

ISSUE NO. 11

26th January 1976

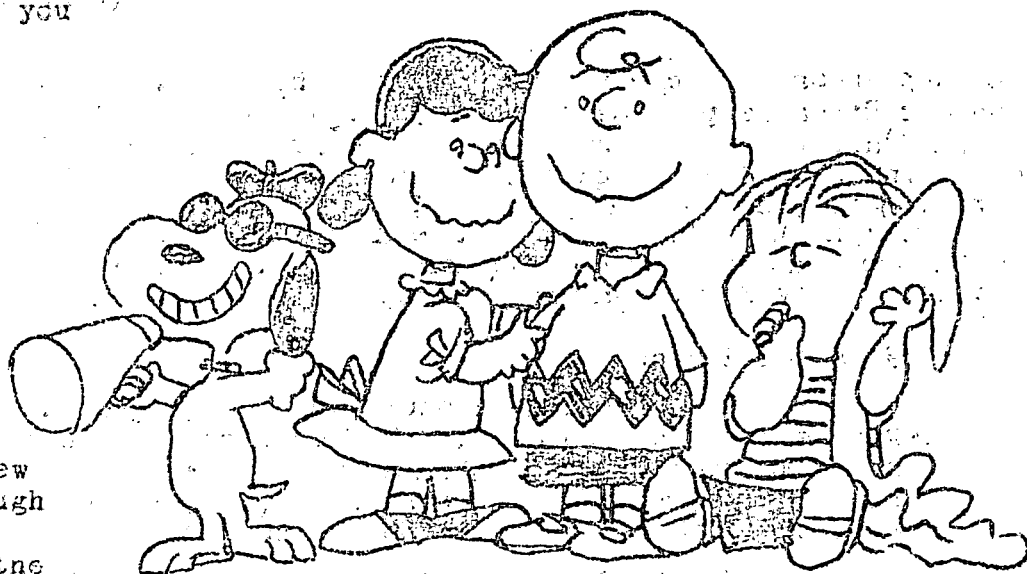
You now hold in your hands the 11th issue of the postal gaming zine Chimaera. It is also the last issue. It comes to you from Clive F. Booth of 71 Clara Mount Road, Langley, Heaner, Derbyshire DE7 7HS for a meagre .75 of a penny per sheet plus postage. Sometimes if you've been particularly good to me I'll even pay for it for you.

Well, as I said up above, this is the final issue of Chimaera, after it has plopped through your letter-box that's it. No more. I've enjoyed producing it very much but I've decided to do so once every three weeks is tooooo much and that there are many other much more rewarding things that my time could be devoted to. As for the games, well that's up to the D.F. to sort out, but I suppose that most of them will be going to Bellicus (lucky you). The D.F. guarantee doesn't of course cover the non-dippy games so I don't know what will happen to them.....and I don't care. I've got your sibs, games fees and deposits, I'm laughing. So long suckers.

Oh boy, I wish I could have seen your faces as you read through that little lot, I bet they were a picture. Of course it was all a joke fellas.. ..fellas?.....don't look at me like that! Ah, come on now, can't you take a joke fellas? Look, I didn't mean it and put that down will you, I bruise easily! Fellas, 'twas but a joke, A JOKE. Well, I thought it was funny. Sometbody fetch a bucket of water and throw it over what'sit down there. I think the whole thing was a little too much for him. Heh, heh I still think it was funny. God, but I bet you'll sweat if the next issue is a day or two late!

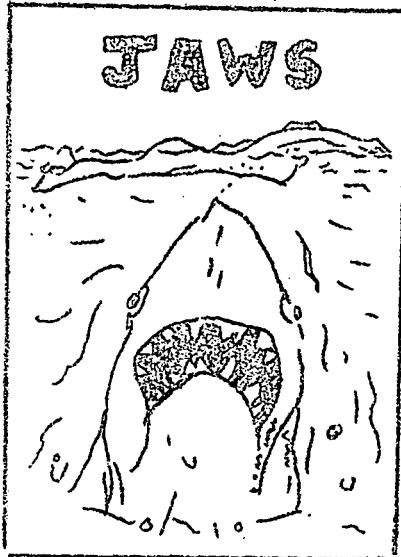
\*\*\*\*\*  
Soccer BOSS HALF-TIME  
SCORES (just to make you sweat).

