lssue 1, April 19993 (36 pages)

Title	Author	Page	Game System
Editorial: Introducing Other Hands	Chris Seeman	1	any
ICE's Open Letter to Subscribers of "Other Hands"	Peter C. Fenlon	3	any
Beyond the Third Age: Roleplaying in all ages of Arda	Anders Blixt	7	any
Corruption in Middle-earth	Chris Pheby	20	MERP/RM
Rhovanion as the Northern Frontier of Gondor	Chris Seeman	23	any
Selections from a Panel Discussion on Role-playing in Tolkien's World (transcribed from Tolkien Centenary Conference, 1992	Chris Seeman	27	any
Bibliography of Middle-earth Role Playing	Chris Seeman	30	any
Review of River Running	Chris Seeman	34	MERP

lssue 2, June 1993 (24 pages)

Title	Author	Page	Game System
Editorial: so far, so good	Chris Seeman	1	any
No Elves in the Fourth Age?!	Jorge Quiñónez	3	any
Religion in Middle-earth: How does it work and what does it do?	Chris Seeman	7	any
Character Profile: Konar	Jeff Hatch	15	RuneQuest
Arda in a Distant Mirror: Some Problems of RPG Design in Tolkien's World	Anders Blixt	21	any

Issue 3, October 1993 (32 pages)

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Title	Author	Page	Game System
Editorial: three is company	Chris Seeman	1	any
Communications	Eduardo Martinez Santamaría, Anders Blixt	2	any
Frontlines	Chris Seeman	3	any
Thoughts on the population of Gondor and Arnor	Gunnar Brolin	4	any
A response to "Thoughts on the population of Gondor and Arnor"	Jason Beresford	8	any
Developing a magic system for Middle-earth Role Playing	Andrew McMurry	11	any
A journey in the dark	Chris Seeman	13	any
The forgotten race of the Drughu	Tim Innes	19	RuneQuest
A reply to ICE's open letter	James Owen	24	any
Scandinavian influences on Orkish	Anders Blixt	26	any
Review of Northwestern Middle-earth Gazetteer	Chris Seeman	28	MERP
Bibliography of Middle-earth Role Playing	Chris Seeman	30	MERP

lssue 4, January 1994 (24+8 pages)

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Title	Author	Page	Game System
Editorial: Happy Yestarë!	Chris Seeman	1	any
Communications	Nancy Martsch, Scotto the Unwise, Jonathan Entner, Glenn Kuring	2	any
Frontlines	Chris Seeman	4	any
Middle-earth Down Under: An Antipodian Campaign	Norman Talbot	5	any
Winter in Ladros: Report on a First Age Campaign	Anders Blixt	11	any
The Orthanc Fellowship: notes on a Fourth Age campaign	R. Benjamin Gribbon	13	any
Weaving Magical Realism Through Nature	W. Joseph Balderson,	15	any
	R. Benjamin Gribbon		
Exile and return in Tolkien's world	Gerrit Nuckton	17	any
Metallurgy in the Third Age	James Owen	19	any
More on population: a response to Jason Beresford	Gunnar Brolin	22	any
Enemies to Protect Us (adventure)	Tom Schneider	insert	RuneQuest

lssue 5, April 1994 (24 pages)

Title	Author	Page	Game System
Editorial: Round Two	Chris Seeman	1	any
Communications	Eduardo Martinez Santamaría	2	any
Frontlines	Chris Seeman	3	any
Semper fidelis: some ideas for a Second Age campaign	Anders Blixt	4	any
Before the trial: an introduction to a Second Age campaign	Pete Clark	7	any
The Journal of Eponian Cirdanea	Scott Stanek	11	AD&D, RM, Ars Magica variant
Tarma Tar-Calion: a historical note on the history of Umbar	Chris Seeman	17	any
The Queen of Shadow: a Fourth Age campaign	Anders Blixt	20	any

lssue 6/7, October 1994 (28+24 pages)

Title	Author	Page	Game System
Editorial: Back for more	Chris Seeman	1	any
Communications	Dirk Brandherm, Sarah Sturch	2	any
Frontlines	Chris Seeman	3	any
Innate magic in Middle-earth	Michael Saunders, Chris Pheby	4	MERP
The Cult of Benish Armon	Chris Seeman, Jason Beresford, Stefan Ardinger	7	any
Ûvatha the Horseman (adventure)	Chris Pheby	15	MERP
Tarma Tar-Calion revisited	Jason Beresford	22	any
The Logistics of Minas Tirith	Anders Blixt	25	any
Umbarean trade with Eriador	Jason Beresford	26	any
Review of Arnor	Chris Seeman	17	MERP
Eyes of the Blind Night (adventure)	Chris Seeman	insert	any

Issue 8, January 1995 (32 pages)

