because of its background (Tsarist Russian, with the Tsarist political traditions of "Autocracy and Serfdom" and a pre-existing secret police and bureaucracy) and its paranoia about the Communists on the mainland, VZ found itself already primed for the latest in political cults - Fascism. Having missed out completely on the Roaring Twenties, the Depression hit VZ hard; the country went Fascist almost overnight.

"Mensheviki Fascism" acts entirely within the trappings of the old Russian Imperial System, canonizing the last Tsar as a martyr, elevating his surviving daughter HRH the Grand Duchess to Tsarina and making "Taking back the Mainland and restoring the Tsar" a National Article of Faith. The VZ Orthodox Church continues its historic subservience to the Royal Family with its "Third Rome" doctrine of VZ (through Russia) as the true heir of the Roman Empire, blessing the "Restoration" as a Holy Crusade. Over time, "enemy of my enemy" has led to closer and closer ties to the premier Fascist state - Das Deustches Reich, aka Nazi Germany - until VZ has become in all but name Herr Hitler's ally of convenience in the Pacific, despite the Nazis and Tsarists being barely able to stomach each other.

Note that despite its fearsome reputation, the Okhrana - the Tsarist secret police - is actually much less bloodthirsty than its mainland counterpart the Cheka/OGPU/NKVD or whatever Comrade Stalin calls it this week. (Before the Revolution, most all the Bolsheviki had done time in prison or Siberia courtesy of the Okhrana. They were able to later take over the country and proclaim the USSR only because the Okhrana let them live. The Bolsheviki - especially a certain Georgian street thug whose gangland alias was "Stalin" - swore they'd never make the same mistake.) Fall into the hands of the Okhrana and if you survive the initial arrest you will be forcibly deported or at worst imprisoned, not killed outright as is the case on the mainland. The Okhrana is paranoid and brutal, but less so than Germany's Gestapo or Japan's Kempei Tai.

# *Spontoon Naval Affairs Primer*

by Ken Pick

In Spontoon's time (the mid-1930s), the battleship-based navy is the strategic weapons system - despite the evangelism of airpower advocates, aircraft are still unproven, with great potential but also serious limitations. The size of navies and types of warships are defined and constrained by a series of arms limitation treaties, primarily the Washington Treaty of 1924, the London Treaty of 1930, and the Spontoon Treaty of 1926.

\* The Washington Treaty (1922-24) was negotiated after the Great War to head off a postwar arms race; it defined the types of warships and their maximum sizes, set the maximum sizes of the signatory navies in a three-tier ranking system, and froze development of naval bases (with specified exceptions).

\* The London Treaty (1930) is a follow-on to the Washington Treaty, further defining and limiting ship types (primarily cruisers) and naval bases; as its name suggests, it was instigated by the British Empire to rein in other navies from becoming too much of a threat to the British Empire's far-flung sea lanes.

\* The Spontoon Treaty (1926) extends the Washington Treaty to the smaller Pacific naval powers, heading off a secondary arms race caused by "Washington's Fire Sale", when the Washington Treaty powers started selling off their excess warships to the (non-signatory) Pacific Island powers.

Vostokaya Zemlya was the trigger; with HRH the Grand Duchess a cousin to the King of England, access to the Romanov Crown Jewels for financing, and a grievance culture against the Bolsheviki mainland. The White Russians' Last Tsardom started buying surplus warships from the British Empire and what was left of Germany; other Pacific powers, not wanting to be left out, starting a bidding war and a short-lived "black market in battleships". A threatened Japan called in the other Great Powers, who essentially forced the Spontoon Treaty on the Pacific powers to bring their navies into line with the Washington Treaty and stop the new arms race.

## Warships 101: Basic Concepts

Warship design is a juggling of four factors for a given size of ship: firepower, speed, protection (armor), and range; increasing any of these factors requires reducing the others. The normal method to maximize all four - build a bigger ship - is now impossible due to Treaty limitations on size, requiring sacrifices to be made in all new design and construction. In addition, a bigger and more powerful ship is more expensive, so fewer can be built; too few, and they cannot be everywhere they're needed and can be "mobbed" by smaller ships using sheer weight of numbers; too many, and they will be too small and outclassed by the enemy ship-for-ship.

## Examples:

\* Long range is required for operations in the Pacific; American battleships have sacrificed speed (five knots slower than any other Dreadnaughts) and pioneered "all-or-nothing" protection to maximize firepower and protection while retaining enough range. Japanese battleships are slightly faster and equally well-armed, but at a cost in protection; British battleships are similar, due to the Royal Navy's need to deploy anywhere in the world.

\* The direct opposite of American battleships are British-style battle-cruisers, who before the Great War maximized firepower and speed under the design philosophy of Admiral "Jackie" Fisher. With long-range required for Royal Navy deployments, British battle-cruisers paid for their firepower, speed, and range with little or no protection - "Battleship firepower, Cruiser speed, and effectively no armor". Their German opposite numbers sacrificed firepower for better protection, and were better described as "fast, light battleships".

\* Italian and French ships are optimized for short-range Mediterranean operations, and are known for their high speeds as well as competitive firepower and protection. The German High Seas Fleet (before the Great War) was similarly designed for short-range North Sea operations against the Royal Navy; the butcher's bill for Jutland/Skagerrak in 1916 proved German ships (especially battle-cruisers) to be much more survivable

than their British counterparts.

Warship size is measured by Standard Displacement Tonnage or "Treaty Tonnage"; as defined by the Washington Treaty, this is the weight of the ship including crew, provisions, and ammunition but not including fuel. (Fully loaded but with fuel tanks empty.) Treaty limits on Navy sizes are expressed in maximum tonnage allowed of each major warship type.

Warship Types (as defined by Treaty):

Capital Ships (Battleships & Battle-cruisers - "big-gun" ships of over 10,000 tons)

Commonly called "battleships" or "Dreadnaughts" (after HMS Dreadnaught, the first modern battleship), these are the largest and heaviest warships afloat, whose "battle line" is the traditional measure of sea power. Maximum size 35,000 tons, maximum 16" guns (though the British are appealing to restore a deleted clause of the London Treaty limiting guns to 14" when new construction is allowed to begin). In addition, new construction is prohibited until 1935; older ships may be modernized in lieu of new replacements so long as the resulting ship does not violate the Treaty.

The two basic types of capital ship mainly differ in speed and protection:

- \* Battleships are heavily armored but slow (20-25 knots).

- \* Battle-cruisers are fast but sacrifice armor protection to achieve cruiser speeds (around 30 knots), the most extreme cases being British battle-cruisers. They were originally intended as "cruiser-killers" and fast raiders/heavy scouts but their battleship-sized guns often meant they were used to reinforce battleships with fatal results. The need of fast heavy ships to escort the new "aircraft carriers" has opened up a third role.

- \* A third type - the "fast battleship" - is evolving from the Treaty limitations and the hope that advances in armor and propulsion technology will allow new-construction Treaty battleships to incorporate battleship armor and battle-cruiser speed.

Though not defined as such by the Treaties, capital ships are also (unofficially) rated by their gun size: First class = 15 or 16"; Second class = 13 to 14"; Third class = 11 or 12".

Battleships are a true "strategic weapons system" - expensive enough that they can bankrupt a country, a sure war-winner when only one side has them, and "too expensive to risk" when both sides have them at or near parity. During the Great War, the British and German battle fleets sat at anchor in Scapa Flow and Wilhelmshaven for the entire war - with the 1916 exception of Jutland/Skagerrak. As long as the British fleet stayed in Scapa Flow, its presence blocked the Germans from coming out; however, keeping the German fleet bottled up that way meant it couldn't leave Scapa to fight in other theaters. So the expensive battleships sat in port while the real fighting went on with light stuff - U-boats, convoy escorts, and small raiding cruisers.

Aircraft Carriers

Primarily "floating aerodromes", this new type of warship acts as a mobile air base for combat aircraft. Maximum size 23,000 tons; maximum of 10 guns over 5" (but not exceeding 8") for self-defense against surface ships. Though some of the older British & Japanese carriers have only battleship speeds (20-25 knots), all later-construction carriers are as fast as cruisers (30+ knots).

In Spontoon's era, aircraft carriers cannot operate aircraft at night or in bad weather, and are vulnerable to surface attack in such conditions; hence the larger ones are armed with cruiser guns for self-defense. Battleships may also escort carriers against surface attack, but this handicaps the faster carriers since formation speed is only as fast as the slowest ship. (This especially handicaps the American navy, who has the fastest carriers and slowest battleships; their two battle-cruisers are usually detailed to escort and protect the carriers whenever possible.) A carrier's main function is to provide long-range reconnaissance and "air cover" against air attack for the battle fleet, with a secondary role as hit-and-run airstrikes. Aerial attack on

ships is normally by torpedo - current aerial bombs are too small to penetrate the deck armor of a battleship - though the American and Japanese navies are working on something called "dive-bombing".

Carrier advocates (known as "brown-shoe" admirals after regulation footwear color for aviators in the US and British navies) are engaged in an inter-service rivalry with the "black-shoe" advocates of the traditional battleships; for now, the battle line (able to provide close-in continuous firepower with their big guns) is the senior and dominant "queen of battles" while the aircraft carriers (providing long-range "surge" firepower with airstrikes but handicapped by recovery and turnaround times) are a secondary weapons system.

## Cruisers

As our mother the Frigate, bepainted and fine,  
Made play for her bully the Ship of the Line;  
So we, her bold daughters by iron and fire,  
Accost and decoy to our masters' desire.  
- Rudyard Kipling, 1899

The "traditional workhorse of the fleet", cruisers are fast (30+ knots) medium-sized gun-and-torpedo warships. Maximum size 10,000 tons, maximum 8" guns. Cruisers armed with 6" guns or smaller are "light cruisers"; those with larger guns (up to 8") are "heavy cruisers". Since the Washington Treaty, almost all cruiser construction has been "Treaty Cruisers" - 10,000 ton heavy cruisers packing as many 8" guns as possible (8 for British designs, 9 for Americans, 10 for Japanese). Light cruisers are mostly older types left over from the Great War, about half that size.

The London Treaty sets a limit on a navy's maximum tonnage of heavy cruisers, forcing all subsequent cruisers to be light cruisers, with future construction limited to the German maximum size of 8,000 tons and 6" guns. This was pushed through by the British to force a large number of smaller cruisers, similar to British naval requirements of more cruisers to patrol the Empire's long sea lanes.

\* The Royal Navy's cruisers are primarily light cruisers, patrolling sea lanes in peacetime and scouting ahead of the battle fleet in wartime; their older "C" and "D"-class light cruisers are also popular among minor Pacific nations. British shipyards will build for any non-hostile navy; many of the British-built "foreign" ships (such as the Improved "E"-class) are to modified designs more advanced than the Admiralty's own.

\* The American Navy is cruiser-poor; their only light cruisers are ten "Omahas" of a prewar design and all subsequent construction has been post-Treaty heavy cruisers without torpedo tubes. American cruiser doctrine is to engage at long (outside torpedo) range whenever possible, using their heavy cruisers as "miniature battleships"; Americans normally use destroyers for scouting and patrol roles.

\* The Japanese Navy also prefers heavy cruisers, but continues mounting heavy torpedo armament on them. (Either they plan to engage at both short and long ranges, or they have developed a very long-range torpedo.) Japanese light cruisers are normally used as flagships for destroyer flotillas.

## Destroyers

The stripped hulls, slinking through the gloom,  
At gaze and gone again -  
The Brides of Death that wait the groom -  
The Choosers of the Slain!  
- Rudyard Kipling, "The Destroyers", 1898

Light screening and torpedo-attack ships, usually with a top speed of over 30 knots for hit-and-run attacks. Maximum size 2000 tons, 5" guns, torpedoes.

In Spontoon's period, destroyers are still primarily for torpedo attacks on surface ships and protecting the battle fleet against the same, with anti-submarine and anti-aircraft escort clearly in second place. During the

Great War, destroyers' speed and endurance were pretty much wasted as convoy escorts to much-slower merchant ships.

Due to their lack of light cruisers, the American Navy uses destroyers for general patrol and scouting, though even at treaty-limit size they do poorly in rough seas.

#### Torpedo-boats

The smaller ancestor of the Destroyer. As Destroyers, except maximum size 800 tons (usually achieved by sacrificing range and rough-water capability).

Under the Versailles Treaty, Germany cannot possess true destroyers, only torpedo-boats. They are also the light warship of choice for the Italian Navy, whose restricted Mediterranean waters makes long range unnecessary. Torpedo-boats are also popular among several minor Pacific navies, as they are much cheaper than full-size destroyers. Their only handicaps in Pacific operations are their short range and poor rough-water capability.

#### Submarines

The infamous "U-Boat" of the Great War, a specialized torpedo-boat raider that submerges to sneak up on its target. The Washington and London Treaties do not limit submarines, due to irresolvable disagreements between the signatory nations; however, they do hold them to the same "warn, stop, and board" behavior as surface raiders in a reaction against the last war's U-boats - impractical considering a submarine's small size and crew and vulnerability on the surface.

In Spontoon's era, submarines are of two main types: small, short-range "Coastal" boats of 800 tons or less and larger, longer-range "Cruisers" up to the size of destroyers. Both spend most of their time on the surface, submerging only to attack or evade. Submerging cuts the sub's speed by more than half, and battery capacity limits submerged maneuvering to one day or less before being forced to surface and recharge.

By tradition, all submarines are "boats", not "ships". They are often called "coffins" since many have been lost in peacetime accidents; and when a submarine sinks - wartime or peacetime - there are normally no survivors.

#### Gunboats

General-purpose light patrol/escort craft, the most common type of ship in Spontoon's Pacific. Maximum size 2000 tons; maximum armament no more than four main guns of over 3" but not more than 6" caliber, no torpedoes; top speed around 20 knots.

A typical maximum-size Treaty Gunboat is the American Erie type: 2000 tons, 20 knots, four 6" guns, two quad .50-caliber AA machine guns, and one seaplane (no catapult; the gunboat must stop and lower its scout plane over the side). Most gunboats are smaller, such as the new American "PCE" design - a couple hundred tons with a pair of 3" guns, a multiple AA machine gun mount, and a rack of anti-submarine depth charges.

