

TROLLSZINE!

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Trollszine is a Trollbridge production

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ABOUT THE COVER

By Liz Danforth

This piece of art was created to go into the reprint of Tunnels & Trolls 5th Edition, which we are calling Classic T&T. It will replace the art presently on the Gunnes page – art which had nothing to do with gunnes. Look for a future Kickstarter for the Classic edition, which is being lightly tweaked to correct errata, typos, and language. There will be a new foreword from Ken and a new afterword from me. In addition, the project will come alongside some other wonderful surprises of historical interest to players of the game, which I know you will be eager to see gathered together! No specific release date except "soon"... hopefully very soon.

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TROLLS TALK IN TRIBUTE

This issue is dedicated to the original proprietor of Flying Buffalo and publisher of Tunnels and Trolls, Rick Loomis. He sadly passed in August 2019 after bringing games to us in 5 decades. Those who knew him well have written touching tributes to him. I will just say that Trollszone would not exist without him. Thanks to his publication of Ken St. Andre's brilliant game I started playing it before I was in my teens. He supported it with highly talented writers and artists including Liz Danforth & Steve Crompton. Many of those writing and drawing for this zine have enjoyed T&T for many years. Furthermore, when we asked if Trollszone could be published on Flying Buffalo's digital platform he did not hesitate. I still have the email he sent me after publication and his warm words of encouragement.

Everyone involved has done their best to make this issue worthy of his work and memory. We will keep on making Delving great, just as Rick always did. I am very pleased to introduce new writers and artists in this Trollszone and to feature familiar ones as well. Thanks to our brilliant contributors we are breaking new ground, with photos and a crossword as well as exciting adventures and fascinating articles. We continue to be very well supported by artists, with many original works featured.

I am now going to leave the zine to speak for itself, but just wish to raise a flagon of Trolljuice to Rick Loomis.

Thank you, Rick.

**ZANSHIN,
AKA DAN PRENTICE**



RICK LOOMIS OUR TRIBUTE

KEN ST. ANDRE

Rick Loomis, chief buffalo, and CEO of Flying Buffalo, Inc. died on August 28, 2019. I was not at his bedside when he passed. I do have a picture I took of him a day or two before the end.

I knew Rick for more than 40 years. We were friends. He was also my most important publisher, and the main force behind the success of Tunnels & Trolls. He published it. He promoted it. He sold it. It was a big part of his business at Flying Buffalo--T&T started small and grew over the years and is still growing. The same can be said for Nuclear War. The main income for FBI came from play by mail computer games; namely Starweb, but there were some others. I never got involved in them. I played a few times at conventions. Secondary income for FBI came from Nuclear War, Tunnels & Trolls, the Catalyst products, special dice. I mention the company because I never worked for Rick. I was never on salary. I didn't see him on a daily basis as some other people did.

We were friends, and he was my patron/publisher. We didn't always agree. I admired his ability to keep Flying Buffalo going in spite of the many problems he had with printers and sometimes employees. I think he made a lot of bad decisions, but it was his company, and his life. He lived it by his own terms, and I admired that.

Heh, Rick loved going to conventions. He loved playing games--board games much more than roleplaying games or video games, though he did like King's Bounty on his computer. Rick loved selling things, especially his games. He loved that even more than playing games. Rick liked sports. He got himself a good big tv and loved to watch baseball and football. I went to his house in Scottsdale and watched games with him sometimes. Watching the Super Bowl together was a tradition with us for about the last 20 years.

Two or three times a year I would accompany Rick to game conventions. I like conventions. I like meeting people from other parts of the country (later from other parts of the world). I like gaming with strangers. Rick liked running tournaments at conventions that showcased his games. From only knows how many thousands of Nuclear War card games he sold because of all the Nuclear war tournaments he ran.

I keep coming back to games. That is what Rick and I really had in common. Sometimes he would invite me to his house just to play board games with him and his sister Laura. We played Settlers of Catan--and its many variants, and Racko, and Can't Stop, and Ticket to Ride, and others I can't remember right now. Really--Settlers was the big one. You can get a good game going with just 4 people--usually Rick and Laura and my son, James, and me. And there was poker. Rick liked to play poker and would host a poker party at his annual Flying Buffalo mini-convention in Arizona (usually in Scottsdale). It was nickel-ante. The most you could win or lose in an evening of play was about \$10. And that was fine. The fun was in playing, not in walking away as a winner (although that was occasionally nice too). Eventually I talked Steve



Crompton into gaming with us at Rick's house, and Steve got good at it, and started hosting games on Friday night at his house. Chiefly because Steve is married to the wonderful Anita Martinez, he has and had a much nicer house to live in and game in than Rick did. Even after Rick died, Steve continued to host Friday night gaming for the survivors. Covid-19 put an end to that. Some of the pictures included below show us on those Friday night gaming sessions.