- Brntfd 2 v Wulfrd 1
- Evrtn 3 v Leeds 1
- Ipswch 2 v Blton 0
- Lvrpl 0 v Man.U 2
- Nwest1 1 v W.Ham 1
- Lon.W 3 v Sporr 0
- Wrkngrn 1 v Luton 1
- Urby 0 v MPBU 1
- Walin 3 v P over 3
- Sat.B 0 v Allfr 1



Well that at least should have sent a few of you thumbing through the pages to see if you managed to pull the goals back in the second half. **WEEK**

"This is better than space billing for Bellock"  
"Roll 'em!"



Just arrived the other day is the 1975 I.D.A. Diplomacy Handbook packed full of interesting articles and also containing the Lew Pulsipher variant 'Seven Years War' (to me it looks like a GM's nightmare!). 50+ pages and every one of interest, really you know, you shouldn't be without it. Articles include 'Famous stabs of postal Diplomacy' by Edi Birsan, 'The making of an alliance' by Len Lakofka; a piece on 'Intimate Diplomacy' by a guy called Swanson or something and much, much more.

The price, if you're an I.D.A. member is just 80p but if you're not it'll cost you £1.20. It's available from Pete Swanson (hah, that's where I'd heard the name!) of 6 Welford Place, Wimbledon, SW9 5AJ. And while you're at it, why not join us in the I.D.A.? Just make that cheque out for an extra 80p for your first years subscription.

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LETTERS LETTERS LETTERS LETTERS LETTERS LETTERS LETTERS LETTERS LETTERS LETTERS LETTERS LETTERS

28. Bill Dove

Having read Richard Nash's proposal s for unifying the hobby I felt that although the general idea was good there is really no great need for such an organisation. If an enthusiast wished to join something on these lines he could subscribe to the N.G.C. and if he was uncertain as to whether his game could run to its conclusion in its original 'zine he could subscribe to Diplomacy Federations four 'zines. I feel that instigating such a scheme would effect the individuality that each independent 'zine has, and eventually each editor would find that his decisions could be over-ridden by a committee member whom assumes greater responsibility (human nature).

However, I think it's good to see that somebody is concerned about the hobby to this extent and I reckon that some very good points in the proposals should be read by the N.G.C. lot.

Bill

Oh, which proposals in particular were you thinking of, Bill? I don't think that instigating Richards proposals (we never will, but not to worry) would effect the individuality of each 'zine. Has becoming a member of DF affected Chimaera? I don't think so and although I don't see a lot of the N.G.C. 'zines I think that the majority are probably individualistic anyway. Nobody in the DF is going to tell me what to put in Chimaera or what to say and they wouldn't try either. If the majority of members want to do something like a central game start scheme, they do it. Chimaera doesn't have to be involved (and isn't).

29. Richard Nash.

I feel I must answer the notably cynical views expressed by Paul Barker in the last issue. It would appear that constructive criticism is beyond the boundaries of his intelligence; more to the point, intelligence would seem to be outside the boundary of his criticisms.

Bringing a civil service into the hobby? What does he think exists at the present - organisation by telepathy? If Paul assumes that all the bungling intricacies of a modern civil service do not exist at the present time

amid the confused atmosphere of the postal Diplomacy hobby then he is more naive than would appear by the tone of his letter.

I see that Richard thinks there are problems!..!; I give that remark 10 out of 10 - nil for observation and 10 for sympathy. Does Paul mean to say that he DOESN'T think that there are problems?!! The opinions that he expressed in his letter are tantamount to absolute apathy - the main problem in the hobby today.

