

The Lök

From SVEROK

Fanzine for silly stuff
Number 22

Price: 2 Swedish spann

Published during
GothCon XX 1996

Six silly questions

Today's question: How big is your Lök?

Name: Carl-Johan Håkansson
Club: Apokka patrol
Shoe size: 43
Answer: I got two gigantic...

Name: Larissa DaSilva
Club: Ars Armandi
Shoe size: 38
Answer: BIG!

Name: Nisse Lindeberg
Club: Atlantis
Shoe size: 10 and a half
Answer: Bigger than average...

Name: Magnus "Widde" Widquist
Club: Gameboards & Broadwords
Shoe size: 42 of course
Answer: 16 pages...

Name: Peter Wirdenäs
Club: Firvulag
Shoe size: 44
Answer: Öhh... I don't know really
(this is worrying. ed.)

Name: Anders Chrigström
Club: Whacco Knights
Shoe size: 41
Answer: Soo BIG
(Showed his finger. ed.)

Finally, the GothCon cafeteria was filled with fresh bread, and there was much rejoicing among the hungry gamers! The B&W bread storage facilities, however, reported a great loss in available food quantities, and on the commodity market wheat prices went straight up!

Deny everything!

In The Lök no. 21 the people in charge were said to have been seen running in panic, as the burglar alarm went off on Thursday night. This is NOT true!

The people in charge were NOT panicking. We are unable to do so for a number of reasons. For an untrained observer, however, it might have appeared just as if we were. What we were doing is defined as "Swift relocation of personnel to stem an upcoming disturbance." To further enlighten and calm the visitors we hereby announce that we have no problems at all. Only disturbances of varying magnitudes and frequencies. But, following the definition, no "problems".

Joint Commander Chief Of Staff
GothCon XX (JCCS-GXX)



The GothConXX Mascot.

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Official
Newspaper



Whenever this group helps
to defend War Gamers,
draw an extra Plot card.

POWER

RESISTANCE

Word

Media

We are sorry to inform you that due to printing troubles The Lök is now released in a limited edition .

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Editorial

It is 3.30 in the morning. One by one, the pieces of this very special Lök are coming together. Our printing press is broke, and the crew working with me all look like they are about to fall apart.

This is a very special Lök. We dedicate this issue to Steve Jackson. To honor our special guest we are writing this Lök in English. Also, we print a limited edition; the first 50 issues will have hand-written numbers. They might become real collectibles!

All these special circumstances are, quite frankly, giving us a lot of trouble. But we are not giving up. We expect this Lök to be in Your hands by 8 o'clock sharp. Have a good Lök! ▲

The Lök on the air

7.12 in the Saturday afternoon The Lök transmitted their first message through the internal GothCon administration radio system, instead of Mind control beams™. This was done because the beams have proved to be ineffective south of the Göta Kanal ▲

Terrorist nuke

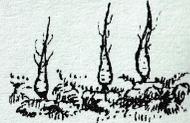
While our reporters were working on this issue of The Lök a terrorist attack, aimed to destroy, was eliminated by the brave (sir) Texas. Texas bravely took the dynamite with its fuse still burning and threw it out through the airlock. Could it be the evening press, creating news? Or maybe the GothCon administration wanted revenge, considering that The Lök infiltrated their very important radio transmissions? Who Knows? ▲

Printing press Sabotaged!

The Löks printing press was sabotaged late on Friday night by unknown offenders, but the Lök was not stopped. Instead we kept on printing, using the test print option, page by page. After long, hard work several copies were spread across the convention late Saturday morning. The attack on us was a failure. The Media group "The Lök" has survived. ▲

How cheap is a conscience?!

Thefts at conventions accure, sad to say, more and more often. So why bother? Because this time someone took advantage of a young girl, wanting to redress for the Vampire-live. The thief must have been aware of that the victim was a girl since her things were stashed in the girls shower. What he/she maybe wasn't aware of is that it might have stopped something as valuable as a young GIRL from going to any other con this spring (since she actually had to work her way in at GothCon) and that the money stolen, 450 kr, was really needed. Finally we would like to ponder over these questions: do we want that sort of a paranoid atmosphere, do we want girls at cons and HWO CAN BE THIS F****NG STUPID?!! We suggest that the thief return the money, maybe via the reception and of course that things like this will never happen again. ▲



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The Ten year Jubilar: The roleplaying-group Kalle Kottes Kobolder!