#### Auxiliaries

Seaplane tenders (like carriers, but for seaplanes), destroyer tenders (supply "motherships" for destroyer flotillas), repair and supply ships - important roles, but not main-line combat ships. Maximum size 10,000 tons, maximum armament as per gunboats.

The Imperial Japanese Navy makes the most use of seaplane tenders, using them almost as secondary aircraft carriers. Japanese doctrine is to always use seaplanes for fleet reconnaissance; because of this, new-construction Japanese seaplane tenders are the fastest in the world - almost as fast as cruisers.



## Washington's Cherry Trees - "Superships"

This is the Press's name for larger-than-legal capital ships and aircraft carriers allowed to be retained by the Treaty navies under a "grandfather clause". The plans and building programs for these superships (all super-battleships and super-battlecruisers, which threatened to bankrupt the major naval powers) were the cause of the Washington Treaty; under Treaty provisions, if a supership had reached a certain stage of completion (i.e. been launched and was floating), the signatory nation was allowed to complete it as-planned. In addition, up to two unlaunched superships of each signatory nation (effectively the US, British Empire and Japan) were allowed to be converted into giant aircraft carriers.

Sixteen superships exist in the world:

\* British fast super-battleships HMS Invincible & Inflexible (42,000 tons, 9x16" guns), super-battlecruisers HMS Hood & Anson (42,000 tons, 8x15" guns), and super-carriers HMS Indomitable & Indefatigable (32,000 tons, built on Invincible hulls).

\* American super-battleships USS Indiana & South Dakota (42,000 tons, 12x16" guns), super-battlecruisers USS Constellation & Constitution ("American Hoods" of 42,000 tons, 8x16" guns), and super-carriers USS Lexington & Saratoga (33,000 tons, built on Constellation hulls).

\* Japanese super-battleships IJN Kaga & Tosa (40,000 tons, 10x16" guns) and super-carriers IJN Amagi & Akagi (30,000 tons, built on super-battlecruiser hulls).

Navy Ranking and Sizes (as defined by Treaty):

First-rate Navies: United States Navy (USA), Royal Navy (British Empire/Commonwealth)

"Two-ocean Navies" limited to 600,000 tons of capital ships, 200,000 tons aircraft carriers, 200,000 tons heavy cruisers. With the Washington Treaty, the Royal Navy abandoned its previous size of "as large as the next two largest navies combined" for simple parity with the next-largest; the expense needed to build and maintain such a "three-ocean navy" was too much for the Empire's war-strained economy; ever since, the Brits have attempted to maintain naval superiority by treaty-limiting other powers.

Royal Navy fleet strength as of 1932: 16 battleships (2 super, 10 1st-rate, 4 2nd-rate); 4 battle-cruisers (2 super, 2 2nd-rate); 8 aircraft carriers (2 super, 6 fleet, 2 light); 19 heavy cruisers; 35 light cruisers.

US Navy fleet strength as of 1934: 15 battleships (2 super, 4 1st-rate, 9 2nd-rate); 2 super-battlecruisers; 3 aircraft carriers (2 super, 1 light); 17 heavy cruisers; 10 light cruisers.

Second-rate Navy: Imperial Japanese Navy

"One-ocean Navy" limited to 420,000 tons of capital ships, 140,000 tons aircraft carriers, 140,000 tons heavy cruisers. Proud and xenophobic, the Japanese Empire still rankles at being limited to second-rate status; with new construction limited by Treaty, they extensively modernize their existing ships and have kept their new-construction program a secret.

Fleet strength as of 1935: 8 battleships (2 super, 2 1st-rate, 4 2nd-rate); 4 battle-cruisers (2nd-rate); 5 aircraft carriers (2 super, 3 light); 8 heavy cruisers; 17 light cruisers.

Third-rate Navies: France, Italy, Germany, Vostokaya Zemlya, Kuo Han

"Half-ocean Navies" limited to 225,000 tons of capital ships, 80,000 tons aircraft carriers, 80,000 tons heavy cruisers. In practice, this means 6-8 battleships, 3-4 aircraft carriers, and 8 heavy cruisers if built to the limit. None of these navies have built to the limit in all three Treaty-limited categories; the only two who come close are Kuo Han and Vostokaya Zemlya.

The German Navy, as the official loser of the Great War, has additional restrictions, but this is outside the scope of Pacific Operations.

#### Who's Who in Naval Affairs: Hector Bywater

Hector Bywater of London (b.1884) is the premier naval-affairs journalist and analyst in the world. His histories and analyses of Royal Navy operations in the Great War (including his own memoirs as a Naval Intelligence "operative") made his name in naval intelligence circles outside of his native England, but his main claim to fame these days are his *Sea Power in the Pacific* and *Great Pacific War*. His publisher claims that Naval Intelligence departments of all the world's major naval powers have standing subscription orders for any and all of Bywater's future books.

First published in 1922 at the start of the Washington Treaty Conference, *Sea Power in the Pacific* is a detailed analysis of naval strengths, weaknesses, and potential strategies and operational doctrines concerning Pacific conditions, with an emphasis on the two largest Pacific Powers: the United States and Japan. Since then, with the London and Spontoon treaties and the rise of Vostokaya Zemlya, Mr. Bywater has revised his work every few years to analyze the changing situation; at present, *Sea Power* is on its Fourth Edition.

Mr. Bywater's only work of fiction, *Great Pacific War* (1925) is a faux-history account of a 1931 naval war between the USA and Japan, presenting the theories and conclusions of *Sea Power* in a dry narrative form - primarily that the geography of the Pacific and the relative industrial capacities of the USA and Japan would be the decisive factors shaping any such conflict. The "novel" appears to have been written in response to several sensationalist novels on the subject; in his preface, Mr. Bywater writes "...it has been my aim to keep well within the bounds of reasonable probability, and not to sacrifice reality for the sake of dramatic effect. [For example,] I might have conveyed whole Japanese army corps to San Francisco and allowed them to overrun the Pacific Slope" - a veiled but direct reference to *The Valor of Ignorance*, a well-selling sensationalist "future war" novel by eccentric amateur (and part-time Chinese warlord) Homer Lea.

*Mr. Bywater is currently on the lecture circuit, and is scheduled to appear at the Spontoon Island Casino next summer to lecture on the subject "The Great Pacific War - Could It Really Happen?" This lecture is expected to be attended by naval attachés from across the Pacific.*

# *International Hydrographic Magazine*

*Mr. Walter Reimer*

Vol. LXV, No. Four

April, 1934

Islands of the Nimitz Sea: History and Mystery

Edward R. Mynah, Jnr.

(Author of "Vanirge, Where One Lands in Hot Water"  
in The International Hydrographic Magazine.)

Our savage visitor sat on his heels and stared at us. "I don't want to go home," he said to our native host. "I want to stay and look at them. I never saw the like!"

"Tell him to stay," I said. "We never saw the like either."

The canine visitor seemed puzzled. Why should we think him strange – comb a foot long projecting from his bushy mop of headfur; coal-black teeth; vermilion lips dripping with betel juice; oiled fur decorated with fanciful whorls and arabesques, all heavy with meaning? He laughed. "Why, everybody looks like me!"

If the natives of this Nimitz Sea isle of Stubatoa were astonished to see us, we were just as surprised to find ourselves there. It had seemed for a while impossible to thread our way through a tangle of varying jurisdictions in order to visit these smaller, less-traveled islands.

## **ISLANDS RARELY VISITED**

Other gems of the Pacific have been placed on tour routes. Tahiti, Samoa and Spontoon are becoming as well known as Hawaii to the diligent traveler. But the smaller islands of this part of the northern Pacific remain a world apart.

The would-be visitor is rarely forbidden by the authorities who hold sway over these tiny bits of land, but they offer him scant encouragement. He is warned that there are no conveniences for travelers, and hotels are nonexistent. Suggestions will not be made as to where he might find food or shelter. His brash ideas that he and his wife might obtain lodging with the natives, or set up a tent under a palm tree, are smiled upon with tolerance, but no open disfavor.

We were advised that a through passage might be preferable, wherein we would live on a ship and view each island only so long as we remained at anchor, comfortably offshore. Our contentions that we could not secure the necessary facts and photographs for the INTERNATIONAL HYDROGRAPHIC by making only a flying visit to each island were recognized; and, as a courtesy to THE HYDROGRAPHIC, permissions were accorded us to sojourn for four months.

The Nimitz Sea is a broad expanse of water, some thousands of miles square, with clusters of tiny islands concentrated toward the center of the area. These islands were raised from the sea floor over millions of years by volcanic activity, and as the centuries passed they subsided, leaving ring-shaped atolls built by coral in their wake. Some of the islands, such as the Spontoon Group and its neighbors, have not yet given themselves back to Neptune and are the most densely populated in the Nimitz Sea.

The islands here have traded paws several times in the recent past, and are now administered jointly by the Spontoon Government and the Rain Island Anarchcracy. So it is from Seathl or Spontoon today, not from

New Penzance, Honolulu or Yokohama, that you take off for this adventure.

### **LIKE STEPPING OFF THE EDGE OF THE WORLD**

If it were possible to step off the edge of the world, I believe the sensation would be something like that of embarking for the little-known minor Nimitz Islands. Our ship, the Perambulator, a trim two-masted schooner with a crew of ten, pulled away from the docks at Casino Island and immediately became a world unto itself. We steadfastly maintained that we had left civilization and its comforts, and were not to be returning until we had accomplished our goals.

Our route first took us southeast, past Albert Island and navigating carefully around the shoals and reefs of the Diver's Atoll. Many ships have foundered here, it is said; therefore we were careful to post two deckpaws in the bows to "swing the leads" and call out the depths to our helmsman. The captain and crew were Rain Islanders, generally taciturn but known for flashes of humor. Their own customs were quaint and dated to us, unremarkable since Rain Island is a very new country compared to the United States.

### **"THE CENTER OF THE WORLD"**

He who wishes to see the Nimitz islands of a hundred years ago, before the tide of modernity washed a litter of tin cans up onto their beaches, should visit Stubatoa in Howes Atoll. Here time has stood still; even, perhaps, gone backward a little. Some of the old arts are lost and the population has dwindled to perhaps half its former size, yet it clings stubbornly to ancient traditions. To the older Stubatoan, their small island is the center of the world, and everyone and everything else is considered "Outside."

Civilized trappings, such as clothing, are frowned upon as the work of outsiders, and are considered an affront to the native gods. Exceptions must be made for some of the young; one may occasionally see a strapping young cub (amply clothed only in a string of red beads) riding a bicycle. The elders of the villages sternly reprove the young for wearing clothing, as it is considered indecent. Although mission schools have been established, it is still customary to see giggling schoolgirls remove their school uniforms at the door to the building and race home.

We were greeted with wary courtesy, and were offered lodging for our stay. My wife, however, had to stay with the women, and learned that three generations of the family live under the same steeply-pitched thatched roof. She expressed some surprise at how pretty the native girls were, until they smiled to reveal that their teeth were black as pitch. Black teeth, it appears, are a mark of high fashion among the islanders, and everyone who wants to appear attractive must stain their teeth with a paste made up of various fruits and leaves. My wife was offered some, with eager assertions that it would make her beautiful. She politely declined.

That night we had a visitor, the same canine whose words are recorded at the beginning of this article. He was a neighbor to our host, and had expressed a desire to see the strangers from "Outside." We talked of each others' customs, and he finally returned to his home shaking his head at the 'quaint' ways of Westerners!

### **A MISCELLANY OF ISLANDS**

After departing from Stubatoa, our ship made its way past Caprara Island and through and among the isles of the aptly-named Mare's Nest Shoals. This hornet swarm of islets range in size from reefs and sandbars barely visible at low tide to small islands of several square miles' area. Few people live there, although some scattered tribes of fisherfolk do call the Mare's Nest home. They build their houses on stilts or pilings, and

spend much of their lives on the water in boats or diving to harvest the ocean's bounty.

We called upon one such family, who at first displayed a remarkable level of hostility until our captain assured us that it was just a welcoming ritual. So fortified, we stood our ground (as it were), and our host's demeanor changed to one of hospitable affability. After exchanging small gifts we were invited to dinner.

The sea gives those who live on it a rich variety of foods, and I thoroughly enjoyed the taste of the roasted fish that was set before me. Even my wife, who as an equine has little taste for anything other than fruits and grains, ate with unconcealed gusto.

The few trees that gain a foothold on these small bits of terra firma are mainly mangroves, and they hold a profusion of birds who make their living eating fish. Many of them have always called these islands home, and despite a life traveling the winds always find their way back to the trees to mate and lay their eggs.

### TO THE PIRATE HAVENS

We bent our course northwestward and after several days on the open water our lookout sighted Blefuscu Island, with its small naval outpost. Blefuscu is the fourth-largest of the Northern Nimitz Group, the largest of which is Cranium Island.

When we described our itinerary, we were advised against landing on Cranium Island, even if our boat encountered a reef and foundered just offshore. "Better swim in the other direction," we were advised, and we were regaled with tales of dark things that go on there. Since by all accounts the inhabitants of Cranium Island are not native to this region, we resolved that we would not go there.

Not because of the stories told us by our adviser.

Really.

Our next stop on our itinerary was Mildendo, an island with an unsavory reputation as a way-station between the piratical Krupmark Island and the more civilized world. Mildendo has a Barbary Coast, 'wide-open' feel to it that required us to be on our guard. However, we were assured, the next stop on our voyage would be much closer to the tales of Dodge City in the Wild West, or the old stories of the pirate dens of Jamaica.

The Perambulator raised Krupmark Island on the twenty-fifth of February, and at first we were impressed by the sight of the place. The island is nearly ten miles wide and twice that long, with the lonely peak of Mount Krupp, at fifteen hundred feet the highest point in the area, dominating the northern half of the island.

An arrangement had been struck with a Mildendo agent for those furs who rule the island: we were permitted to sail around the place, and to land at Fort Bob in order to replenish our water if necessary. However, we were only permitted to set foot on the western coast of the island where, our agent assured us, the place was largely unspoiled.