"Never in the... has so much been owed by so many to so few". Churchill's words could not be more applicable now as when he first uttered them. The whole of the hobby owes its existence to the efforts of a small number of people who spent a great deal of time (and who still do now in some cases) in setting up the idea in the first place and sticking with it until the hobby got off the ground. Now that postal Diplomacy has passed its childhood, it is suffering through the apathy and inactivity of a majority of players who are prepared to be spoon fed continuously, and who assume that all will be well forever - so long as those people continue to spend hours of their time keeping the hobby going.

What is wrong... set up of N.G.C. and independents? That statement is hardly worth commenting on, since the debate goes on continuously throughout the zines (who said Sharp resembles Adolf Hitler?...) Any set up which ends the year either £200 (quoted by 1901 aat) or £350 (quoted by Yggy) in the red CAN'T be good for anyone. And who has ever said that the NGC zines are happy with the present dictatorial system or even the biased allocation of games system? Who has ever said that the independents believe their system to be perfect?

For these... start quickly(?)...NGC...wealth of zines and Democratic system'. I suppose that is why publishers who are not liked by the committee have to wait for high on a year before being allocated games - and also why everyone is so 'praiseworthy' of the Sharp dictatorship?

Independents...variety...cheaper...greater risk. With that statement Paul is condemning the NGC by implying that they do not provide these services (which they may or may not do depending on the zine). Anyway, where have I criticised the independents? The rest of Paul's letter would take a full page to answer ((another one?)), so I will leave it until next time; but I will comment on it briefly now. He states National Leagues etc. to be pointless - naturally anything that would bring in a profit, not to mention a greater sense of PLAYER participation is pointless. It goes without saying doesn't it? (Hmm)... And to suggest that an emphasis on publisher rather than player involvement is pointless requires strong nerve; surely the more responsible publishers there are, then the better it is for the players? What is the point of being a responsible player if you subscribe to a zine that folds half way through the game? I ask you. Constructive criticism? It's more like the House of Commons during a debate pathetic.

Finally, Paul suggests that a sensible orphan game project is more to the point. Coming from him, that statement is no more than crass hypocrisy. Within my scheme there is a plan for re-allocating orphans - an idea not initiated by myself but by the Chimaera, Bellicus, Lemming Express, Japhidrew group. For Paul to state that a scheme should be

*[Handwritten scribbles and signatures at the bottom of the page]*

worked out is typical of many of the armchair critics that exist in the hobby at present. They are content to let someone else do the work and if they don't like it they will tear it apart and tell the person to do it again. They are people that I cannot abide at all. Well that's about it for now - this is long enough as it is.

One final thing: ((haven't you gone yet?)), the only relevant point made by Paul was that the Channel Islands were not included in the set-up. For this I do apologise - 'anyone residing within the British Isles is eligible for membership' should be substituted for paragraph 2 of the proposals. Why EIRE is included is due to reasons which I do not wish to go into now. I would appreciate constructive criticism from all you armchair critics out there who haven't bothered to put pen to paper - implying that you have no objections to the proposals.

Richard Nash

Sssh, I think he's really going this time. Richard also sent me another letter which I would have published if that one hadn't gone on for so long, in which he attempts to answer the points I raised last time. Next time if space permits I promise to include it Richard. O.K.?

30. John Piggott

I don't propose to waste time commenting on the U.K.D.A. proposals. Any 'organisation' that imposes sanctions on its critics doesn't deserve serious consideration -- just contempt.

*[Handwritten signature]*

Right, that's enough of that, more than enough in fact. Now for something completely different.

31. Ron Canham

My compliments to Pete Lindsay for an interesting article/rules on air-wargaming, also to Nick Pettingel and David Webber for doing the hard work.

*[Handwritten initials]*

Thanks Ron. I'm sure Pete put a lot of work into the article and I'm pleased to be able to pass your comments onto him.

32. Mick Bullock

At .0075 per sheet I think I'll sub instead of trading.

*[Handwritten signature]*

.0075 per sheet? Did I say that? Jesus, that's just 7p for a 1000 page issue, somethings wrong somewhere! Perhaps I meant 20.0075?