How did the "Kalle Kottes Kobolder" start?

-The first time Kalle Kottes Kobolder had a playssession; Call of Cuthulhu, Silver rum, white wine and Piña Colada were present at the home of Patrik.

-Never mix white wine and Piña Colada!
When was the first official time you appeared?

-Gothcon X 1986.

Why the name Kalle Kottes Kobolder?

-It seemed to be a good idea at the time.
-Kalle is officially spelled with a C but we usually never spell it that way. The name must never, ever be abbreviated!

What is your gaming style?

-Elegant solutions to non-existent problems.

-Hard and asymmetric!

What is your goal?

-To always be ahead of "Köksmixer"!
-We have left the "Total world domination" scheme to the "Pekings apjävlar".

Texas ▲

The Grades for SydCon and LinCon:

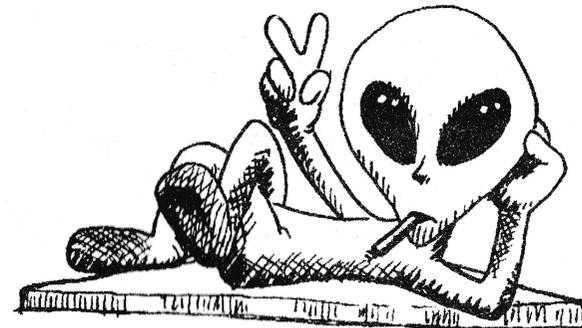
by: Larissa da Silva

| | SydCon | LinCon |
|--------------------------------------------------------------------------|--------|--------------|
| Appearance: | 5 | 4 |
| The book: | 5 | 5 |
| Information: | 5 | 5 |
| Inside info: | 4 | 5 |
| Games: | 4 | 5 |
| Prices: | Ok | not quite OK |
| Pictures: | 4 | 3 |
| Dialect: | 3 | 5 |
| Whatever: | 4 | 4 |
| Xplains and others: | 5 | 4 |
| Total: | 39 | 40 |
| Comments on the LinCon grades: "Lincon Rules!" | | |
| Comments on the SydCon grades: "Impossible..." | | |
| Other comments on LinCon: "Beatiful glassdoors..." | | |
| "It was LinCon or..." | | |
| "I've never played..." | | |
| Other Comments on SydCon "Nothing to compare." "Beatiful posters." | | |

My own comments:

.....it could be better.....

Larissa ▲



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Interview with Steve Jackson

by Lars O. Johansson ▲

To start with, Mr. Jackson was not easy to find and of course he had little time. He was on a tour through GothCon but promised me an interview later on in the cafeteria. Finally we managed to have a conversation, although Mr Jackson was simultaneously tutoring a bunch of World-dominator wanna-bees. They played INWO for the first time, and Mr Jackson was their referee.

I started the interview with some questions about Sweden and GothCon. He had thought that Sweden was a very cold place, but found it to be much warmer than Chicago, the place his journey started in. Mr Jackson also said that Swedish gaming conventions were quite large. Of course the American ones are bigger, but they are also very commercial and gamers go there for free. But he found out that Swedish conventions had a different kind of spirit and that they were better organized. Odd enough, this is something gamers in Sweden always complain about. Maybe they should reconsider.

I also asked his opinion on the collectors card business and if INWO will develop in the same commercial way. He did not like the economic side of the gaming business and that the fluctuations in the commercial sides were overdramatic. His company will not do the same mistakes that "other" (youknowwho) companies have done.