Rick was a genuinely good person. He helped people, and he did it by making it possible for those people to help themselves. He gave people jobs with Flying Buffalo--almost always people who really needed the money, and often a roof over their heads, often with people I would have preferred to avoid. I'm probably one of those (mostly) antisocial misfits that a lot of the Buffalo employees would prefer to avoid. He managed a softball team in a Scottsdale league for decades and played on it. I remember him telling me about his proudest moment--a game in which he got a triple. Rick was never athletic or particularly strong. He was badly overweight from about the age of 50 onwards. That never prevented him from traveling to conventions, sometimes as far away as Germany. That never prevented him

from playing softball, or driving across country, or running a summer camp for his church. Rick helped people and he didn't make a big deal out of it, and for that reason he had lots of friends--real friends like Dave Arneson--friends who came to his rescue when times were tough--and they often were tough.

Rick was president of G.A.M.A. I don't know how many times. I'm guessing seven but it might be more or less. G.A.M.A. is an association of small game manufacturers. Flying Buffalo was never a big company compared to TSR or Wizards of the Coast or Steve Jackson games. Rick was the diplomat who held that organization together every time some other president took it to the brink of ruin. What good is G.A.M.A.? It really helped promote gaming in the USA. Table-top gaming--board gaming, card gaming, role-playing--not gambling. You could not quantify Rick's contribution to gaming in this country, but it was huge--probably greater than any other 20th century American.

Rick knew everybody who was anybody in the game industry. I knew Dave Arneson. Why? Because Rick knew Dave and introduced me to him. I know Lou Zocchi--he's pretty old now, probably in his 80s--but I knew him because Rick introduced me to him. I know Frank Chadwick and Marc Millar and Greg Stafford and Peter Atkinson and so many others because Rick knew them and introduced me. It's not what you know, friends, it's who you know. Rick knew everybody.

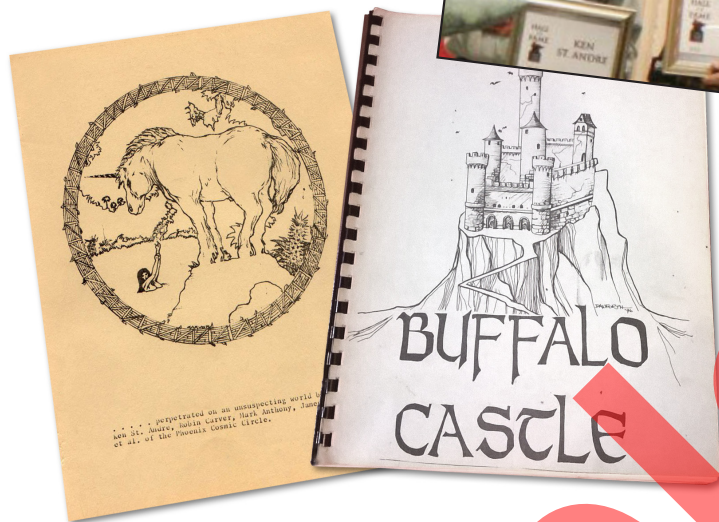
Rick never married--though he liked women well enough--and had no children. The games he created were his children. The games he didn't create--Tunnels & Trolls, Nuclear War, some others--were his foster children. He loved and nourished them all.

Rick's luck ran out in 2019. He fought for his life as long as he could. Those of us who knew him were all very saddened by his death. Oh well, we all have to go sometime. When I die, I hope I can do it as gracefully and courageously as Rick did. I don't say Rest in Peace about people. I say Rest in Glory, and then only if I think the person deserves the tribute. Rest in Glory, Richard Loomis! You did well with your life.