33. Dave Taint

Could I ask that you print the game results etc. on complete sheets; i.e. don't have part of Kingmaker on the back of (or in the middle of... nudge, nudge... Soccerboss. It would make it much easier to keep our records too!

*[Handwritten signature]*

I can try, but unfortunately the games don't always end conveniently at the bottom of a page. To put them into separate sections could well involve me in leaving blank pages or sections in the 'zine which may not go down to well with some of the other subscribers. After all they and you pay for this by the sheet and regardless of whether that sheet has anything on it or not you pay the same price. To do it that way would be no problem to me, but I'd want the approval of at least 50% of the subbers before I did. What you'd have in fact if I did do it would be three separate 'zines, one of Dippy, one of Soccerboss and one of Kingmaker and then no doubt someone would say 'I never read the Kingmaker section. Can't I just have the others?' and so on. Sorry Dave, I can't, but in any issues where it does prove possible I'll slip in drawing or something to fill up the space so that you can have it that way. Alternatively you could buy 2 copies!

L'ATTAQUE  
a review by  
RICHARD NASH

L'attaque is described as 'The game of military tactics to rival chess' and while this is somewhat of an exaggeration, the game is still one based more on skill than on luck.

A game for 2 players, each side having 36 pieces of various strengths which are manouvered on a board comprising 90 squares in a 9 x 10 formation. In the centre of the board - squares C5@C6, E5@E6, and G5@G6 - are rivers which are impassable to all the pieces.

Each army comprises the following:

No	Name	Points	No	Name	Points
1	C in C	10	4	Sergeants	4
1	Brigadier	9	4	Sappers	3
2	Colonels	8	8	Scouts	2
2	Majors	7	1	Flag **	1
4	Captains	6	4	Mines **	-
4	Lieutenants	5	1	Spy	-

\*\* These remain where placed; i.e. they are stationary throughout the game.

The pieces are placed on the board at the start by each player in any order he chooses, provided that they are placed in his own 36 square home territory. They are placed with their backs to the opponent, so that he is unaware of their strength. No pieces may be placed on a river at any time; at the start the rivers run from one player to the other.

The winner is the first player to capture the opponent's flag or eliminate all his moveable pieces. In the latter case the person unable to move surrenders the flag. Moves are made alternately.

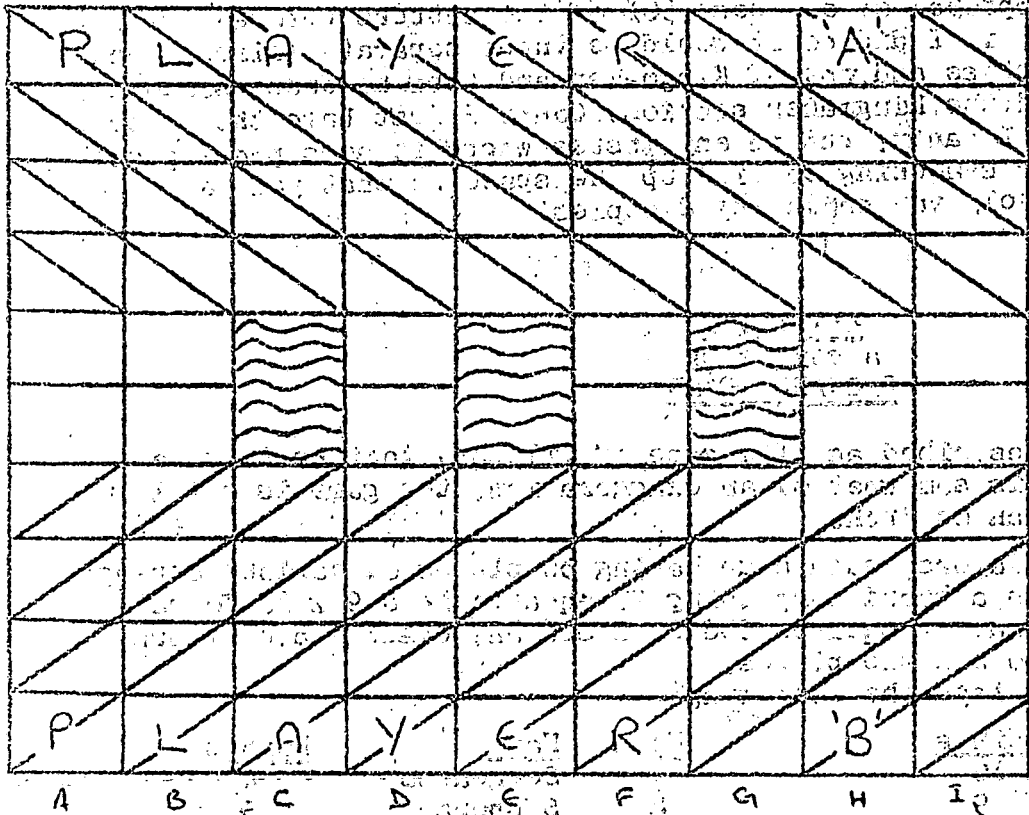
Pieces attack back to back only, by moving to the square in front of the opponent and saying 'attack'. Players are not compelled to attack, and may move back to back without doing so. In the latter case the opponent cannot say attack - you must move to attack.