He mentioned that he is working on new cards for another expansion, but

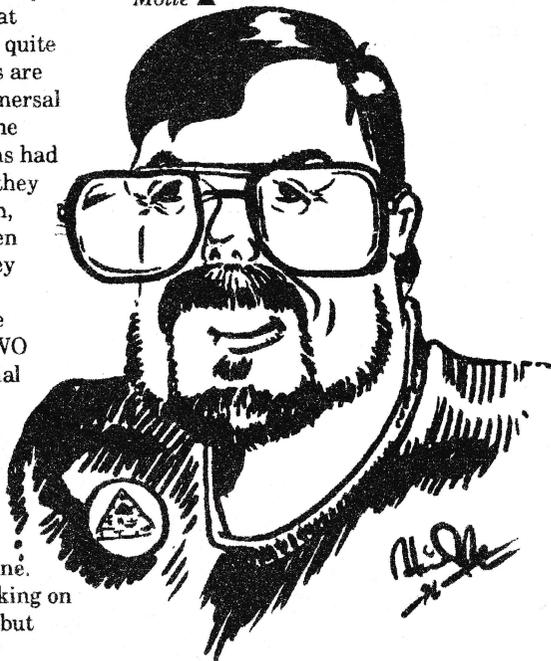
strongly pointed out that they were far to few yet. He will not release a single new one without having a full set of new good cards.

I asked about his favorite game, but he did not want to point out a specific game. It all depends on what mood he is in when he wants to play.

The interview drifted into talks about games and I asked him what he thinks it is that makes a good game. He replied that the most important thing is to catch the players imagination and to get their commitment.

I invited him to Sweden next year but he said that he was uncertain whether to visit the same country two years in a row.

By the way, he doesn't like onions!
Molle ▲



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Illuminati, The New World Order

Four qualification rounds were played and five players qualified to the finals. Two Shangri-La shared victory in one of the qualification rounds, and so did one Bavarian, One Gnome and last but not least a UFO.

The UFO opened strongly with *New York* with the *Big Prawn*, *Pentagon* and *Israel*, totaling 29 Power. Would he have a *Power for it's own sake*? The two Shangri-la players were also an obvious threat because they could achieve a shared victory with ease. Round two the UFO had put *Cyber Soldier to Pentagon*, added *Manuel Noriega* to a total power of 36. This proved to be a real threat when he was forced to discard a *Power for it's own sake* and having another one exposed. Suddenly the Gnomes rose with lots of computer groups, closing in on the 'maximum number of groups' goal. Everyone realized that the Shangri-La conspiracy would win in their next turn, totaling 30 peaceful power easily. Everyone saved their strength for the benefit of a Bavarian attack. It fizzleed when an *Apathy* came out, canceling all cooperations between groups.

Times were tough when the Shangri-La conspiracy aided by the *Orbital Mind Control Lasers* changed the alignment of power 14 New York to peaceful and claimed victory. Nobody could do anything and as a last resort, the UFO drew a plotcard with his two last action tokens. He drew *Gun Control*, increasing his total power to 53. Of course he also had a *Powergrab*, allowing him victory at the same time!

With a whicked smile, one of the Shangri-La players (Chrisp) showed everyone a Peace in our time. Playing it would kick the UFO out of the winning team. A discussion took place whether to let him in or out of the winning team. Chrisp had previously looked at the three top plot cards of the UFO and discovered a *Shangri-La* card. This settled it. A powerplaying UFO with an *Shangri-La* plot card in his deck had to have something good in him. He was right because the UFO player actually had an *Unmasked* in his hand! He really was a Shangri-La "wanna-be"

Peas in our time!
Molle ▲



Violence.

Winners INWO

- 1 Christer "Chrisp" Pettersson
- 1 Lars "Molle" Johansson
- 1 Petter Karlström



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DinoHunt

Will Steve Jackson's latest creation meet the expectations?

During the Saturday afternoon the Löks reporters had the opportunity to playtest a new game called DinoHunt. The game is actually intended for children, but this fact did not discourage neither the Löks reporters nor Steve Jackson himself from having a really good time.

The object of the game is to catch dinosaurs and to bring them back through time. The rules are simple and very quick to learn; it took Mr Jackson less than five minutes to explain them to the Swedish gamers. Once in the game, the players are awarded points for every dinosaur card they manage to collect. Whether an attempt is successful or not is determined by a straight-forward die roll. Bigger dinosaurs means more difficult die rolls, but also greater victory point rewards.