We dropped anchor at a small inlet just north of an extinct caldera known to the locals as Smuggler's Cove. A small group of us made our way inland in order to observe some of the native flora and fauna.

Krupmark has some native animal species, from the fish living along its barrier reef to small insect-eating voles and a type of marsupial cat. It also hosts a wide profusion of birds, including some that exist nowhere else. The most prolific of these is the Krupmark Island parakeet (*Cyanomorphus krupmarkii* Mantecorio). These birds are roughly eight inches from beak to tail, and are strong and agile fliers. Their acquisitive ways, similar to a jackdaw's, and the distinctive black and white bars on their wings have given them the unfortunate nickname of 'jailbirds.' Occasional expeditions are mounted into the interior of the island to trap some of these

birds for export to zoos or collectors.

One of the members of our group fell ill before we could pitch camp for the night. His symptoms told our captain that the unfortunate fur had run afoul of the bogberry, one of the many native plants. The bogberry plant's fruit may look like a small persimmon, yet it is poisonous, acting as a powerful emetic and purgative. After spending a largely uneventful night ashore, we collected samples of the local flora for study, and headed back to our schooner.

## MYSTERIOUS ISLAND

Northwest we sailed until we caught sight of a broad shield of land rising above the horizon. This was Krupmark's larger neighbor Dioon Island, the home to several small tribes of natives.

Dioon has the misfortune to be on the boundary between several spheres of influence, and thus receives little or no aid from any of the countries in the region. Its people remain largely unspoiled by civilization, and they expressed mild interest to see our ship drop anchor.

We were at first mistaken for smugglers, as those buccaneers will use the island as a way station to unload their wares to other ships, safe from the iron grip of the law. After we reassured them as to our intentions, they welcomed us with greater hospitality. A feast was cooked in our honor, and we sat in honor on mats of plaited banana leaves to dine al fresco on roast suckling pig and a wide assortment of fruits and tubers.

That night we sat with the rest of the tribe and listened as the Shaman of the village sat by the fire and told a story. The Shaman was a powerfully built otter, perhaps related to one of the Malay tribes in Dutch Indonesia, and with his fur stained red from betel juice and ropes of small charms and amulets dangling from his neck, we found ourselves following his story back into the legends of his people.

To our surprised interest, the story was about a tribe he referred to as the Lost Ones, who reputedly were the first inhabitants of this island. From the fanciful description we were given, these Lost Ones were shorter than average furs, and looked like the reptilian natives who once were the exclusive owners of these islands. Yet, so the Shaman said, these reptiles had feathers like birds.

His story went on to relate that there may be some of these strange furs living on Dioon. Long, oddly patterned feathers have been found, and hunters in the jungle have reported seeing large snakelike eyes peering out of the underbrush at them. Children nestled closer to their mothers as the Shaman finished his tale, and the village headman dismissed the gathering.

We discussed the story later as we prepared for bed, and agreed that the story was a legend about the first settlers on Dioon. But what had they seen, and was there any credence to the shaman's story? Another expedition will perhaps be mounted, to prove or disprove the accuracy of these legends.

Although the dwellers of these small islands resist and in many cases resent civilization, in time they will have to bow to the inevitable. Schools will demand students, hospitals will insist on using modern medicine to cure diseases, and industries will disrupt the more leisurely pace of their lives.

For good or ill, then, these isolated Nimitz Sea islands are being swept into the world current of change.

clipping from the collection of Mr. Walter Reimer

# *International Hydrographic Magazine*

*Mr. Walter Reimer*

Vol. LVIII, No. Two

August, 1930

Vanirge, Where One Lands in Hot Water

Edward R. Mynah, Jnr.

(Author of "Pacific Islands Emerging from the Fog of War"  
in *The International Hydrographic Magazine*.)

I sat at the native luau with my wife and the rest of our party as the dancers moved through their steps with all the verve and energy of Parisian can-can dancers. Drums and blown conch shells provided the rhythm and the stamping of the dancers' feet made a magnificent counterpoint. The light swish of grass skirts combined with the slightly deeper sound of woven and dyed wool scarves and headgear moving in time to the dance.

Wool, in Polynesia? Indeed so, for these were no ordinary Pacific islands, but the Icelandic-colonized archipelago known as Vanirge. Here, the traditions of the Vikings combine with the hospitable tradition of the Pacific Islanders to create a distinct and vibrant culture. Our guide assured us that no stranger sight could be seen, unless one traveled to the northern villages of Spontoon's Main Island.

## **LANDS OF FIRE**

Well into the last century, the colonial powers have explored the many islands of the Pacific, and settled colonists there to live and work amongst the native tribes. The Vanirge Archipelago was settled by a mix of predominantly Icelandic (with some Faeroese) fishermen and their families. Over the years, there has been much intermarriage and a gradual blending of the two cultures.

The visitor to these islands is struck by the relative peace he finds here. There has never been a war or even much civil strife, and as the grip of the colonial powers relaxed, the population formed their own government based on both traditions.

Vanirge is composed of three main islands, Norderon, Frison, and Brisingaland, with many smaller islands stretching in a chain from southeast to northwest. Its capital, Ostmanneyjar, can be found on the western coast of Norderon. The archipelago is bounded on the west by the Cook and Marquesas Seas, on north and east by the Abyssal Sea, and on the east by one of the Polynesian Republics.

My wife and I, representing the INTERNATIONAL HYDROGRAPHIC, arrived in Ostmanneyjar by steamship from Tahiti. We were immediately confronted by a quiet and very spruce little town with an interesting mix of architectural styles. The steeply pitched thatch roofs of Polynesian homes sat cheek by jowl with low homes roofed by green turf, a sight familiar to many who have traveled to Iceland or other northern lands touched by the Vikings long ago. There are two churches, built from long staves of wood in the best Scandinavian design, and the same architectural style is shown in the building that houses the island's thing, or governing council.

The entire island chain is volcanic, thrown up by cataclysmic forces thousands of years ago, and those ancient volcanoes have left smaller descendants behind to remind those who live here of their land's stormy past. The religion of the original inhabitants speak of Mother Pele, as the natives do in Hawai'i, who lives in these smoking pits of boiling lava; the Icelanders who settled here had their own god of fire, Surt, and over the years the two have become associated with each other. There is a local legend of a 'celestial marriage' between

Pele and Surt, which shows the quaint customs adopted to explain what are, to us, natural phenomena.

### **WHERE SURT AND PELE PLAY**

It is possible to read Dante's Divine Comedy and find some parallels to the volcanic fields on Norderon. The highest peak on the island is Mount Kirkfell, so named for its passing resemblance to a low church steeple. Steam and the occasional fall of ash or pumice give eloquent voice to the fact that the volcano merely slumbers. Surrounding the mountain on all sides are twisted and cold lava flows, bearing scant signs of life.

But the same fiery mountains that threaten life on these islands also offer a distinct boon, in the form of water heated by the magma beneath the land. Hot springs are prevalent here, and where the water bubbles up through the soil the locals can offer hot mud baths to passing tourists. My wife and I were prevailed upon to try this home-grown treatment. Our guides extolled it for its abilities to heal more ailments and weaknesses than even the slickest snake oil salesman could think of.

### **HOT WATER OR HOT MUD?**

It took some urging by our guides, but my wife and I finally accepted their offer of a medicinal bath. I have had a touch of arthritis since a sojourn in Nepal, so I thought that there may indeed be some therapeutic value. After all, thousands of furs each year visit the spas of Europe to take the waters. After disrobing, my guide assisted me in immersing myself to my neck in a steaming fumarole filled with mud the consistency of fine Scottish porridge. Once I was in, I was enjoined to breathe deeply of the sulfuretted air and to relax.

Relaxation proved to be quite enticing, for despite the warm tropical air the mud felt very comfortable. I felt drowsy after several minutes, and my guide then roused me and made me climb out and sit on a nearby rock. I must say that I must have looked quite a sight with my fur matted down under a coating of mud, and I had to resist laughing at the sight of my wife when she emerged from her own fumarole. After the mud had dried, we were invited to bathe in a hot spring to remove the coating. I shall have to admit that bathing with one's wife beneath a tropic moon is certainly quite romantic! And later I did discover that my arthritis was quite a bit better!

### **A VISIT TO THE PARSON**

After our visit to the mud baths, we toured the town of Bringild, several miles east of Ostmanneyjar. The villagers here subsist by farming and raising sheep and goats for meat and milk. The houses were a mixture of the two cultural styles, with the walls of the dwellings half-embedded in high turf banks and a tall, steeply-pitched thatch roof over all. Native children wearing little but a modest loincloth or less scattered in our wake, drawn by the sight of exotic newcomers. Most of the men and women of the village sported long braids, bound in a crisscross style with leather strips.

We visited the local church, a small building reminiscent of many a small country church in America, with a cross surmounting the steep roof. The parish priest turned out to be a stocky and good-humored elkhound from Minnesota! It seems that he had come to Vanirge shortly before the War as a missionary, and had decided to stay.

I asked him if there had been any conflicts between Christianity and the native religions, and he was quick to assure me that the two faiths got on under very friendly terms. Most of the colonists were Lutheran, and brought with them a dedication to hard work and to the land. This devotion dovetailed neatly with the



Polynesian reverence for the land and the sea, so (apart from minor reservations concerning the usual undressed state of the natives) the two faiths settled down side by side in peace.

The priest directed us inland and to the north, towards the volcanic heart of the island, where this blending of customs is at its most marked.

### **AN ENCOUNTER WITH A NATIVE**

After parting with Bringild's parish priest, our guide led us along a narrow lane between thick stands of jungle growth. To our right we could glimpse far off the bulking mass of Mount Kirkfell. The mountain's peak was wreathed in cloud, and the guide muttered that Pele and Surt were asleep. Often the mountain will awaken, and the glow of lava fountains in the central caldera can be seen from Ostmanneyjar.

The jungle gradually disappeared to be replaced by fields of taro, pineapple and wheat tended by nearly-unclothed women, their small children slung Red Indian-style to their backs. The children were shielded from the tropical sun by thin, almost gauzy woolen shades. One young miss smiled coquettishly to our guide as we trudged up the road.

As we passed a farmhouse the farmer hailed us and paused in his work of chopping wood, leaning matter-of-factly on his axe. After we had introduced ourselves, he gave his name as Hengist Tupousson, the headman of the village.

Hengist was a Faeroe pony, a short and stocky fellow with a long and shaggy mane of headfur that was braided into two long tails that hung nearly to the small of his back. His fur was oiled and brushed in the finest Polynesian style, and indeed he did show a few signs of mixed ancestry. After all, how many equines has one met with an orange tabby cast to their fur?

We sat and talked about living beneath the shadow of the largest volcano in the islands, and Hengist averred that proper rituals were credited with keeping Surt and Pele from having a marital spat. One such ritual was scheduled for that night, in fact, in order to keep the two of them lulled to sleep.

### **MOONLIT VOLCANO RITUAL**

That night we sat on low benches and piles of woven mats as the entire village turned out for the ritual. The moon was high overhead, and if looked at from the correct angle seemed to be perching on Kirkfell's summit.

The mood was festive as everyone settled down for a luau. Fruits were offered to us, along with cooked pork and mutton, and washed down with either water or the native-brewed beer as a beverage. The beer was based on wheat, and was interestingly flavored with fermented pineapple. It made for a strangely refreshing taste, and it went well with the food provided.

The dancing and chants described at the beginning of this article followed. The priest of the village, a canine fellow with intricate patterns brushed into his oiled fur and a fierce-looking bone through his nose, chanted in a mixture of tongues as a chorus of women implored Pele to keep her home quiet. The men took up the chant, offering the same sound advice to Surt.

We said our farewells to Hengist and the villagers the next day, but the farmer stopped us and went into his turf house. He emerged with a small stone carving as his wife offered us a cup of beer for the road. It seems that Hengist is also a local artisan, carving idols and statues from the volcanic rock native to the region.

The idol he presented to us portrayed Surt and Pele as a married couple, with various imps and lesser demons at their feet. We thanked Hengist and his family for their hospitality, secure in the knowledge that the statuette would find a happy home at the INTERNATIONAL HYDROGRAPHIC headquarters in Washington.

### **VOYAGE TO BRISINGALAND**

Upon our return to Ostmanneyjar, we found that a meeting of the local council was in progress. Since visitors are welcomed to these open meetings, our party paused to observe the native government.

The Vanirgean Thing is what is known as a direct democracy, and all members of the community for the district are invited to attend. Any matter can be brought up and debated. It is customary to leave weapons at the door, but since Vanirge is a peaceful archipelago there were no weapons to be seen. However, in keeping with tradition, farm implements such as shovels and scythes were stacked along one wall. After observing for several hours, we departed the hall for the port and our next stop.

We boarded the local steamer Leif Ericsson for a voyage to the northwest and the smallest of Vanirge's main islands, Brisingaland. The voyage would take several days, as the steamer had to make stops along the way. It was piled high with various supplies and stocks of goods that are unobtainable by native efforts. My wife and I were somewhat dismayed to find that half of the living space in our cabin was taken up by tins of Australian beef!

Finally we caught sight of our goal. Brisingaland is a volcanic ridge, and the fires that created it have long since died and grown cold. The island is bisected by the tall Trollheim range, some peaks reaching as high as five thousand feet. The naked rocks of the ridge vanish beneath a layer of thick and nigh-impenetrable jungle, which in its turn gives way to carefully tended farms and several small villages. The inhabitants here make their way through life fishing and farming, trading their wares among the other islands in the archipelago and to places as far away as Piccupacac.

### **AN ENCOUNTER WITH A SKALD**

Scarcely had we set foot on the docks at the island's largest town of Vagar that we noticed a large crowd gathering at another dock. We hurried over to see what was going on.

It seemed that a local notable had returned from one of the tiny communities to the south of the island. His boat, rowed by a mix of sturdy canines and felines, was an outrigger canoe whose main hull was made of close-fitting boards in the Viking manner. The gunwales were carved with scrollwork and runes, and charms of shark's teeth hung from the prow. A wooden tiki of a bearded seagull rested high on the sternpost.