When an attack occurs, both players show their pieces value, the lower value being removed from the board. The outcome of an attack in no way alters the alternate movement rule.

Anything attacking a mine is blown-up, except a sapper. In the latter case the mine is removed. Any piece can capture the flag. The spy can only take the flag or the C-in-C and is captured by any other piece.

When the pieces are set up, play begins. Pieces move one space in any direction except diagonally - but only one piece may be moved per turn. The C-in-C captures all pieces except the mine and spy. In all other cases the higher value triumphs; if both are of equal value both are removed, with the

exception of scouts, who remain where they are. SCOUTS may move any number of spaces in one direction (not diagonally) if the path he travels is not blocked by a piece or a river. The flag may not be placed on the square behind a river with only mines between it and the water.



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of entertainment  
L'attaque is good  
value if you want  
a simple game that  
is suitable for  
family participation.  
No two games ever  
follow the same  
pattern, and the  
course of each game  
depends upon the  
initial setting up  
of the pieces. The  
use of scouts,  
although a novelty,  
is not really of  
much value in a game  
however, except in  
the case of a suicide  
attack on an enemy  
piece.

In fact the main idea of the game is to place the flag on the back rank and protect it with your lower ranking pieces, while using the scouts as suicide pieces for locating the enemy strength. The major pieces should be guarded carefully, as should the sappers, for all are vulnerable to early elimination - the former by a cunningly placed spy, the latter by any higher piece. Mines should be used either to protect the flag or out in front to catch your opponent unawares in the early stages.

L'attaque is a simple version of tactics and enables you to learn basic military strategy on a simple basis. As a postal game it is recommended in its present form due to the length of time required - about 1/2 the length of a Diplomacy game.

**RATINGS**

- Complexity 8
- Playability 8
- Overall Value 8
- Action/excitement 8
- Enjoyment 9
- Postal possibility 8
- Adaptability 7
- Length of game 9
- Skill 6
- Total rating 7.33

L'attaque is manufactured by H.P. Gibson & Sons Ltd.

\*\*\*\*\*  
Thanks, Richard. I seem to remember possessing a game a few years back called "Aviation" that sounds very similar, in fact it sounds identical except that it was played with aircraft pieces rather than military ones.

Are you sure you're correct about the length of game time there? If there are 72 pieces in the game, even assuming that one is taken each move it'll still take you 36 moves to reach the victory criterion of eliminating

all the opponents units. Convert 36 moves to a three season Dippy game and you come out at 12 game years! If that's about half the length of your standard Dippy game you play some pretty long games over there! Obviously, in FtF play each move would be made very much quicker than a dippy move and so the actual time involved in a game would probably come back to about the same, but you were talking about postal games weren't you and of course that way each move would take up the same amount of time (three weeks in Chimera). I fail to see either, how you can call a two-player game 'suitable for family participation!.