In order to add some flavor to the game there are a number of special event cards included. The players use these to attack each other and to protect themselves; rather in the spirit of collectible card games. As a matter of fact, Mr Jackson informed the Lök that he plans to release a number of new event cards

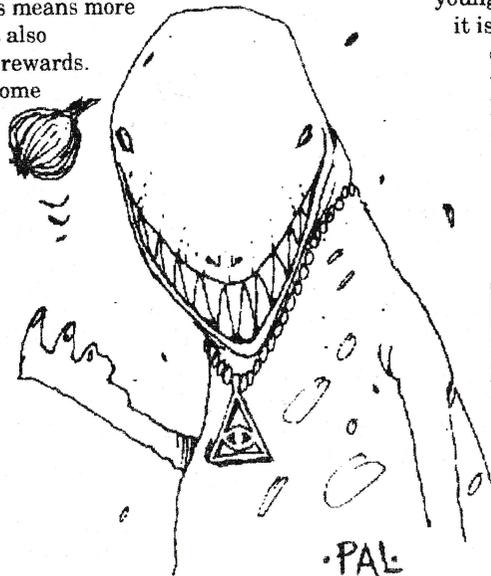
in booster packs. Some of these cards will probably be really nasty back stabbers, and they will help in making a distinguished game profile aimed at grown-up gamers. According to Mr Jackson, the not-so-nice cards tend to ruin the game for younger players, thus are they not included in the original game box.

DinoHunt is to be released in August this year. The price is estimated at \$29.95; fairly expensive considering the number of cards and other stuff included in the game.

What is there is of good quality, though. The artwork is great and the dinosaur cards contain tons of information about the popular ancient beasts.

DinoHunt is a great game to give to a younger relative but it is also a good deal if you just want a quick laugh with some friends.

Tbr ▲



Gothcon
Reports that
they have
1000 - 1100
Participants.



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Drinking Magic?

The Unofficial Tournament in Magic, the drinking game was held during Thursday night.

The participants (6 Norwegians and their host Leif Bergman) tell us that no one won the tournament, but then again, no one lost.

Leif played with a somewhat strange deck containing Winter orb, Power surge, Mana barbs, Mana Flare, Circle of protection Red, Fireball, Disintergrate, Lavaburst and Inferno. He was the first one to die!

When Leif had died a second time with a new necropotens - landsedge deck the party went to the pubs.

For all of you that don't know how to play Magic, the drinking game...

For each two life lost you have to drink half a glass of beer or a "sip" (a Norwegian size "sip"...) of Turkish Liquorice candyshot. If you take like 10 points of damage at a time it'll make about one and a half bottle of beer. If you get life from like Ivory tower, it'll just be a longer fall to the bottom. You may not attack yourself and may not use Mana burn. That was about it. The perfect game for playing with your parents but DO NOT play it at GothCon!

The Profile

It's not easy to make this issue's profile-portrait. He is elusive like the mist of early mornings and yet his presence is somehow always there. He walks in the shadow of his own black appearance, camouflaged by exhibitionism. Try to grasp him and you'll blindly stumble into the mental obfuscate that surrounds him, only to emerge befuddled and with a sense of well-being.

Lee Falk's "Phantom" springs to mind. An immortal spirit living in the mountain that bear his resemblance, surrounded by a forest whispering his name without ever having seen his face.

Maybe it's possible for a person to be around so long that he fades into the woodworks. Not actually present in the minds of men but still a piece in the structural fabric with which we form our perception of reality.

More than twenty persons were asked to describe the individual in question before the portrait was written. Not ONE could produce anything substantial and all admitted that they'd succumbed to the sheer anonymity the man had created around himself - knowingly or unknowingly.

Even the illustrator of the Lök fell into the void, sitting with the model right in front of him. You can't capture the stuff that every day is made of.

John Bredal is a very likable individual, one of the founders of Armageddon, frequently head of Borås Spelkonvent and probably a person you've seen on every convention you've ever visited. Seize him!

©christoffer Krämer - puzzled.



John Bredal