The important personage was none other than the island's skald, a wandering minstrel and priest. He was a tall, gaunt hound who walked with the aid of a long staff carved with various designs. He also appeared to be quite blind from the manner in which he groped his way along. He wore a grass skirt mingled with twists of white wool and he wore a thin shawl of wool about his bony shoulders.

The villagers pressed him for a song, and after offering him beer he sat on a handy box. Others sat around him as he began to sing. The tradition of oral storytelling is thousands of years old, and has reached a high level of artistry here in Vanirge, where two such traditions have combined their forces. The skald, belying his apparent age and frailty, managed to make his voice clearly heard above the sound of the sea and the circling birds.

Our guide translated for us, and told us that the skald was recounting his voyage to the outlying fishing communities, offering blessings for newborn children and for bountiful harvests. He concluded with a paean to the village for their generous welcome and the tasty beer, and implored them to let him go home and rest. The crowd laughed at the end and cheered as the skald was assisted to his feet and led off.

Local skalds and festivals are a welcome diversion for these hard-working people, heirs of two rich island traditions that have learned to exist together in peace.

Modern civilization with all of its fascinations and dangers is gradually encroaching on the inhabitants of Vanirge, and it remains to be seen whether they can successfully blend the tide of modernity with their ages-old traditions.

*clipping from the collection of Mr. Walter Reimer*

# *The Spontoon Island Racing Association (SIRA)*

## The Schneider Trophy by R.J. Bartrop (special correspondent to the Island Birdwatcher)

The Coupe d'Aviation Maritime Jacques Schneider, also known as the Schneider Trophy, or the Schneider Cup (despite the trophy's total lack of resemblance to anything even vaguely cup-shaped) was founded by Jacques Schneider in 1912 to promote seaplane development. The race took place over a 150 mile course (expanded to 212 miles in 1921), and the aeronautical club that won three times in the course of five years would win permanent possession of the trophy, as well as a prize of 70,000 Francs. Each aero club was allowed three entries, plus three alternates, and the race would be held in the country that won the previous race.

Now, rather than retell the entire history of the race, the cup finally ended up in British hands in 1931 when they ran unopposed, as the French and Italian entries were not ready in time. The Italian entry, the v-24 powered Macchi-Castoldi MC.72, was eventually used to set a speed record for propeller driven seaplanes (440 mph) that still stands to this day.

In the Spontoon universe, they managed to get it ready in time and win the 1931 Schneider, and again in 1933. For 1934, with the only other entry being a modified GeeBee sponsored by the Spontoon Island Racing Association (SIRA), a third and final victory seemed a certainty. However, the Italian team lost two of their entries in a hangar fire, and the third retired from the race when an oil line ruptured, leaving the Spontoon entry to take the trophy, and Spontoon Island would be the site of the next race.

Realizing the potential boost for tourism, a few enterprising Spontoonians worked hard to impress FIA officials with Spontoon Island's suitability for not only the upcoming race, but as a permanent site for the competition. They sweetened the deal with a larger prize, and all-expense paid trips to Spontoon for members of the relevant sanctioning bodies. Swayed by the natural beauty of the island, the enthusiasm of SIRA members, and more than a few Pineapple Krakatoas, the FIA revised the rules for the Schneider Trophy, and Spontoon became its permanent home, becoming the centerpiece of the SIRA's Speed Week, held in the last week of August.

# *Songmark Aeronautical Boarding School*

## *For Young Ladies*

version 1

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*Italics are by Mr. Simon Leo Barber*

### **Songmark Copyright Mr. Simon Leo Barber**

*Located on Eastern Island, near the Southern end, just North of the Land Airport. Currently, 1937, run by Miss Devinski, Miss Blande, Miss Windlesham and Miss Wildford. Attended by the Nurse Mrs. Oelabe. Twenty (20) students accepted for each class year. Only in true Emergences are males allowed on Songmark Property.*

When one walks up the packed gravel road to Songmarks gate, and there is only one gate into Songmark, one is first presented with a very tall fence line. This fence line runs unbroken completely around the property and is completely inspected by second and third year students several times daily. To the right of the gates, as you approach them from outside, is a wooden bench half-hidden under shade trees. To the left of the gate and inside the fence line is the 'Guard house.' Unapproachable from the outside, other than to speak through an opening in its wooden wall, it has room for one large (say bovine), or two small (say feline) girls at one time. There is a telephone in the shack, however it is connected only to the main offices by a toggle switch and very deeply buried cable. You will note that the bench is easily seen from the guardhouse.

The gates themselves are formidable heavy wooden structures mounted on paw-made massive iron hinges. Capable of opening wide enough for the largest truck, they close against a threshold of carved stone. This, along with their thickness makes pushing them open from outside a very difficult task. The supporting columns are also of paw-carved stone. At night four dogs are allowed to run free within the fence line (three male, one female.) They are a rather unusual, and rather intelligent group of canines. To date no attempt to drug these animals has succeeded, and many have tried.

Upon opening those gates one discovers that the wonderful packed stone roadbed ends at the gate. All within is nothing but bare earth. To your left are three equal sized two story wooden structures. These are the dorms and classrooms. Their upper floors are where the students live.

*On the ground floor there's the showers, cloakrooms (those Sidcot suits, goggles etc are bulky!) and a general work/storage room with a paw-cranked sewing machine. There's a lot of equipment maintenance gets done on the ground floor with 20 girls per dorm, and getting access to the tables / equipment may be a cause of friction.*

*In 1936-37 the 3rd year dorm had the hot bathtub in the ground floor of their own hut, and it was only a 2-girl operation to get it running till Alpha Rote rebuilt the pump to be zero-moving-parts-electrical. How things may be in 1938 I won't speculate. Possibly the other years are invited to look over Alpha's work and copy it if they can. SLB*

Across from the dorms is the medical building. This is presided over by Mrs. Oelabe and is capable of

supporting emergency surgery if need-be. It is where sick-call is held, and woe be the student who is discovered to be malingering. It is open from Sunrise song to Sunset song, although Mrs. Oelabe lives close enough to be called upon in an emergency.

Next to the Clinic are the Main Offices. Though each tutor spends a scheduled period in 'The Office', there are four smaller offices where each tutor handles her own paperwork, and any special problems that she may have. When a student is sent to 'The Office' it is the larger, shared one that they go to.

*Behind the offices is a single 'Duty Bungalow.' This is used by whichever of the Tutors has night duty. All four instructors live in separate, private Bungalows on Eastern Island not more than two hundred yards from the Gate. SLB*

Returning to facing the dorms one see's a larger structure to their right. This structure is the Dining Hall, where all meals are served. Separate from the Dining Hall is the Kitchen. It is attached to the Dining Hall by a metal roofed Breezway. This situation exists for two reasons. One, cooking is a hot chore in the first place, and second. An accidental fire in the early days nearly took Kitchen and Dining Hall. A small cadre of cooks work here, as well as students burning off black marks by cleaning and helping prepare meals. This also serves as an auditorium when needed.

There are no other buildings in the Songmark compound as of 1937. At the exact center of Songmarks original property line is a small hill. No activity occurs here, though the occasional student or three will relax upon its surface.

Between the Northern line of buildings and the Southern line is a dirt parade ground. It is here that the students stand when called out. Be it a bright sunny day or a storm crashed night. All of Songmark's property is well cared for by students during the school year, by hired women when school is out of session. There are no jungle areas and darn few places where it is easy to hide. An experienced person, or a third year student can easily find hundreds of places to hide. Low spots in the ground, tiny clumps of bushes, a large rock or two. But the average person would believe that nothing could be hidden in that well cared for landscape.

When arriving to Songmark a student can not be faulted in believing that they have been scammed. Every building is made of recycled lumber, the beds are as hard as wood, the amenities are limited to a single cold shower room shared by her dorm and a few toilets. What the student learns during her three years is that she has not been scammed. Everything Songmark teaches costs money. From the visiting instructors, aircraft owned by Songmark, the access to Superior Engineering, Moon Island, their legal position. Everything costs money. The buildings are better kept up than most homes, water is always available and though always cold, is clean. All the food one may desire to eat is ready each meal time and though bland, it is not against the rules to bring your own spices to the table.

Yes, Songmark does make a profit each year. If one checked, it is a smaller profit than any other girls school anywhere as they put their students lives and health ahead of everything else. To date no Songmark student has been maimed or killed during a school year.

It is true though that one girl vanished in the break between her second and third year. She was recovered, but shattered. Girls who have graduated have later died, but this is nothing new. And yes, there are standing orders among those who deal in living flesh for a Songmark Graduate. But not one has ever been successful in filling such an order. There is also this. A Songmark girl is a Songmark girl. Wither she fails out her first day, or graduates at the top of her class. Only a very few girls are chosen each year and being chosen is the thing. You are part of an elite, a position that can never be taken away from you.

# *Little Shirley Shrine - a Filmography*

by Mr. Simon Barber

(Condensed from "Annoying moppets of the silver Screen, Vol. I" by G. Zorski, 2 shillings paperback, 5/6 in vomit-resistant covers from less discerning book shops everywhere.)

"A song, a dance and a merry twinkle", is how the film publicity described the typical Little Miss Shrine film - to which this reviewer could add "a gasp, a retching and a rapid retreat" on behalf of the audience. The puppy prodigy tap-danced her way across the stages of the world from a tender age, having been born into a show business family who were understandably pleased to send her off to exotic filming destinations, well paid and (presumably) heavily insured.

Her first outing was in 1933, in "**Dance For Your Life!**" a low-budget film comedy about the infamous Paraguayan dictator Lopez, in which she played the daughter of the exiled opposition leader. Her big singing number, a cheerful cover of "*I ain't got nobody*" as she tap-dances through a depopulated and skeleton-littered countryside, caused a sensation wherever it was played. The sensation this reviewer experienced was centered in the pit of the stomach, rather reminiscent of crossing the stormy English Channel on a small boat after a large fried breakfast.

Possibly fearful of facing the crowds back home, the producers scheduled more overseas filming in the following years, starting with the slapdash romantic farce "**The Little Commissar**" set on location in what the film claims is an open-air holiday camp in the hills behind Vladivostok. Little Shirley's soft-shoe shuffle sequence across the roof of the lead refinery is said to be one of the Russian leader Joseph Starling's all-time film favorites.

"**Stand Up And Yip!**" of Spring 1934 has the curly-topped menace playing an orphan whose orphanage is relocated from the Dust Bowl to the backwoods of the Appalachians, which presumably counted as suitably abroad to the Hollywood producers. Her tender ballad "*Animal Snackers*" where she struts heel-and-toe through an all-dancing village of cannibal hillbillies has never been equaled, or even attempted since. (It may be a coincidence that the state the film was set in, declared cannibalism a misdemeanor rather than a felony a month after the first screening.)

"**The Good Ship Sherbet Dip**" of Spring 1935 was set further afield in the Spontoon Islands, which provided a spectacular scenic backdrop to the heart-warming tale of the chieftain's daughter who has to choose which of her classmates must be sacrificed to the Volcano God. A surprisingly catchy tune, "*You have to be fair - don't think I don't care*" finishes off the film where she must make her agonizing decision - she teaches the grown-ups a lesson by choosing to sacrifice ALL her classmates.

"**Baby, Take A Dive**" followed not three months later, taking advantage of the famously lax Cuban employment laws to shoot a film set in the brutal underworld of bare-knuckle playground prize-fighting. Little Shirley plays the leader of an all-singing ten-girl boxing team, who use their dancing skills and a surprisingly precocious knowledge of "low blows" to weave and shuffle their way to victory.

A string of very similar films followed throughout the 1930's, with exotic filming destinations substituting for any sort of plot. Miss Shrine's insistence on always having the best available dance instructors and costumes often forced the producers to save money elsewhere - in "**Fairy Tails**" of 1936 there was no actual script-writer, and the extras of "**Shrine on Harvest Moon**" were paid in Little Shirley's own trademarked range of sweets, dolls and suchlike.

By the 1940's, Miss Shrine's trademarked style was out of fashion, and her star faded. The wartime film **"Boogie-woogie Bongo Belle"** achieved fame, though mainly controversy - it was supposedly filmed to boost troop morale, but the Chief of Staff later admitted it "had been worth three elite divisions to the enemy."

That same year saw her name appearing one of the periodical Hollywood scandals, which put an end to the unbroken string of productions that had lasted a decade. To this day no two people have agreed what the scandal involved, but all agree that even in Hollywood circles, it was so extreme that nobody ever told anyone a single detail about it.

The final film to which Miss Shrine put her name, was 1955's lackluster **"I Was A Teenage Warmonger"** which has, to date, been the last of its line the world of film has endured. But like influenza, we can never say it has really gone away...