Title	Author	Page	Game System
Editorial: vision or illusion?	Chris Seeman	1	any
Communications	Pablo Ginés Rodriguez,	3	any
	Bernie Roessler, Dirk Brandherm		
MOTiVE bibliography	Deena McKinney	4	any
Frontlines	Chris Seeman	5	any
The religious rituals of the Dúnedain of Gondor	Michael R. Hickman	6	any
The lost realm of Myr	Deena McKinney	14	Fantasy Hero
The Knife of Betrayal (adventure)	Jeff A. Hatch	18	RuneQuest
The legacy of Calimendil (adventure)	Torquil Gault	23	MERP
Review: Palantír Quest	Gerrit Nuckton	30	MERP
Review: Moria: the Black Chasm	Greg Bailey	31	MERP

Issue 9, April 1995 (28 pages)

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Title	Author	Page	Game System
Editorial: We are not alone	Chris Seeman	1	any
Communications	Martin Baker,	2	any
	Brian Carlton, Vyacheslav Kozlov,		•
	Alina Nemirova, Gary Hunnewell		
Frontlines	Chris Seeman	4	any
A Global Directory of Middle-earth Gaming	Gary Hunnewell	5	any
The Religious Ritual and Practice of the Elves	Michael R. Hickman	7	any
The Healers of Gondor	Nadine Salim	12	any
A Count of the Khazad	Bernie Roessler	13	any
Family Business (adventure)	Martin Rundqvist	17	any
The Miller's Tale (adventure)	Deena McKinney-Martin	21	Fantasy Hero
Reviews: The Kin-strife	Mark A. Merrell,	26	MERP
	James Owen		

lssue 10/11, November 1995 (36+4 pages)

Author	Page	Game System
Chris Seeman	1	any
Nathan Smith, Bernie Roessler, Jason Vester, Wesley Frank	3	any
Chris Seeman	4	any
Fredrik Ekman	5	any
Bernie Roessler	6	any
Dirk Brandherm	11	any
Wesley Frank	13	any
Magnus Seter	17	any
Anders Blixt	21	any
Chris Seeman	29	any
Wesley Frank	30	any
Chris Seeman	32	MECCG
Michael Bailey	33	MERP
Gerrit Nuckton	34	MERP
Sam Daish	34	RM
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Title	Author	Page	Game System
Editorial: Because we can	Chris Seeman	1	any
Frontlines	Chris Seeman	3	any
Communications	Nancy Martsch, Sarah Sturch,	4	any
	Jesse Dalin, Sam Daish		
Digital Hands: News from the front	Fredrik Ekman	5	any
A Taste of Things to Come	Wesley Frank	7	any
The Balchoth	Luke Potter	10	any
The Bozishnarod: Using the cultures of Far Harad in MERP	Mark Thorne, Jason Mulligan	21	MERP, RM
Aggressiveness and Morale for Non-player Characters	Bernie Roessler	29	MERP
Mapping Middle-earth: An Interview with Pete Fenlon	Chris Seeman	37	any
Arda Lore	Chris Seeman, Chris Pheby et al.	41	any
Review: Dol Guldur	Chris Seeman	51	MERP
Reviews: Angmar	Jason Vester, Chris Seeman	52	MERP
Review: Mirkwood	Chris Seeman	56	MERP
Card Catalogue for The Wizards	John W. Curtis III	insert	MECCG

lssue 13, April 1996 (36 pages)

Title	Author	Page	Game System
Editorial: Full Circle	Chris Seeman	1	any
Communications	Mark Thorne, Bernie Roesssler	3	any
Digital Hands	Fredrik Ekman	4	any
Frontlines	Chris Seeman	6	any
A Taste of Things to Come	Mike Campbell	7	any
A Brief History of the Kingdom of Hithlum	Michael Martinez	11	any
An Interview with Jessica Ney-Grimm	Chris Seeman, Jessica Ney-Grimm	16	any
Arda Lore	Dirk Brandherm	18	any
New Middle-earth: Exploring Beyond the Mountains	Martin Baker	20	any
Arda Lore	Chris Seeman, Chris Pheby et al.	41	any
Review: Creatures of Middle-earth	Bjorn Asle Taranger	29	MERP
Review: Middle-earth Role Playing: Second Edition	Anarsil Istaratan	31	MERP
A New MERP Profession: The Mariner	Anarsil Istaratan	31	MERP
Reviews: Southern Gondor: The People	Mark Thorne, Luke Potter	32	MERP

Issue 14, July 1996 (32 pages)