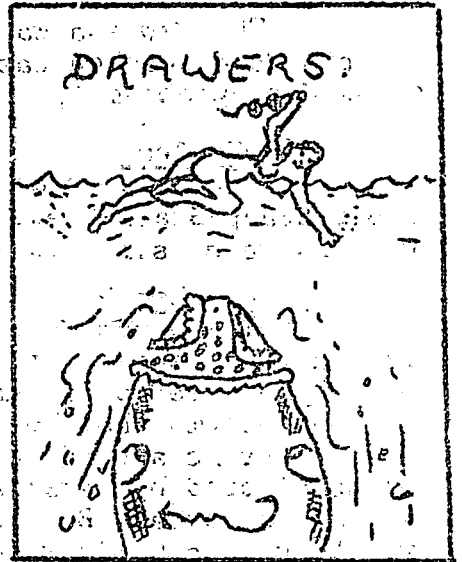
I was never very impressed with Aviation during the time it was in my collection and I believe that in the end I finished up giving it away. Have any of you other readers ever come across L'attaque or any of the similar games, and if so what are your opinions?

TO SEE OURSELVES AS OTHERS SEE US

RICHARD SHARP

Richard Sharp, translator, editors hack and world champion at Scrabble, started his Diplomacy adventures with BDC 4 in War Bulletin. Immediately his writing skill became predominant. Minister Dolchstoss von Hinten became a star overnight, as did ethilfrog the Unsteady, through the wit and wisdom of Tricky's mighty pen.

But Sharp wasn't satisfied with playing the game, oh no! He wanted power, and soon his opportunity came to light when he blackmailed Graeme Levin and Dave Wells into 'quitting' the BDC for other areas. Immediately, Richard changed the name to NGC and started his road to world domination. Only one man saw through this master plan, Will Haven, and his valiant efforts to stop the power-mad Sharp were thwarted when an 'assassination squad', thought by many to consist of 'Stoat' Piggott, 'Bugs' Ball, 'Poken-Face' Birks and 'Scarface' Cousins, burst into Havens boudoir, and letting loose a hail of bullets which ensured that Haven never bothered anyone again. From then on, Sharp was unstoppable.



*[Handwritten signature]*

'Politically sound'

ADOLPH

Who's Richard Sharp?

*[Handwritten signature: Bill]*

Well, that's it another disappointing turn out. I think the best thing to do will be to forget about the 'To see ourselves' column for an issue or two. Pity really, but rest assured that it'll be reurrected after a break. What to do in its place for the next issue is a problem though. I see



from the last issue of 'Fifth Column' that arrived during the week that Richard Scott is going to fold the 'zine after just one more issue. It's only since I've been running Chimaera that I've been seeing copies so obviously I have missed many of the former glories. For next issue then how about an obituary column for Fifth Column? Your impressions of the 'zine and the editor through it's lifetime and why you're sorry (or glad) to see it go. O.K.?

\* \* \* \* \*

THE CHRISTMAS QUIZ

by

TANTULUS

As Clive mentioned last month ((this month actually)), the response to the competition was disappointing. I am kidding myself that most of you at least had a stab at the questions, but didn't send in your efforts because of failure somewhere along the line. Either that, or you are all pig-ignorant, or you just don't like this sort of thing, which in both cases would be a pity.

The few stalwarts who did enter are exonerated from the above comments. The standard reached was very high and it evolved into a 3-horse race, only settled by problem 4, the 'Hidden Names' one.

Problem 1

Ian McLaren and Mick Bullock managed a 7 step ladder. Ians was Sharp-Scarp-Scars-Soars-Boars-Boats-Boots-Booth. Micks was the same pattern with Boors substituted for Boats.