# *Petunia Movies in Order of Release.*

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Title	Released	Villain
Our Intrepid Reporter	1933	Dr. Harder
The Iron Golem	1933	Silver Star
Deadly Cargo	1934	Chi Che Cho
Crawling Mass	1934	Silver Star
Undercover in the Mob	1935	Mr. Underwood
The Black Pool	1935	Silver Star
The Red Meteor	1936	Silver Star
The Great Radiosonic Warhead	1936	Silver Star
Invasion From Selene	1936	Tal Tarmon Telgar
Shadow of the Tiger	1937	Dr. Harder
The Master*	1937	Karl Wrote

*\* The Master is considered non-cannon by all Petunia's Perils fans and has never been shown at any convention. In fact, it is considered extremely bad form to even mention the work when speaking of Petunia's Perils.*

## **OUR INTREPID REPORTER**

*Where we introduce our adventurous heroine as she tracks down a notorious kidnapper of young girls. Will she save the day, or find herself on the block as well?*

Starring;

Charleen Van Pupug	as Petunia Lawson
Rance Rankin	as Dr. Harder
Lippy U. Month	as Greg Greytone
Tom Monk	as Patterson
Linda Lymon	as Ruth
Marcus Millhome	as Count Karspin
Art William	as Editor Grimpnok

## **THE IRON GOLEM**

*A giant iron man terrorizes a small fishing village as it walks into the sea and back, destroying all boats it comes near. Is it real, or simply hokum?*

Staring;

Charleen Van Pupug	as Petunia Lawson
Jean Morris	as Silver Star

Tome Monk	as Patterson
Garth Nooks	as Lance Softstone
Megan Marie	as Dulloth
Art Willam	as Editor Grimpnok

### **DEADLY CARGO**

*Several young high society members are found overdosed on heroin. Is it simply a party gone bad, or more?*

Starring;

Charleen Van Pugpug	as Petunia Lawson
Sun Lin	as Chi Che Cho
Tom Monk	as Patterson
Maria Willhome	as Leddy
Marcus Millhome	as Count Karspin
Pop Whimmer	as The Old Fisherman
Jake Hammer	as The Captain
Branch Karper	as Low Tide

### **CRAWLING MASS**

*It moves across the forest floor leaving nothing living behind it. What is it? Where did it come from? Finding herself trapped while on a camping trip, Petunia must save not only herself, but the world.*

Starring;

Charleen Van Pugpug	as Petunia Lawson
Jean Morris	as Silver Star
Rock Wool	as Carter Wallops
Morris Mortin	as Inspector Posh
Kathleen Kimmer	as Agent Three
Harper Halstine	as Drake
Art William	as Editor Grimpnok
Low Hi	as Moonwatcher

### **UNDERCOVER IN THE MOB**

*Someone is blackmailing the Mayor and other high ranking holders of public office. It is up to Petunia to discover who, and why. Or will she find herself in their position as certain letters surface.*

Starring;

Charleen Van Pugpug	as Petunia Lawson
Ross Primlock	as Mr. Underwood
Timothy York	as Billy Two Guns
Mark Floris	as The Driver
Quinn Smatters	as Tessia
Howard Truck	as Sergeant Rowlins

## **THE BLACK POOL**

*There is a treasure beyond understanding at the bottom of this ancient pool. What could it be, and how is Silver Star involved?*

Starring:

Charleen Van Pudpug	as Petunia Lawson
Jean Morris	as Silver Star
Fell Fooklin	as Doctor Yarrow
Marcus Millhome	as Count Karspin
Kooky Lynn Margo	as Nurse Flitches
Mortimer Knight	as Detective Draco
Lisa Long	as Angela
Rimwalker	as The Old Indian

## **The Red Comet**

*A strange red colored comet is hurtling towards Earth. What is it, where did it come from. Why are certain scientists vanishing?*

Starring;

Charleen Van Pudpug	as Petunia Lawson
Jean Morris	as Silver Star
Paul Jennip	as Lord Parkerham
Robert Two Toes	as The Native Guide
Lolo Gellspi	as The Mad Priestess
Ugher Rollins	as Doctor Lightheart
Edger Karl	as Hired Paw One
Jacob Manners	as Hired Paw Two

## **The Great Radiosonic Warhead**

*A strange message makes its way to Petunia. Silver Star is at it again. This time she is building a bomb that will destroy a city. Only Petunia can find her, and stop her in time.*

Starring;

Charleen Van Pudpug	as Petunia Lawson
Jean Morris	as Silver Star
Tommy Welpson	as Carl C. Billingsly
Li Waters	as The Native Chief
Sweet Song	as The Sacrifice
Harris Quarum	as Lieutenant Willcock
Gerry Greenhorn	as Ensign Sanderson

## **Invasion From Selene**

*Pauline finally has Silver Star in her paws. Will she have revenge for the death of her only brother, or turn her over to the police. And who are those strange silver furred creatures in the distance. Why are native girls*

vanishing?

Starring;

Charleen Van Puggug	as Petunia Lawson
Jean Morris	as Silver Star
James O'Brian	as Tarmon Telgar
Tommy Welpson	as Carl C. Billingsly
Ben Barker	as The Madfur Lossly
Elizabeth Green	as Mind Controlled Slave One
Susan Green	as Mind Controlled Slave Two
Unah Millhouse	as Mind Controlled Slave Three
Songsinger	as Henchfur One
Captain Henry Won	as Henchfur Two

### **Shadow of the Tiger**

*Brings back Petunia's first villain, Dr. Harder. The Tiger is back at it again, this time as an art thief. Though the police believe that they have captured their feline, it turns out to be Harder's twin brother. Petunia notices the differences, but is it soon enough to catch the escaping Tiger, or is that trap in the basement going to be the vixens last home?*

*Though **Invasion From Selene** was originally written to be Petunia's swan song, this was a special Short Movie (45 minutes long) written specifically to launch a new series starring Rance Rankin as a world villain. Unfortunately, the Hays Office originally crushed the new series, using the codes rules that "No picture shall be produced that will lower the moral standards of those who see it. Hence the sympathy of the audience should never be thrown to the side of crime, wrongdoing, evil or sin." and "Law, natural or human, shall not be ridiculed, nor shall sympathy be created for its violation." Thus a promising series with a powerful and well based Villain was laid to rest in the dust bin long enough that the actor Rance Rankin was no longer available when it was resurrected..*

Staring;

Charleen Van Puggug	as Petunia Lawson
Rance Rankin	as Dr. Harder
Rance Rankin	as Robert Harder
Captain Henry Won	as the Henchfur
Lois Linda	as Mrs. Robert Harder
Susan Grant	as The Getaway Driver
Art William	as Editor Grimnok
Pat Rockstone	as Sheriff Randers

### **The Master** (no known copies of this series exist)

*While not truly a Petunia's Perils story, enough of the standard actors and sets were used, along with heavy cuts from previous episodes that it is considered a thinly disguised vehicle for the series. Badly received, by both Critics and audiences alike, it is considered a waste of film, money and talent. Written by the son of a Studio head, the story is about a young teenager, who though ways not believable even in the movies captures an adult woman, operates on her brain and turns her into his mindless slave whom he later tries to sell to a European 'collector.' It is also the only PP vehicle with only one female character in it.*

Charleen Van Puggug	as Silvia Scott
Karl Wrote	as Bill Linkon (Karl Wrote is the stage name of the writer, one George Haster.)
Lincoln Williams	as Police Detective Carter James
Fell Frooklin	as the Bank Manager
Ross Primlock	as Police Officer Harry Enron
Marcus Millhome	as 'The Buyer'
Art Willam	as the reporter Bob Billingsly

# *Nunui Hale Islands*

(Known to the English as The Tadpole)

© Mr. David R. Dorrycott

February 09, 2006

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Nunui Hale, meaning Great Home was one of the last inhabited island chains discovered by the English in 1791 and promptly forgotten. Rediscovered by the Americans in 1816 it was promptly claimed, marked, mapped and filed away. Then again promptly forgotten.

Located little over 3400 miles East North East of Hastings, New Zealand, 600 miles South South East from Pitcairn, 1750 miles South South East from Tahiti, 3580 miles South South East of Hawaii's Big Island (or for the normal reader, that single flyspeck above the -B- in Byrds Sea on the Pacif01.gif map.) Nunui Hale, when discovered was inhabited by over 2000 individuals. The Nunui Hale group consists of seven major islands and three minor islands, with uncounted islets scattered among the main seven. Although evidence of a once thriving, perhaps more advanced community was discovered in 1902, as to wither these ruins belong to the natives as originally found, or some older race remains conjecture.

Nunui Hale consists of ten large islands, the shattered volcano Nunui Hale itself being by far the largest, and least inviting to live on. There are also uncounted minor islands, most too small for more than one or two families to live on (or only barely above water.) These add up to probably around eighty islands in total. The main islands, in no particular order are;

Island	Max Elevation (ft)	Notes
Nunui Hale	8843	Largest Island
Hou	3004	Only Active Volcano
Nani loa	2060	
Akau Mahoe	1918	The Twins, only Land airport.
Hema Mahoe	900	
Akua	1045	Forbidden to Non-natives.
Kao	703	Almost no soil, all sharp volcanic rock.
Hauoli Mahina	517	
Ohe	1906	
Kipi	2013	

Akau Mahoe is often referred to as the Twin Islands. Though one land mass it is so only due to a tall granite spine that spans between the two near equal sized sections. Without that spine there would be of course two islands. It is the seat of government, has the largest two settlements in the nation and is where the only land based airport exists. All commerce is through Akau Mahoe. It is also where most of the disposed ex-American citizens live. Here English is the most common language spoken. Eastern Akau Mahoe is almost all farming.

Ohe is the farthest large island from Nuni Hale while Hou is the cone of a living volcano growing from the grave of what had once been a much larger Nunui Hale. Hou is almost constantly smoking and eruptions occur annually. Occasionally lasting a month or more though the normal activity is only a few weeks.

Nunui Hale is the remains of a volcano that blew a third of itself into the sea sometime in the fifth century C.E. It's maximum elevation is 8,843 feet, though from observation the original mountain must have reached as high as 15,000 feet. Here is where the majority of the remaining original native population lives. It is also where the GREAT EASTERN MINING COMPANY once ripped precious metals from living rock. After some thirty years of cleanup many streams are still deadly to drink from. Nunite is the most common language spoken here.

All other islands have a mix of Native and American populations. It is not uncommon to hear a native bargaining in Nunite, only to end the bargaining in near perfect English.

Akua is forbidden to anyone but Nunites. Don't even ask. There are ruins visible from the sea with what appear to be stone roads going into the interior. Overflights are forbidden though they occur. Those who do so are heavily fined. Their photographs don't come out anyway. There is a ferry that daily makes the trip from Easter Akau Mahoe in the morning to Akua, returning in the evening. Perhaps thirty natives on average are aboard on any one trip. It is unknown how many live on the island.

Were you to draw a rectangle the nation of Nunui Hale takes up an area about 135 miles long and 45 miles wide. Nunui Hale being the largest island at some 47.5 miles at its widest point while Kao is smallest at about two miles.

With the main island being a shattered volcano some seven and a half by nine and a half miles in size, there was little flat land available upon it. Most habitable farming land is located on four of the other six major islands. Today several ferries and 'water buggies' ply the waves in good weather to maintain trade and contact.

Originally used by America as the English used Australia, as a dumping ground for all undesirables, Nunui Hale is a mixture of cultures. In 1861 when the America Civil War broke out Nunui Hale's new residents took advantage of the confusion by declaring their independence. Though their battle for Independence lasted only two years it was a bloody affair, won only when Washington recalled as many military ships as they could to help in the still ongoing Civil War. By the time America returned, Nunui Hale was ready with heavy hidden fortifications and weapons purchased from the English and Germans. Another series of battles occurred from 1870 to 1882 when America finally gave up and granted the islands their independence. They were, after all, more trouble than they were worth. Being in the middle of nowhere and of no strategic or economical value at the time.

Calling themselves Nunitics, a name no one ever admitted to coming up with, and who's name seems to linked to the term Lunatics, the new nation struggled badly. That is until 1893 when the English returned with a business offer. Prospectors had just discovered that Nunui Hale's small exports of metals hid huge deposits of copper and silver. Along with that, the islands were in a very good position to support expeditions to Antarctica. Sitting a few hundred miles above the Montevideo Equatorial limit of icebergs and in the middle of the stable Australian current, surface water remains between 68 - 74 degrees F even in deepest Winter. This made Nunui Hale a comfortable place to live most of the year. Winter though is very wet, very rainy and small icebergs have on occasion been seen in the area in the worst years. Even grounding upon certain beaches at times. Snow is not uncommon in the higher elevations every winter and occasionally down to nearly sea level in the worst times.

As with all islands fresh water is a serious concern, what with the growing population. Although currently there is plenty for all needs, water conserving projects began in the early 1900's. Mining however brought tensions to a breaking point just before the Great War as English run mines wasted most of what they used,

discharging poisonous untreated water into local streams without concern for those who might be affected downstream. So great was the damage that even now its effects can be easily seen. In 1913 the contract for mining came up for renew, and was turned down. This of course enraged the English Mining companies who saw those resources as their property. Never mind that the mines would be closed, not even run by locals. Of course pressure was brought to bear on the English Government.

Warships soon arrived, only to find themselves enduring the worst winter in fifty years. Battered by ice floes, nearly out of supplies and with over half their men ill they staggered back to English territory without a single shot being fired. That was the end of any further official English interest in the islands.

Upon Nunui Hale's main island is Miss Carlton's School for Advanced Studies. Officially a finishing school for daughters of diplomats who find themselves far from home, unofficially it is a dumping ground for troublesome young girls who have caused their parents more embarrassment than they are worth. They accept only Daughters from Diplomatic personal currently assigned to the Oceania & Far East areas at present. With open ended courses a student could take only one year or ten depending upon their parents desires (not their daughters.) Classes are five days a week with Angelican Church attendance a requirement. Girls are grouped three to a room in no specific pattern and no attempt is apparently ever made to team girls with like interests together. All girls are watched carefully the first year, then allowed privileges as they earn them. Privileges that are just as easily lost.

There are finishing school classes, but they are attended only by those who care too. In order to keep some semblance of a school in the public eye classes of all types are offered, with only one stipulation. If you start a class, you must finish it completely.

Being expelled from Miss Carlton's is a one way ticket home to the girls native country, by the cheapest transport available. Considering the letters of horrid transport adventures posted on the main letters board, fewer and fewer girls find shoveling coal all the way home in some tramp steamer, or acting as a waitress on a passenger ship as a viable option to being stuck as far away from their parents (and the boys their age) as possible. No one believes that any of those letters are true of course, but no one wants to take a chance that they are.

### **Miss Carlton's School for Advanced Studies**

Seven Full Time Instructors;

Mrs. Alicia Mittguarg	Afghan	Sciences
Miss Alliston Henrietta Embers	Squirrel	Social
Miss Patrician Gerry Jinkins	Hound	Transportation (powered & unpowered)
Mrs Mary Heart Norton	Owl	History / Other subjects
Mrs Windy Kate Farmer	Ferret	Diplomacy
Miss Kathy Jill Morgan	Feline	Health (and nurse)
Willow Bee Pelter	Feline	Self Defense / Survival

Languages spoken by whom in order of fluency;

Mittguarg	English, Arabic, German, very little Polynesian.
Embers	English, French, Polynesian
Jinkins	English, Spanish, Polynesian, French



Norton	English, Russian, Polynesian
Farmer	English, Polynesian
Morgan	English, Japanese, Polynesian
Pelter	English, A little of everything else apparently (mainly unrepeatabe.)

