

To open these ClarisWorks 3.0 documents you'll need the following fonts:

- CONTENTS - Times, Palatino, Helvetica, Zapf Dingbats and Kells
- SOLSPACE - Times, Palatino, Helvetica, and Bank Gothic BT
- CARDMAGI - Times, Palatino, Helvetica, and Zapf Dingbats

These documents are all 'real life' layouts that appeared in issue #24 of Australian Realms magazine, a bimonthly professional magazine for Role Playing Games hobbyists. All of the mono pages in Australian Realms are typeset using ClarisWorks 3.0 on our trusty LCII. The illustrations are missing from these files because we cut and paste them in manually after outputting the pages to a Personal LaserWriter. These 'camera-ready' paste-ups are then handed over to our printer. We reckon this is how desktop publishing should be, easy to learn (we don't know half the jargon that you read in the DTP mags), easy to master, and well within the budget of anyone who has a few great ideas that they want to visually communicate with a wider audience.

The main trick with ClarisWorks 3.0 is to stick with Drawing documents as just about all the typographical features of the program are available here. Creating, aligning and sizing text frames is the core of creating flexible layouts. Fine tuning the size and shape of objects is simple with the Scale Selection and Object Size features in the Option menu. This way you can mix and accurately space one-, two- and three- column (hey, try six- or ten- if you like) formats on the one page. Flowing words around graphics is a bit clunky, but with practice you can get it right. Simple graphics can be added in - see the running header and footer lines in all three sample documents, various boxes, and shadows etc. If you have a scanner (we don't) I'm sure you'd be able to import graphics to great effect.

Reversing text (see the Header/Footers in SOLSPAC) is simply a matter of changing the Text Colour in the Style menu from default black to white then making the text frame transparent before placing it in Front of a black (or grey) fill. This is also how we created the logo behind "Australian Realms" on the CONTENTS page. This time we used a zapf dingbat, changed the colour of the text to white (again in a transparent text frame) and placed it in front of square generated using the Rectangle Tool and flooding it with one of the fills available in the Fill Pattern palette.

If anyone would like to know more about these files, ClarisWorks 3.0, or Australian Realms Magazine please contact me:

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Australian Realms is an independent fantasy and science fiction role play gaming magazine distributed in Australia, New Zealand and United States. We do take subscriptions; please contact us for full details. And, YES! we are seeking a UK distributor. Call me.