Problem 2

The words from Chimaera. Several words were rejected in most lists for various reasons, but I used my SOD and my Penguin Dictionary (which lists all those 4 letter words, so is pretty comprehensive). Ian tried (unsuccessfully) to convince me that he could total 57,527 on the premise that any combination of letters is a word. Not in my book, son! "Aam Raia Caam" to you, too (all words offered by various competitors) which is Martian for 'Get Knotted!' Anyway, a certain Booth.C, reaped the best tally of 109 acceptable words, which is remarkable when one considers he can't spell 'separately' ((Aam Raia Caam!)). Mike Groom ran a close second with 107.

Problem 3

Ian McLaren and Mick Bullock again scored full marks on this one, with almost identical entries. Micks offering, which was a replica of my own was:

~~ate - T - ill - K - ink - J  
V - end - F - eel - R - ape  
ice - M - ate - H - are - C  
L - ash - G - all - P - ant  
awn - D - one - B - ore - W  
Y - ear - N - all - S - age~~

Ian transposed T and B, and of course P and W can also be switched. Mike and Clive faltered with this one. ((Oh. How?))

Problem 4

This was the 'fun' one. I enjoyed putting it together, and I think the competitors enjoyed unravelling it. I must be more careful in future with the wording of problems such as this. The word 'reader' would have been advisedly a better one than 'subscriber'. Still, my dictionary gives



'subscriber' as 'One who signifies approval or assent to an idea or action' and we all approve of Chimaera, don't we? Anyway, there were 24 names of readers, subscribers - call them what you will! They were Kelly, Fisher, Davidson, Haven, Ross, Start, Plater, Tant, Pollard, Sharp, Burton, Doubleday, Nash, Groom, Howes, Walkerdine, Meadon, Bedford, Lovibond, Booth ((! me read this rubbish, you must be joking!)) Canham, Ovens, Cousins and Scott.

Ian even managed to find 2 subscribers to 1901 aat, believe it or not! None-the-less Mike Groom was the only 100% entry and this clinched the result of the competition.

So the winner is MICHAEL GROOM, a clear 2 points ahead of Mick Bullock. Our editor came a creditable third, 4 points adrift of MB. No post-mortems, please. Protests will not materially effect the final result.

We may consider something similar later on perhaps. What I would like is a few problems to be supplied by the other readers whether they be exercises in logic, or topical teasers such as those in the Xmas Quiz. Send them to Clive (with the answers) and he will forward them onto me.

By way of an afters, try another word ladder. How about Ovens to Groom? And then from Groom to Sharp? I will give a 50p credit to the reader supplying the least number of steps for all 3 stages, i.e. Ovens -Groom-Sharp-Booth. Keep your words recognisable.

TANTULUS

Now for the sad bit, for this is where I have to part with money. Congratulations Michael on your win and well done (but I'll beat yer next Christmas!). I've added the £1 prize to your credit, hope that's O.K. If you'd rather have a cheque let me know and I'll send one on.

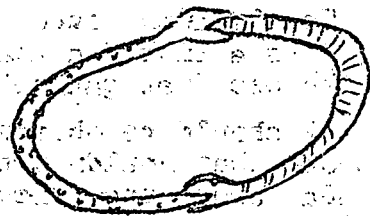
The answers to the Tantulus puzzle in the last issue were:-

- Mr. Butcher is a Draper; his son is a future farmer.
- Mr. Draper is a farmer; his son is a tanner to be.
- Mr. Farmer is a tanner; and his son hopes to be a butcher.
- Mr. Tanner is a butcher; and his son is a future draper.

Right, three correct entries for this one from Chas Bedford, Ian McLaren and Jim Lawson. The ancient Greek last time did of course live for 79 years, there being no year O B.C. Ian fell into the trap on this one and so I declare Chas Bedford and Jim Lawson joint winners.

So we want a little problem for this time, just to ease the boredom. How about this:

The two snakes on the right have started swallowing each other tail first. The problem is what will happen?



In keeping with recent Chimaera policy over these puzzles, there'll be no prize for this one either!