**Weliweli Kamalii Islands**  
(Known to the English as The Four Hells)

"Vampire Butterflies" Last words spoken by the only person ever to stagger out of the jungles.

Weliweli Kamalii, meaning Terrible Children, was discovered the same month in 1791 as Nunui Hale. Very little is known even today about these islands, other than they were obviously a single island wracked by some geologic disaster in the far past. As the original island was volcanic, it was most likely a disastrous eruption that split it into four unequal sections and gave it the name it now holds. Most likely inhabited by vicious natives, though none have ever been detected, nothing is known above the beach line. Every expedition that has entered the jungle, even one heavily armed military force, has never been heard from again. Anyone remaining on the beach though seems to be quite safe. Heavy rumblings combined with the occasional discharge of volcanic clouds of ash, smoke and toxic gases are proof enough that somewhere within the islands active volcanism continues. Marked as dangerous, it has not been officially visited since 1873.

# *Known Mad Scientists of Cranium Island*

circa 1936

© Mr. David R. Dorrycott

At the beginning of 1936 there were twenty-four (24) known living Mad Scientists on Cranium Island. This does not include their trusted assistants, minions and 'experimental animals.' There may be other Mad Scientists, however this number was the latest 'official' list. Some of these scientists, in alphabetical order are;

Baron Seleucus diCotton	(M)	Polar Bear, dies in very early 1938 of liver cancer.
Doctor Denson	(F)	Duck.
Doctor Killdeer	(M)	Red Deer Stag, Scottish.
Professor Kritin	(M)	Warthog
Doctor Lemons	(F)	Mink.
Professor Lichen	(M)	Black Bear, Prussian.
Professor Otto Yang	(M)	Hound, Prussian.
Jade Zarahoff	(F)	Mink, European Aristocrat Mother to Alpha Zarahoff Rote.
Dr. Zarahoff	(M)	Shrew. European Scientist. Father to Alpha Zarahoff Rote.

Alpha Zarahoff Rote (F) became a full fledged Mad Scientist in late 1936.

# *Nudism In The Spontoons*

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*"And, sometimes, nothing at all. Modern Nudism started in Germany, was interrupted by the Nazis (for some reason, Goering was very much against it), and continued in Europe after the War."*

I'd heard that German origin for Nudism as a movement -- 'fresh air and sunshine is healthy and natural!'

All I know is that in the USA 'Nudist Colony' jokes were a standard subject for semi-naughty cartoons by the early 1920s -- so nudist groups may have been a part of popular tabloid-newspaper knowledge in the USA by the 19teens.

Nudism -- some of this is so much a matter of context. Some of this is idealizing what the culture should be, and yet feeling it makes for better stories if everyone on the islands have to deal with life not always being ideal and the critters not always acting perfectly.

I'm agreeable that going nude can be a part of life in the Spontoon Archipelago.

One of the stories has a character observing that if a woman can casually walk on a street on one of the Lagoon islands, in a costume that is topless: "...then there must be Rules." That's a wise observer.

Around the Spontoon Lagoon, one of the principles is "don't frighten the tourists" (don't be rude). The areas where one is likely to encounter tourists are Casino Island, Eastern Island, South Island. Spontoon Island has the tourist reputation of being an entertaining 'tropical paradise'. The tourists may expect there to be nude swimming and sunning at a few designated beaches. (That's already shown up in some stories.) They may expect that there may be some nudity in some of the optional burlesque-style entertainment. They may understand that there might be exotic 'wild' Spontoonies visiting from the other islands, who may be tastefully semi-nude in their Native Spontoonie folk-costumes, shopping & visiting friends on the tourist islands, or sharing music and their exotic ceremonies.... (This would be the Spontoonies who are playing 'Custom' to interact with the tourists.) There might be a few small gated resorts that would be clothing-optional (for the tourist who expect it). Private homes and family compounds and co-op housing would have their own Rules.

Usually, the areas with tourists would look like Hawaii in the 30s. One is going to see lighter weight tropical clothing, less 'foundation garments', and critters on the street in casual beachwear in some locations, but usually that is all one would see in public areas, Many up-scale restaurants and hotels are going to be just as formal as a hotel on the French Riviera. (No walking through the lobby in only a bathing suit. No access to the dining room without an appropriate coat & tie. No nude waiters.)

A tourist might know that there are several designated nude beaches in out-of-the way places, that also have a reputation for being 'safe' and monitored. (One may ask at the resort's front desk for a guide.) One may have heard that there is a nudist resort on South Island (The desk-clerk says one needs a reservation). One might have heard from their hotel clerk that there is a what looks like a procession of pagan priests and priestesses travelling between temples... every weekday at 9 am. "It is considered very offensive to follow them to their temple, but one may read a newspaper on those benches in front of the hotel porch and eventually have a very interesting view.... They are sometimes curious about visitors: If one addresses you, you may look them in the eyes, respectfully reply, and they might engage you in a short conversation." "No, a native is usually not comfortable being asked to pose for a photograph on the street, but they do allow photos at times at their temple. The hotel has a bus going there at 2."

\*Ideally\* the Spontoonie culture allows a balance of critters being odd and idiosyncratic and having some personal liberty in their own space, and 'village' style observation (and snooping) so there will be social intervention for those acting-out too crazy. That's a pretty dynamic ideal, and Spontoonies don't always get things right every time. I expect the contributors to figure out realistic ways to have the ideal work... at least enough of the time. There are enough locations and groups involved, that a contributor should be able to come up with their own version of the local Rules.

The Spontoonie natives are strongly influenced by Polynesian culture. Less clothing can be more optional. Spontoonie's are also supposed to be very pragmatic. Having some clothes on makes it more sociable to sit on someone else's chair or sit in the sand, and perhaps less distracting to talk to an attractive neighbor. One may prefer to be reminded to "Talk to the eyes!". One doesn't have to worry about spilling some cold poi or hot tea into one's lap. Aprons are useful. A little bit of clothing can actually be cooler (or warmer). It can be too hot to be nude or too cool & rainy to be nude.

Most of the time, in the native areas of the Spontoon Archipelago, a visitor would see about the same as one would see in a rural area of Tahiti. A short sarong loincloth or longer sarong skirt, and an optional cloth top (halter-top?). Cotton shirts aren't unusual, when it may be cool and rainy. Less often, if it is hot and/or wet, or the job suggests it, then maybe one might only see a short skirt or 'g-string' loincloth (fundoshi-style).

Away from the tourists (on locations like Main Island or Meeting Island) private living areas & residential neighborhoods have their own local Rules and social standards. Sometimes adjoining neighborhoods have slightly different standards. They will generally will be tolerant of other Spontoonie's passing through on their way to a destination. Some extended families will be more comfortable with casual nudity in their compounds than other families.

Beaches are usually supervised by the closest local village. One is ideally supposed to respect the local Beach Rules, and confirm with a local what the Rules are. Swimming wear is usually very casual (& nude). Some beaches are customarily reserved for lovers.

Some co-op housing and compounds, and some 'clubhouses' have unusual local clothing standards, for some social events.

Perhaps surprisingly, the 'native' customs apply to some of the residential areas and housing on Moon Island. The RINS military units are very-much in uniform when they are on duty, and in the actual working areas of the Naval base. They are allowed more individual options when off-duty: On the beaches and parks on the northwest side of Moon Island, and in the private areas of the sub-units of the co-op housing compounds -- as negotiated by each unit co-op. One knocks on a door and asks permission to enter.

Over the years, with exposure to Spontoonie culture, the RINS has become more tolerant of what constitutes 'fatigue' uniform under tropical heat and other difficult working conditions. It may be wiser & more economic to take a soapy shower than to replace a destroyed uniform & shoes. RINS is very pragmatic, and take pride in being professional and 'saluting to the eyes'. ("This is covered in your syndicate contract, under Tropical Rule T34....")

Is there enough nude-slosh built into this mini-essay?

*Perhaps More Than You Needed To Know Aloha --*

*Ken Fletcher*

# *Eden in Paradise*

©2010 by Reimer, Costello and Marmel

"I do not propose, sir, to choke myself to death on another fur's vomit."  
-- Attributed to Leonard, Viscount Allworthy ("Fat Leon"), ca. 1934

Although usually associated with lawlessness, Krupmark island is actually a rather unfortunate place. Most of its history has been centered on its only settlement, Fort Bob. An accurate census of the island is impossible, but estimates made by the Spontoon Islands Constabulary and the Rain Island Intelligence Service range from two to three thousand persons as of 1936. This population is concentrated in one general area, on an island roughly ten miles wide by twenty long.

From its founding in 1909 to 1937, Fort Bob's infrastructure has been largely the result of capricious whim or occasional schemes that never amounted to much. Roads were little better than dirt tracks, and there was no electrical service apart from private generators (subject to theft or utility piracy). Water sources were cisterns and wells, and sewage removal consisted of cesspools and readily available latrines and ditches. Several furs ran honey wagons for collection of sewage for the latifundia run by several members of the ruling clique.

To say sanitary conditions in Fort Bob were problematic would be understating things; there are indications of at least two cholera outbreaks and dysentery may have been endemic in most of the town's population. Fire was only means of clearing the place of debris.

The idea of a criminal haven being a viable community may sound silly, but it became a concern to several members of the island's ruling faction starting in mid-1937. This shift was not the result of any altruistic impulse, rather it was the product of a need for increased efficiency and nostalgia.

Work on improvements began in late 1937 with of all things a bus service running between the airfield and The Beach, the collection of brothels south of the town. This service was a GMC flatbed truck with armored sides to protect riders from stray bullets. Fares were sometimes collected in kind, or in trade.

As always, a monopoly attracts competition and an armored Fjord truck started running the same route. Conflicts inevitably arose, requiring the driver to have a guard literally riding shotgun, while armed guards in the back fended off attackers and protected riders.

These jitneys required improvements in the roads, starting with widening the main artery and paving it with gravel from crushed volcanic rock. Several new roads were also started running directly north from The Beach to Fort Bob (the original road hugs the coastline before turning west and moving inland to the airfield).

A flywheel-driven trolley was brought to the island from Spontoon in early 1938 after it had been salvaged from the lagoon near Meeting Island. The member of the ruling clique who brought the trolley to Krupmark seems to have been motivated by nostalgia (he was originally from Braunschweig in Weimaraner Germany, which had an extensive public transit system).

Trolley construction requires laying rails, and this demanded armed guards. Tracks and roadbeds set down during the day ran the risk of being sabotaged or torn up and stolen during the night. Eventually the so-called "B+K" trolley started daily runs from the Thieves' Bazaar to the airstrip. The Krupmark tradition of betting on the trolley runs started here, as wagers were laid on whether or not the car would reach the bumpers at either of the termini on its run. As it was, it was derailed seven times over its history, including twice by bombs and once by collision. Many times it was used for target practice.

The advance from the armored trucks and flywheel trolley to electrically-driven transport required the development of a stable source of power. Krupmark has no reserves of gas or oil, and stockpiles of fuel are subject to piracy, theft or interdiction by law enforcement. Biomass methane generators building off the work done by two competing German scientists on Spontoon were introduced, and a source of geothermal power from Mount Krupp was discovered in 1935 but not fully exploited until mid-1938. Nine separate power companies were started in 1938, with a savage level of competition. Other improvements followed including Krupmark's first deepwater port at Smuggler's Cove in the fall of the year.

Nineteen thirty-nine saw a devastating fire sweep through Fort Bob, leading to some civic improvements including a plumbing network. Regular trolley service was inaugurated in late 1938. Betting on the trolleys (which were still armed and armored, with the crews and sometimes the passengers shooting at the competitors) swiftly became a greater source of revenue than actual fares.

These infrastructure improvements were not hampered by anything other than theft or attacks by competitors. Krupmark's advances were brought about by slave labor and lavish applications of money, unimpeded by safety regulations, public opinion, notions of private property, unions or any other semblance of what passes for civilized behavior. The casualty rates for slaves on these public works is not recorded, but may be guessed at over two hundred in the case of the Vixen's Curve trolley track.

Improvements were also made to Fort Bob's airfield, with an improved airstrip and the island's first actual control point. Antiaircraft artillery protection was also improved. It must be noted here that the airfield and the radiotelegraph station are the only cases of a long-term cooperative effort by the entire ruling clique.

By the end of 1939, the number of power grids had dwindled to four and the trolley service was reduced to two ferociously competing lines. Both were owned by the power companies, with one (Krupmark Illumination, or KILL) displaying a top-down management paradigm, while the Ft. Bob United & Consolidated Public Service Company (FUCuPS) operated by a syndicate of the employees. Nineteen-forty saw a further consolidation to two utilities and the acquisition of a radar (RDF) system for the airfield. Monkey copies of the radar sets were sited on Mt. Krupp and Traitor's Ridge.

At the start of the new decade two milestones were reached: one hundred miles of roads, and a population of nearly six thousand furs, mostly refugees from the various war zones throughout the Pacific Basin. These new arrivals faced the same ruthless exploitation and poverty as their antecedents, but at least they had running water, electric lighting and public transport.

As of this writing, rumors have surfaced that Krupmark has concluded an agreement with Cranium Island that involves a "radium engine." It is unknown whether this is a power source - or a weapon.

end

# *Vostok Background*

by Ken Fletcher

3 September, 2010 revised 12 October [with major additions in brackets]

Vostokiye Zemlya background  
(Group of large islands in the North Pacific)  
(Spontoon Island Universe)

*for Reese Dorrycott's Spontoon Writer's Guide. Reese has my permission to edit this article.*

## **From a forum question by 'Angstrom Rabbit' (2 September, 2010)**

"What about Vostokiye Zemlya???  
anyone been there??  
Russian territory???  
would my furs be in danger there??? even for a short visit???"

## **Angstrom (& forum) --**

"What about Vostokiye Zemlya???"

Here's some of the meta-reality about 'Vostok' -- for current & future contributors --

When the Spontoon Island setting/universe was organized in 1997, "Vostokiye Zemlya" is one of the few new lands/islands created in the North Pacific Ocean that had more cultural information than just a hint about the prevailing language & culture.