Author	Page	Game System
Chris Seeman	1	any
Fredrik Ekman, Christina Scull	2	any
Chris Seeman	3	any
Fredrik Ekman	5	any
Jason Beresford	6	any
David Woolpy	9	MERP/RM
Anders Blixt	15	MERP
Bernie Roessler, Tommy Martin, Chris Seeman, Dirk Brandherm, Marcus Wevers, John Feil et al.	18	any
Marco Antonio Blanco Navarrete	28	MECCG
Randy Gilbertson, Luke T. Potter	29	MERP
	Chris Seeman Fredrik Ekman, Christina Scull Chris Seeman Fredrik Ekman Jason Beresford David Woolpy Anders Blixt Bernie Roessler, Tommy Martin, Chris Seeman, Dirk Brandherm, Marcus Wevers, John Feil et al. Marco Antonio Blanco Navarrete	Chris Seeman 1 Fredrik Ekman, Christina Scull 2 Chris Seeman 3 Fredrik Ekman 5 Jason Beresford 6 David Woolpy 9 Anders Blixt 15 Bernie Roessler, Tommy Martin, Chris Seeman, Dirk Brandherm, Marcus Wevers, John Feil et al. Marco Antonio Blanco Navarrete 28

lssue 15/16, January 1997 (36+8 pages)

Title	Author	Page	Game System
Editorial: Arnor With a vengeance	Chris Seeman	1	any
Communications	School of Elven Studies (Association of Friends of Tolkien in France)	2	any
Digital Hands	Fredrik Ekman	3	any
The Making of Arnor	Chris Seeman, Wesley J. Frank	4	any
Servants of Angmar	Wesley J. Frank	6	MERP
The Beggar-king of Tharbad	Sam Daish	12	any
A Dog's Life (adventure)	Sam Daish	16	MERP
The Peoples of Eriador in the Second Age	Michael Martinez	20	any
The Indigenous Population of Eriador and Gondor	Lalaith	28	any
Reviews: Middle-earth: The Dragons / The Wizards (Unlimited Edition)	Marco Antonio Blanco Navarrete	35	MECCG
Arnor Name Glossary	David Salo, Chris Seeman, Arden Smith	insert	any

Issue 17, April 1997 (32 pages)

Title	Author	Page	Game System
Editorial: Almost on Schedual	Chris Seeman	1	any
Communications	Björn Asle Taranger, Robert Carignan, Phil Hendry, Jasna Martinovic, Chris Seeman	2	any
Frontlines	Chris Seeman	4	any
Digital Hands	Fredrik Ekman	5	any
Let There Be Strife!	Chris Seeman	6	RuneQuest
Review: Arnor: The People	Jasna Martinovic	31	MERP

lssue 18, July 1997 (32 pages) "The Knight Wives"

Title	Author	Page	Game System
Editorial: Summer of MERP	Chris Seeman	2	any
Communications	Skass	3	any
Frontlines	Chris Seeman	4	any
Digital Hands	Fredrik Ekman	5	any
The Knight Wives of Calenardhon	Jason Vester	7	MERP
Playing the ponies: ideas for using horses in your Middle-earth campaign	Bernie Roessler	20	MERP
Rastarin's Log	Bridget Buxton	27	any
Review: Arnor: The Land	Jasna Martinovic	30	MERP
Review: Arnor: The People	Gen Larson	31	MERP
Review: Middle-earth: Dark Minions	Marco Antonio Blanco Navarrete	31	MECCG

lssue 19, October 1997 (24 pages) "Magic"

Title	Author	Page	Game System
Editorial: The End of an Era	Chris Seeman	2	any
Communications	Nancy Martsch, Jasna Martinovic	4	any
Frontlines	Chris Seeman	5	any
Digital Hands	Fredrik Ekman	6	any
Middle-earth Role Playing and Hârnmaster:	Dirk Brandherm	8	MERP,
Thoughts on a Crossover			Hârnmaster
Gondorian Funeral Customs	Deena McKinney	12	any
Thoughts on the genealogy of the Noldorin kings	Brian Carlton	15	any
Rastarin's Log	Bridget Buxton	18	any
Reviews: Lord of the Rings Adventure Game: Darker than the Darkness,	Chris Seeman	21	LOTR
Over the Misty Mountains Cold, Before the Goblins, Greatest of Forests	S		
Review: The Northern Waste	Jeff Erwin	22	MERP

Issue 20, January 1998 (24 pages) "From England unto Eglamar"

Title	Author	Page Game System
Editorial: A Long-expected party	Chris Seeman	2 any
Digital Hands	Fredrik Ekman	4 any
From England unto Eglamar	Jeff Erwin	5 any
The Mystery of the Blessed Child (adventure)	Jasna Martinovic	9 MERP
Review: Hands of the Healer	Jason Vester	22 MERP

Issue 21, April 1998 (24 pages) "Second Age Edain"