Rick Loomis & Flying Buffalo

as Rick told it to me...

by Steve Crompton



Also during the mid 1970s, people kept asking Rick if the *Nuclear Destruction pbm game* was based on the *Nuclear War Card game* they remembered playing back in the 1960s. Rick recalled seeing the game as well, and decided he would find out who owned it and if he could maybe get the rights to republish the *Nuclear War*.

He got a copy of the original game and saw it was by Doug Malewicki. He soon found Doug and they worked out a deal to put Nuclear War back in print. The game was a big hit and it even ended up on the *Games Magazine Top 100 Beer and Pretzels games of all time* list and the game was put in the *Origins Hall of Fame*. *Nuclear War* also spawned numerous, editions, sequels and spin-off games.

Rick went on to publish many other games and books like the *7 Grimtooth Traps*, the *7 Citybooks*, *Mercenaries*, *Spies & Private Eyes*, *Lost Worlds*, *Ace of Aces*, *Berserker*, various dice and more.

Rick ran Flying Buffalo and went to conventions for almost 50 years. He had many stories about the early GenCons and going to a convention that only 50 people showed up at. He did the Essen Spiel Game show in Germany for 20 years and did Gencon and Origins for over 40 years. Rick was told that he and Lou Zocchi were the only ones to have booths for that many years at GenCon.

I know he will be missed by all of us and especially T&T fans. ■

In the beginning: Rick Loomis was a wargamer as a teen and ended up in the army in 1969. His job was to send and translate top secret messages using one of these new things called a “computer.”

During his time in the Army, Rick came up with the idea of using a computer to run play-by-mail games. In 1970 he started Flying Buffalo Games which used a Raytheon computer to run his games for paying customers.

To promote his Play-by-Mail games (*Starweb*, *Battle Plan* and *Nuclear Destruction*) Rick started going to wargame conventions. These later evolved into the larger scale more mainstream conventions like GenCon and The Origins Game Fair, that we recognize today. Rick used to go to conventions all over the US just

about every weekend, only slowing down in his mid 60s. Most of us were amazed at how he could go to so many conventions week after week and not be completely exhausted, but he made it look easy.

Rick started selling other peoples games. In 1975, Rick took the hand-copied and stapled *Tunnels & Trolls rpg* rules written by Phoenix gamer Ken St Andre to a show and Rick sold them all. Rick and Ken arranged to start publishing T&T through Flying Buffalo. It turned out that T&T was the 2nd role-playing game ever published and T&T went on to become a long-running fan favorite, and one of the few RPGs you could play solitaire. In fact Rick wrote the very first solo adventure for a role-playing game, aptly called Buffalo Castle.

Liz Danforth

Rick Loomis was as much my mentor as my boss. He gave me opportunities, introduced me to the business, and always treated me with respect. He encouraged my work, listened to my suggestions, allowed me to take chances or push the envelope. In works I did with Rick and the Flying Buffalo teams, we could aim high and reach beyond expectations.

One of his more memorable qualities was the ability to accept setbacks – and there were many – with the same quality of character as he was pleased with his achievements. He often said “I looked for talented and creative people to work with me, and then got out of their way.” And he knew how to be happy for those around him: happy to help us succeed, or even watch from afar, never trying to take credit for what others did.

Beyond that, he was a friend. We didn't always agree, but he was always able to articulate his positions, and he had the grace to listen, to read long emails or talk, and to be able to think clearly about views different from his own. He was a peacemaker and for that rare quality alone, he is sorely missed.



Bill Pitcher

“It's a dangerous business, going out your door. You step onto the road, and if you don't keep your feet, there's no telling where you might be swept off to.”

Like many of you reading this, my life was impacted by Rick through his work at Flying Buffalo Inc. Firstly finding Tunnels and Trolls on the bookshop shelves all the way down in New Zealand, back in the early 1980s. After all these years I can honestly say that purchase changed my life. I was swept off into lands unknown, I found friends and fellow adventurers along the way.

As I brought each new product, especially Sorcerer's Apprentice, I found the underlying theme, be creative, you can do this, planted a seed that would stay with me for the rest of my life. Later when the internet shrunk the world I was able to reach out to Rick and with his encouragement submit art for use in FBI products.



Finally I would say that without Rick giving the TrollsZine a place among FBI's other DriveThru eBooks, it would have been difficult to sustain the production of this magazine. It was in these small acts of kindness that Rick had his biggest impact and it spanned the globe. For this I will be forever thankful.

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