In the original set of information sent out to potential contributors, I said that Vostok had been colonized by Russians. [Probably colonized in the 1600s & 1700s. This would be similar to the Russian colonies in Alaska. Sparse in population, a long way from Moscow. A source of raw materials. Perhaps used as a place of exile, beyond the usual Siberian exile.]

Vostokiye Zemlya became a destination for a large number of Imperial Russian refugees during the Russian Revolution of 1917, 1918 and beyond. [Implied was that the Russian Revolution refugees would have included some of the nobility, the nobility's government and some loyal military units. Navy, Army, and perhaps units from a 1917 Air Force. The bulk of the refugees would be middle class and low-income supporters of the nobility or serving the nobility, plus non-political refugees fleeing from the fighting.]

Vostok is well-established as a 'White Russian' state by the 1930s. One of the reasons for this state to be in the new version of the North Pacific Ocean was to have a small country that could possibly more openly oppressive, aggressive, and expansive than the even German Nazis, or Russian Soviets, or the Japanese Military regime....

Vostok is intended to be a 'cliche-breaker' -- your villains did not have to be restricted to Nazi Germans, Soviet Russians, or Imperial Military Japanese. (Or if you were more neo-pulp-style in your stories, your "agents of the colonial oppressors" did not have to be restricted to just those standard villainous countries.

plus the USA, UK, France, Italy, Belgium, Holland, Denmark, etc., etc.)

Now the story writers took this premise and elaborated, and (as usual) made the location less a cliché, and more real. Effectively they have become authorities on part of the setting. (That is what I expected.)

Stuart Shiffman's article/story ["Vostok Expedition" <<http://spontoon.rootoon.com/SPwVost1.html>> via the website Story page] established an oppressed 'native' population, with liberation groups. [Pre-colonization tribes similar to those on the Siberian Coasts, Alaskan, & Canadian West Coast. One can assume the new occupying regime was more oppressive than the very distant rule from Moscow.] Plus mysterious 'black gyroplanes' of unknown origin....

Simon Barber has Amelia's Dorm-mates visit Vostok. [In the stories "Extracts from a Diary" on the webpage (see "Tsar Trek").] Other dorm groups also visit. Simon is sophisticated & ironic in his view of Vostok as seen by the Academy attendees, who usually are in (or aspire to) upper-class culture.

Simon's narrators visiting Vostok are friendly to the idea of an aristocracy, and like 'law & order'. Vostok has both. Very, very much. All the 'naughty' oppressive-culture bits are there, but always perceived by the visitors [or presented by the guides] in a way that the narrators tend to find acceptable. He has been careful to point out that Vostok could be an ally of the Spontoons as much as it might be an enemy, and that the military goods & technology that Vostok has developed as trade goods seem to be very helpful for preparing Spontoon Island's defenses (and military equipment that might also help Rain Island & Tillamooka).

Simon makes it clear that Vostok might be a better ally than an enemy, compared to some of the other possible allies. That point is well taken. Even if the Vostokki may be more oppressive than the Nazis, they might be less likely to invade the Spontoon Islands than actual Nazis. This is also gives us other contributors some things to think about. (Besides, they use super-cool zeppelin attack aircraft, and are selling Spontoon some 1936 high-tech light trucks, with interchangeable truck-structures.)

Simon has been clear to point out that there can be good reasons (from experience) for the Vostok xenophobia and perhaps some advantages to living as a good citizen in Vostok society. Some of the reasons may be ironic and some maybe not.

[Simon also makes it clear that Vostokiye Zemlya is very well supplied with natural resources: timber in some areas, mineral wealth (including strategic minerals), coal, & oil. Vostok uses these resources for its own home industrial base. It is also shown to have a well-established and well-equipped military, with a fondness for exotic innovations.]

*Dosve danya hula --*

*Ken Fletcher*

*3 September 2010 & 12 October 2010*

**And from Simon Barber**, a follow-up letter to the web-forum discussion, sent on 4 September, 2010

"Greetings!

"...In Amelia's Diaries, she's always pointed out that although the Vostok furs may appear to be paranoid ... folk really Are out to get them. In 3 days over there, she'd survived one Bolshevik bombing, and way out in the far coastline spotted where someone had been landing Agents, presumably by a submarine or fast launch hidden in the fog. Vostok has a lot of fog, it sits in an Arctic current that collides with the warm



Spontoons Drift about 80 miles offshore.

"Amelia points out the Vostokites are pragmatic, and will accept foreigners ... also Russians who've been out wandering the world since the Revolution. Mr. Severski [the aircraft designer] seems to have settled there after some years in the USA.

"They seem to be quite a modern industrial powerhouse, with a lot of ground-breaking technologies. They're definitely into light alloys (they import bauxite from Kuo Han, and have hydroelectric power and to spare to refine aluminum) and especially magnesium. Enough to produce export items such as the lorries the Spontoones have bought, with monocoque magnesium bodies. Very strong - one rolled a hundred feet down a gorge, the Althing Public Works authorities just winched it out, replaced the glass and tightened the electrics then drove it back to the depot.

"It's a funny thing, the "flatbed trucks" are built to what today we'd call modular designs - several of the ones the Althing bought have central pivots on the flatbed and hydraulic jacks to hold the body rigid. It happens to fit the few portable cranes the Public Works Authorities have bought. Possibly you could put something else on those stabilized platforms, who knows ?"

*from Simon Barber  
4 September 2010*

# *Spontoon Island Archipelago*

Costume and Clothing Background  
(comments by the dazzling fashion-plate: Ken Fletcher)

*The time period shown in the Spontoon Archipelago is usually in the 1930s,  
with occasional views from about 1920 to 1945.*

The variety of costume seen on Spontoon Island can range from fashionable dress clothing worn by rich tourists to informal token decoration by subsistence-income islanders. Costume can be for social show or very pragmatic working clothes.

## **Tourists & Visitors**

Tourists and travelers passing through the Spontoon Islands are for the most part very rich or civil servants. They can afford to have traveling clothes shipped in multiple trunks, or perhaps buy clothes at their destinations. They may wear upper-class formal & fashionable clothes at special events, entertainments or receptions, on board a tour ship, for example, or at an embassy party. They may also have packed (or buy) more informal vacation clothes or beachwear. Fashions from the early 1930s really are from another time: the women's formal clothes are likely to make your eyes bleed. Men's fashions are more familiar, but strange in detail. By the late 30s formal costume for men and women are approaching the standardized late 20th Century look. But informal 'vacation' wear can be surprisingly modern in look: bell-bottom trousers for women's beachwear keep coming back into fashion through the 30s. Colonial "tropical whites" (& variants) are always good form for informal tourist wear.

Spontoon Island has tour boats arrive with middle-class (and even working-class) tourists by the late 1930s. The number of trunks for clothes is going to be much smaller, and the clothes are going to be less fashionable -- as from a mail-order catalog.

## **'Euro' residents of the Spontoon Islands**

The Spontoon Island Archipelago has a resident population of 'Euros', concentrated on Casino Island. Only a few of these residents would be considered rich by European standards, but there is a sizable professional middle class. Some make a determined effort to stay fashionable in American, European & Asian style, or at least keep up that "tropical colonial" look. Many other local Euros have picked up on the fashion principles of the native Spontoonies, and are more inclined to "mix-and-match", and pick their clothes for regional comfort. There are working-class Euros (& beach-combers), some are concerned with looking obviously Euro by costume; others enjoy being able to pass as a Spontoonie when they wish.

Tropical adventure movies of the 1930s are an acceptable guide to some Euro costume in the Spontoons. The movies of "Indiana Jones" or "King Kong" are set in this 1930s time period.

## **Spontoon Archipelago versions of Euro-style fashions**

Because the Spontoon Island Archipelago is located in the North Pacific, and on the other side of the world from fashion centers, one should not be surprised to see variations on European fashions that might be 5 to 10 years out-of-date. One can still see "bobbed" hair and knee-high hemlines. Asian styles of clothes and "Explorer" and paramilitary fashions can be seen. Sailor & 'Pinafore' leisure wear is common.

Clothing is influenced by the distance from manufacturing centers and the costs of shipping raw materials. Affordable clothing & cloth can come from Asia, as well as England or New England. There are lots of treadle sewing machines in the archipelago, and a lively trade in pattern books.

Hair styles are influenced by the climate: Most of the Spontoon Island Archipelago is humid, and very warm in the summer tourist season: "permanent waved" hair doesn't stay permanent.

### **'Native' Spontoonie fashions -- influences**

The Spontoonie culture was deliberately crafted out of a combination of several cultures from the plantation workers abandoned on the islands in the 1880s. These even included Scandinavian (Icelandic) and North American native (Northwest Coast). Polynesian culture has the most obvious influence, especially as seen by the tourists, and it admittedly fits the climate and region. (See the [History webpage](#) commentary on the settlement of the islands for more background.)

Spontoon Island native culture is still a work-in-progress, and the younger Spontoonies grow up with that as part of their culture. They have a willingness to borrow or combine bits of other cultures, looking for a good fit for themselves, something that is in tune with what they are becoming. They are becoming happy with a culture that has a face for their family and village, a face for all the Spontoonies (the "Althing", their culture of politics), a face for the resident 'Euro' population, and a face for the outside 'Euro' world. Sometimes this face for the outside world is covered with a mask named "Custom".

Their clothing and costume may be changed for each face they want to show.

A family & village may have a preferred style of clothing that may be comfortable to live and work in around their home. This could be grass skirts, loincloths, sarongs, or cotton pants & skirts, and various tops (or not). There might be details or pattern that might indicate a particular village. Simon Barber has noted the oiled & brushed patterns & symbols in the fur that can be displayed as information to other Spontoonies.

A Spontoonie in a political or governmental mood might wear a costume that indicates an opinion or faction or community job within the Althing, or perhaps a function within a society -- such as militia tools or uniform, or a costume style indicating a Spontoonie priestess.

A Spontoonie working with, living with, or dealing with local or outside Euros is likely to wear a variant on the everyday 1930s generic "Pacific native" clothing (such as you would be likely to see in Hawaii): cotton pants or skirt, and a loose shirt or blouse (bright patterned or light plain cotton, depending on the situation). A sarong or muu-muu ("Mother Hubbard") might be worn. Shoes or sandals in this setting. Spontoonies are comfortable with working clothes: A mechanic would have greasy overalls; a waitress for a tourist café might have a uniform and apron, and might wear them to and from work. The cut of clothes might be unfashionable by Euro standards, perhaps years out of date. Most of the time, this generic "Pacific style" is how a Spontoonie native would appear to a visitor on Casino, Eastern, South, & Meeting Islands.

Some native Spontoonies, by personal taste or by job situation, may wear more fashionable 'Euro'-style clothes. This could include formal suits, summer-weight suits or informal clothes (air conditioning is very hard to find), 'tropical whites', or a job-based uniform (such as a Constable or Customs Inspector).

Most Spontoonies are comfortable with more than one daily costume, and most take great care with their appearance to each other and outsiders. There is a fair amount of 'solidarity' in offering to brush that stray flower petal off of your neighbor's shoulder, offering a hair brushing, and adjusting a lei or a necklace. Clothing or cloth can be a gift to casual acquaintance, though there seems to be some standard protocol for graceful returns or alterations, which I have not figured out yet....

Spontoonies can also dress for "Custom". In fact, many of them enjoy this form of performance art and treat it as an elaborate co-operative sporting event or masquerade. During tourist season, a large number of the native Spontoonies create a Polynesian fantasy version of Spontoon society, complete with assigned role-play and esoteric costumes. Some of these entertainments are improvised street theater in tourist areas, some are formal stage shows (dances & ceremonies) at tourist hotels, some performances are held at newly constructed 'temples' and 'eldrich ruins' (for discovery by tour parties led by daring guides), and some are role-play versions of daily life in fictional Polynesian Spontoonie villages (where guided tour groups are allowed to visit). After 50 years of development, there are many traditional roles, with costumes to go with the role. A Spontoonie 'Custom' player might live their role (in costume) for a week or two out of a tourist season month, and then maybe work on their regular job for a couple of weeks. Most of the elaborate Polynesian Eclectic costumes (such as you might see on South Island near the big resort hotels) would not be Authentic Polynesian or Authentic Spontoonie, but they are likely to be Authentic 'Spontoon Custom'. But don't get flippant with that grinning older lady with the tidy grass skirt and cape flouncing down the hotel stairs: She might really be one of the Althing Priestesses -- in uniform.

15 June 2006

# NATIONAL ADVISORY COMMITTEE FOR AERONAUTICS

TECHNICAL MEMORANDUM 40

GLOSSARY OF TERMS USED IN FLYING BOAT HULL CONSTRUCTION

By

Captain David Nicolson

Taken from The Aeronautical Journal, August, 1921.

# GLOSSARY OF TERMS USED IN FLYING BOAT HULL CONSTRUCTION.

By: Captain David Nicolson

<b>Afterbody</b>	The part of a boat abaft of the midship section.
<b>Alleyway</b>	Fore and Aft passage under deck, or hood.
<b>Amidships</b>	The center fore and aft line of a boat.
<b>Apron</b>	A piece of timber fitted to aft side of stem to form backing for plank ends.
<b>Athwart</b>	Transversely, at right angles to fore and aft.
<b>Base Line</b>	In N.A. a level line near the keel, from which all heights are measured perpendicular to it, sometimes called datum line.
<b>Beam</b>	The transverse member to support the deck, and tie sides. The breadth of a boat.
<b>Beam and Length</b>	The proportion of a boat's beam bears to her length varies according to her type.
<b>Bilge</b>	The round in a boat's timbers or frames where they begin to approach a vertical direction.
<b>Bilge Keelsons</b>	Stout pieces of timber or metal sections fitted inside a boat in a fore and aft direction along the bilge to strengthen her longitudinally.
<b>Bilge Strakes</b>	Planks or plates worked longitudinally forming outer skin along the bilge, or over the heads and heels of the frames.
<b>Bilge Water</b>	The water inside a boat, which lies in the bottom.
<b>Blisters</b>	Unightly bladders on paint and generally caused by putting new paint upon the top of old, or using very thick paint.
<b>Boat Chocks</b>	Wood members cut to shape of thwartship section of boat where fitted.
<b>Body</b>	Part of a boats hull, as fore-body, middle-boy and after-body.
<b>Body Plan</b>	The plan which contains the cross sections of a boats lines.
<b>Bottom</b>	Usually understood as the part of a boat below the water line.
<b>Box Scarf</b>	A method of joining two pieces of timber by letting each into the other one-half its own thickness.
<b>Bulkheads</b>	The athwartship partitions which separate a boat into compartments etc. Fore and aft partitions are also termed bulkheads.