Title	Author	Page Game System
Editorial: Survey Says	Chris Seeman	2 any
Frontlines	Chris Seeman	4 any
Communications	Nancy Martsch	4 any
Adventuring among Second Age Edainic Peoples	Michael Martinez	5 MERP
Broken Covenant (adventure)	Brian McNeilly	10 MERP
Rastarin's Log	Bridget Buxton	21 any

lssue 22, July 1998 (24 pages) "The Balrogs"

Title	Author	Page Game System
Editorial: On-line	Chris Seeman	2 any
Communications	Jason Vester, Andy Mack	2 any
The Balrogs	Chris Seeman	4 any
Dwarven Magic	Carl L. Brodt	12 MERP
An Interview with Chris Tubb	Chris Seeman, Chris Tubb	15 any
The TA 1640 Campaign – Facts and Problems	Jason Vester	17 any
Rastarin's Log	Bridget Buxton	21 any

Issue 24, January 1999 (24 pages) "Oathbreakers and Dunlendings"

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Author	Page	Game System
Chris Seeman	2	any
Chris Seeman	3	any
James Garriss	7	MERP
Chris Seeman	12	any
Bridget Buxton	18	any
Bridget Buxton	20	any
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Issue 25, April 1999 (24 pages) "Dwarves of the Blue Mountains"

Title	Author	Page	Game System
Editorial: Mythopoetic Justice	Chris Seeman	2	any
Dwarves of the Blue Mountains	Jeff Erwin	3	any
Elf-lords of Lindon (Mithhril)	Chris Seeman	12	any
The Tale of Dwari and Kúra	Jeff Erwin	14	any
Rastarin's Log	Bridget Buxton	20	any

Issue 26, June 1999 (24 pages) "Dark Undead"

Title	Author	Page	Game System
Editorial: On the Move!	Chris Seeman	2	any
Dark Undead	Chris Seeman	3	any
Denizens of the Dead Marshes (Mithhril)	Chris Seeman	12	any
Rastarin's Log	Bridget Buxton	20	any

Issue 27, October 1999 (48 pages) "Magic in the Third Age"

Title	Author	Page	Game System
Editorial: Solutions	Chris Seeman	2	any
Magic in the Third Age	Martin Burke	3	any
Taurinafanto (adventure)	Thomas Morwinsky	21	MERP/RM
Enchanters of Mirkwood (Mithril)	Chris Seeman	20	any
Rastarin's Log	Bridget Buxton	41	any

Issue 28, January 2000 (36 pages) "Elves of Mirkwood"

Title	Author	Page Game System
Editorial: "Daro!"	Chris Seeman	2 any
A History of the Nandor	David Salo	3 any
Tatyarin Avari: The Dark Elves	Jeff J. Erwin	6 any
A Grammar and Dictionary of Silvan Elvish	David Salo	11 any
Halls of the Elven-king (Mithril)	Chris Seeman	18 any
The History of Mount Gundabad	Thomas Morwinsky	32 any
Siriann's Song for Gwenelas and Muristil	Gen Larson	34 any

Issue 29/30, July 2000 (24+56 pages) "Southern Middle-earth"

Title	Author	Page Game System
Editorial: "Khârumagînad!"	Chris Seeman	2 any
Words of Command	Andy Mack	4 MERP
An alternative Continental Map for MERP	Thomas Morwinsky	7 any
The Mûmakanril	Christian Haas	9 any
The Mirror of Fire (Mithril)	Chris Seeman	12 any
The Sisters of Ishtra	Cory Rushton	20 MERP/RM
The Realm of Bellakar	Eric Dubourg	Suppl. any

lssue 31/32, January 2001 (36+16 pages) "Evil Races"

Title	Author	Page Game System
Editorial: Journey to the Crossroads	Chris Seeman	2 any
Heartstrings	David Wendelken	4 RM
The Lughoth	George Photopoulos	9 RM/MERP
Tol Fuin and the Shadowy Isles	Jeff J. Erwin	16 any
Mayhem under the Mountain (Mithril)	Chris Seeman	18 any
Using D&D 3rd edition for Middle-earth campaigns	Brian McNeilly	26 D&D
The Great Spiders	Justin Morgan-Davies	32 MERP/RM
The Eyes of Oclanoc and other tales (adventures)	John Morin	Suppl. MERP

lssue 33/34, July 2001 (32+32 pages) "War!"

Title	Author	Page	Game System
Editorial: What is it good for?	Chris Seeman	2	any
Why did the Three Rings lose their powers?	Charles Bouldin	4	any
Gondorian Warcraft	Lance R. Blyth	6	any
Eldacar must die!	Eric Dubourg	9	MERP
The House of Warcraft (Mithril)	Chris Seeman	16	any
Dúnadan Longevity	Chris Seeman	30	any
Armies of Eriador	Thomas Morwinsky	Suppl.	any