<b>Bulwark</b>	The side of the boat above the deck.
<b>Butt</b>	The joining or meeting of two pieces of wood endways. Butt and butt means that two planks meet end to end, but do not overlap.
<b>Buttock Lines</b>	Planes in a fore and aft direction, showing the outline of vertical fore and aft sections.
<b>Boot Top</b>	The portion of the surface coated with anti-fouling composition above the water line.
<b>Battens</b>	Temporary fore and aft members around which the timbers are bent.
<b>Bollard</b>	A vertical post, or fitting forming posts, in wood or metal for making fast cable, etc.
<b>Breasthook</b>	A strong wood or metal knee fitted horizontally to stem.
<b>Buttstraps</b>	A wood or metal doubling for connecting end of planks, or strakes or plating.
<b>Cambered</b>	When the keel, deck, or fin top has its ends lower than its center.
<b>Cant Frames</b>	The frames in the bow and quarter of a boat that are not square to the keel.
<b>Carlines</b>	Members fitted in way of deck openings, i.e., half beams.
<b>Carvel Built</b>	Built with the plank flush edge to edge.
<b>Chine</b>	Where the top sides meet the bottom at an angle.
<b>Clamps or Cramps</b>	A type of wedge vice, used in boat building to hold the planks together. Various contrivances of wood or metal used in fitting up a boat or in fixing parts in her construction.
<b>To Clench</b>	To beat the end of a rivet until it forms a head, or to turn the end of a nail in so that it will not draw.
<b>Cockpit</b>	A form of well in the deck.
<b>Copper Fastened</b>	Fastened with copper nails or rooves and nails.
<b>Caulking</b>	Driving cotton or other stopping into the seams, or in metal, clinching over edges to make watertight.
<b>Ceiling</b>	The inside lining.
<b>Coamings</b>	A raised frame fitted to and above the deck for hatches, or other openings.
<b>Chain Girth</b>	The shortest distance measured round the hull from gunwale to gunwale.
<b>Chain Plates</b>	A metal fitting rigidly attached to the hull to take shrouds.
<b>Collars W.T.</b>	Metal, wood, or other fitting round stringers, etc., where they pass through bulkheads or decks to make same W.T.

<b>Composite</b>	The form of hull in which metal and wood construction are jointly used.
<b>“D.”</b>	The capital letter “D” is used by naval architects to denote the displacement or total weight of the boat and her equipment, generally expressed in pounds or tons.
<b>Dead Wood</b>	The solid wood worked on top of the keel forward and aft.
<b>Deck</b>	The platform supporting the beam.
<b>Doubler</b>	To put one thickness of plank or plate over the other.
<b>Dowel</b>	A hard wood or metal pin used for connecting timber on the edges of planks.
<b>Dump</b>	A nail used in fastening plank through to the timbers, as distinguished from a through bolt.
<b>Draught or Draft</b>	The distance between the lowest portion of the boat and the L.W.L.
<b>Diagonal Ties</b>	Strengthening members, which are fitted at an angle to the stringers or beams.
<b>Entrance</b>	The fore part of a boat, the bow. A good entrance into the water means a long well formed bow.
<b>Fairing</b>	A process by which the inter-sections of curved lines with other lines in the body plan, half-breadth plan, and sheer plan are made to correspond.
<b>Fairleads</b>	Holes in plank fittings or metal for ropes or wires to lead through, so that they run fairly and are not nipped or formed into a bight.
<b>False Keel</b>	A piece of timber or metal fitted under the main keel to deepen it.
<b>Fastenings</b>	The bolts, nails, etc., by which the framing and planking are held together.
<b>Fay, to</b>	To join pieces of timber very closely, Plank is said to fay the timbers when it fits closely to it.
<b>Feather Edge</b>	When a plank or timber tapers to a very thin edge, “Tapering to nothing.”
<b>Fender</b>	A buffer made of rope, wood, matting, cork, or other material to hang over the side of a boat when she is about to come into contact with another boat or object.
<b>Floors</b>	Transverse members connecting the heels of frames to bottom and keel.
<b>Flush Deck</b>	When the deck has no raised or sunken part.
<b>Fore Body</b>	The fore part of a boat which is forward of the midship section.
<b>Frames</b>	The transverse members to which the skin is fastened.
<b>Freeboard</b>	The distance from W.L. to gunwale.
<b>Flare</b>	When the breadth at the gunwale exceeds the breadth at the L.W.L.



<b>Fillet</b>	A packing or distance piece.
<b>Filling</b>	A stopping for seams, etc.
<b>Flat-Floored</b>	When the timbers and floors project from keel in a more or less horizontal direction.
<b>Fore Foot</b>	The foremost part of the keel at its intersection with the stem.
<b>Foot Rails</b>	Fore and afters of hard wood or metal fitted to deck to give foothold.
<b>Floor Boards</b>	A light decking inside the hull.
<b>Floor Peak</b>	A compartment next to the stem.
<b>Futtocks</b>	The timbers which abut above the floors.
<b>Garboard</b>	The strake of plank, or plates, next above the keel into which it is rabbeted and bolted, or riveted.
<b>Grummet</b>	A ring formed of a single strand of rope laid over three times.
<b>Gussets</b>	A connecting piece.
<b>Gunwale</b>	The fore and after at the extreme breadth under the deck.
<b>Gratings</b>	Open wood work on bottom for decking.
<b>Gripe</b>	The fore part of the deadwood.
<b>Gudgeons</b>	Metal eyebolts fitted to the stern post to receive the pintles of the rudder.
<b>Half-Breadth Plan</b>	A drawing showing the horizontal sections or water lines of a boat by halves.
<b>Hanging Knee</b>	Knees that help to keep the beams and frame together, one arm is fastened to the under side of a beam, the other to the frame.
<b>Harpings</b>	Pieces of timber or battens that are fitted around the frames in an unbroken line to keep the frames in their places before the planks or plates are put on.
<b>Hatches or Hatchways</b>	Openings in the deck.
<b>Hatchway Coamings</b>	The raised frame above the deck upon which the hatches or hatch covers rest.
<b>Heel</b>	The lower aft end of anything as heel of the frame.
<b>Hogged</b>	The form of a boat when she has combered sheer.
<b>Hogg Piece</b>	A piece of timber worked up top of keel to prevent its hogging or rising in the middle.
<b>Hull</b>	The boat as distinct from her superstructure.
<b>Half Beams</b>	Beams that are cut to take openings.

<b>Hawsepipe</b>	A pipe fitted through the top sides to form a fairlead for mooring rope.
<b>Hold</b>	Space for storing cargo.
<b>Hollow Lines</b>	The horizontal lines that have deflections.
<b>Intercostal</b>	Fore and afters fitted against the stem which are cut at the floors.
<b>Joggle</b>	A notch or notches forming a box scarf to enable two pieces of wood etc., to fit together. In metal boats where the one plate, or metal, overlaps the other, giving an inside fair surface.
<b>Keel</b>	The fore and aft members in a boat to which the frames and garboard strake are fastened, or if a diagonal planked boat, where the planks end.
<b>Keelson</b>	An inside keel fitted over the throats of the floors.
<b>Knees</b>	Pieces of timber or iron shaped to strengthen particular parts of a boat. A hanging knee is the one fitted under the beams; a lodging knee is a knee fitted horizontally to the beams and shelf or deck beams. Floor knees are V-shaped like breast hooks.
<b>King Plank</b>	Center plank of deck.
<b>Lines</b>	A general term applied to the drawing or design of a boat as depicted by fore and aft lines and cross sections. A boat is said to have "fine lines" when she has a low block coefficient.
<b>Load Water Line</b>	The line of flotation when a boat is properly laden or ballasted.
<b>Lap</b>	The edge of one plank over the edge of another.
<b>Locker</b>	A receptacle built into the boat.
<b>Limber</b>	A waterway.
<b>Moulded</b>	The thwartship dimension of timber or frames.
<b>Moulded Breadth</b>	The greatest breadth of a boat without the plank.
<b>Moulds</b>	The skeleton templates to cut the frames by, or to hold the boat in shape while the timbers and stringers are being fitted in place.
<b>Manhole</b>	A circular scuttle, the minimum diameter through which a man can pass.
<b>Mould Loft</b>	A building in which the floor is painted dull black, and is used for laying off lines full size.
<b>Midships</b>	The center of fore and aft lengths.
<b>Mast Step</b>	The chock in which the wireless mast is housed.
<b>Mortise</b>	A cut groove at a joint to take the tenon.
<b>Overhang</b>	The ends of a boat, which at the gunwale extend over the water, i.e., L.O.A. exceeds L.W.L.

<b>Overheads</b>	Beams, moulding, etc., forming ceiling under deck.
<b>Parcel</b>	To cover a rope with strips of canvas painted or otherwise. The canvas is wound round the rope and stitched or "served" with marline.
<b>Pintles</b>	The metal hooks by which rudders are attached to gudgeon sockets.
<b>Planking</b>	The outside skin of a boat; plank is laid on the frames or beams of a boat whether inside or outside.
<b>Plank Sheer</b>	The outside plank at the deck edge which reaches the timber of frame heads, and shows the sheer of the boat.
<b>Port</b>	The left side of the boat looking forward.
<b>Partners</b>	A doubling between beams to take deck fittings.
<b>Pillar</b>	Vertical supporting members under deck.
<b>Quarter</b>	Top sides between full abeam and aft center line.
<b>Rabbet</b>	An angular channel or groove cut in the keel, stem or sternpost, etc., to receive the edges or ends of the plank.
<b>Ribands</b>	Long pieces of plank or timber, sometimes called harplings, secured to the frames of a boat in a fore and aft direction, when she is building, and representing the dividing lines or geodetic lines.
<b>Ribs</b>	The frames or timbers of a boat.
<b>Rake</b>	At an angle to the vertical in a F. And A. direction.
<b>Risings</b>	A fore and aft by which seats or other items are supported.
<b>Rail</b>	The extreme F. And A. Top line above water.
<b>Scantlings</b>	The dimensions of all material used in the construction of a boat.
<b>Scarph or Scarf</b>	A method of joining pieces of wood or metal by tapering their ends. A box scarph is when the ends are not tapered, but a half thickness cut out of each part so that when put together the parts form only one thickness.
<b>Seam</b>	The line formed by the meeting of two planks or plates.
<b>Shift of Butts</b>	The fore and aft distance between the ends of one line of plank or plate and the next below or above.
<b>Side Keelsons</b>	Stiffeners fitted fore and aft on either side of the keel.
<b>Skin</b>	The outside or inside planking of a boat.
<b>Starboard</b>	The right hand side of the boat looking forward.

<b>Stem</b>	The forward vertical continuation of the keel.
<b>Stringer</b>	Strengthening fore and afters connected to frames or timbers.
<b>Scantling Section</b>	A drawing of mid-section of a boat on which all scantlings of same are stated.
<b>Scupper</b>	A freeing port.
<b>Sole Beams</b>	Thwartship beams, supported by flooring.
<b>Strake</b>	A fore and aft line of planking or plate.
<b>Sheer Strake</b>	The top line of planking or plating.
<b>Sheer</b>	Fore and aft curve of a gunwale.
<b>Shelf</b>	A fore and aft member round deck inside planking to which timbers and beams are attached.
<b>Sheathing</b>	Metal or wood skin fitted outside planking for additional protection.
<b>Skin Girth</b>	The distance measured round planking from gunwale to gunwale.
<b>Scuttle</b>	An opening that can be made W.T.
<b>Stopping</b>	A substance used to make seams W.T. when not calked.
<b>Sternpost</b>	The vertical member where the planking terminates aft.
<b>Siding or Sided</b>	The fore and aft dimensions of timbers, beams, etc.
<b>Stopwater</b>	A soft wood dowel driven through dead wood at joint of same.
<b>Spiling</b>	A method of setting out a curve from a straight line.
<b>Through Bolt</b>	Through fastening. Fastening that ties several thicknesses of material.
<b>Timbers</b>	The transverse ribs of a boat.
<b>Transom</b>	The frame at the sternpost of a boat. The transverse board at the stern, which gives shape to the quarters and forms the aft end of the boat.
<b>Transverse</b>	Athwartships. At right angles to the line of the keel.
<b>Tie</b>	Diagonal connecting and strengthening member.
<b>Tumblehome</b>	Where the extreme breadth exceeds the breadth at deck.
<b>Topsides</b>	The upper part of a hull above W.L. excluding stem and stern.
<b>Turtledeck</b>	A deck with excessive camber.

<b>Trim</b>	The fore and aft inclination of hull about L.W.L.
<b>Thwart</b>	A seat forming tie across the hull in the absence of beams.
<b>Tenon</b>	A tongue at the end of a timber to fit into a mortise.
<b>Throat</b>	The distance across the flat of a knee.
<b>Timber Heads</b>	The upper ends of the frames.
<b>Tuck</b>	Where hollow occurs in the form of the stern or quarters.
<b>Ways</b>	Baulks of timber on which the cradle slides.
<b>Well</b>	A sunken part of the deck usually termed cockpit.
<b>Waterways</b>	Apertures to allow water to flow to bilge suction.
<b>Waterplane</b>	The horizontal area of hull at water line.

**Transcribers notes:** This file was transcribed exactly as originally typed. Like the majority of you, I found the 'expectation of knowledge' rather abusive. W.T. for water tight, but what is L.W.L.? (*Ah, found it. Waterline Length.*) Likewise, this appears to be not a text for Flying Boats, but for Boats. As Captain David Nicolson is most likely a U.S.N. officer, this an 'Old Salt,' it appears that he completely misunderstood the needs of this article and his reading audience's understanding of naval terms..

D.R.D.

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