TEASER

I hate davepollardandt imrobertsihatedavepollardandt imrobertsihatedavepollardandt imrobertsihatedavepollardandt imrobertsihatedaveP

A man walks into a New York bar and seeing a drunk there, offers him 250,000\$ for his left arm. The drunk agrees and after surgery the purchaser parcels up the arm and flies it out to Las Vegas.

The plane is met at Las Vegas by 7 men who transport the arm far out

into the desert where they bury it.

That's as much as I told you and interest seems to be growing a little with a few more entries this time. Remember it is up to you to determine what is going on and there's a free issue for the first person to do so. You can ask any amount of questions of me with each issue but I will only answer Yes or No.

Would you believe I got two correct answers last time; one from Tim Roberts and one from Dave Pollard, obviously both had heard the problem before.

Well don't, fellas (\*@!#\*!!), I won't go back on my word and you can both have half of this issue free. However, the other half will cost you double on the understanding that you are sworn to secrecy in respect of the other participants. In the meantime would you like to try this one: A man is standing in the centre of a field with a stick in his hand. He is terrified to move. What has happened? And you can't have heard that one before!

Right, replies to the Las Vegas one coming up:

Michael Groom: 1) a.Y. b.N, 2)N, 3)N,N,N,N, 4)N, 5)N,N,N, 6)a.Y, b.N, 7)Y write me an article! (Damn, you missed out question 3 didn't you? so answers 3 - 7 refer to questions 4 - 8. 9)N, 10)N, 11)a.N, b.Y, 12)a.Y b.Y 13)N, 14)N 15)N, 16) N.oooh, that's awful! 17)N, 18) N, 19)No chance, 20)N, 21) N, 22) N

You're no nearer, sunshine! Next!

Bill Dove: 1)N - that's as bad as Michaels 16. 2) N. 3)Y. 4)?N. 5)N - and Snow White was nowhere to be seen. 6)N. 7)N. 8)N.

No better. Next!

Jim Lawson: 1)N, 2)Y - now you're getting somewhere!, 3)N, 4)N, 5) Sand? That's all! 6)N.

Well at least someone has actually got on the trail, but I'll warn you it's likely to be a tortuous path! Next!

Allan Ovens: 1)N. 2)Y - within reason. 3) Doubtful, but perhaps. 4)N. 5)N, 6)N, 7)Y, 8)N, 9)N, 10)Y - now if this were 20 Questions you'd have just received a round of applause!

Another one on the trail, I'd put you about level with Jim on information gained - the others nowhere. Next!

David Thorby: 1)Y. 2)Y. 3)Y. 4)N b. practically. 5)Y. 6)N. 7)Y. 8)N. 9) More or less - another round of applause from the 20 Questions audience. 10)Y. 11)N, 14)N.

That's much better with one or two people actually beginning to make headway. It's a pity that Andy Davidson and Ian McLaren give up so easily, or perhaps they're just gathering their thoughts for the next lot of questions?

It should be obvious to you that a Y means Yes and an N no, surely we've no-one that couldn't work that out for themselves? And that reminds me, did you hear about the Irish man who decided to make his own cider? He crushed 24 woodpeckers.

Just a minute, I nearly missed an entry for the teaser. It's from;

Chas Bedford: 1)N. 2)N, 3)N, 4)N, 5)Y, 6)N, but a ripple of applause. 7)Y! 8)Positive, 9)N, 10)N, 11)N, 12)N, 13)Y, 14)N,

and don't you dare ask Dave!

THE WORLD OF TEKUMEL

Tekumel is a planet of approximately the size of Earth, somewhat hotter and slightly larger. It swings around a G-Type star together with four sister planets, and it has two small moons of its own. It was not always habitable for the races of man, however; when explorers from Humanspace first discovered it, the planet was covered with a riotous growth of poisonous vegetation. It had an atmosphere which contained deadly trace elements, and - more to the point - it was inhabited by the most inimical of all intelligent non-human races, the fearsome Ssu and their aquatic cousins, the Hlyss. The fauna too, was venomously deadly, allied with the Ssu and hostile to man and his nonhuman interstellar colleagues.

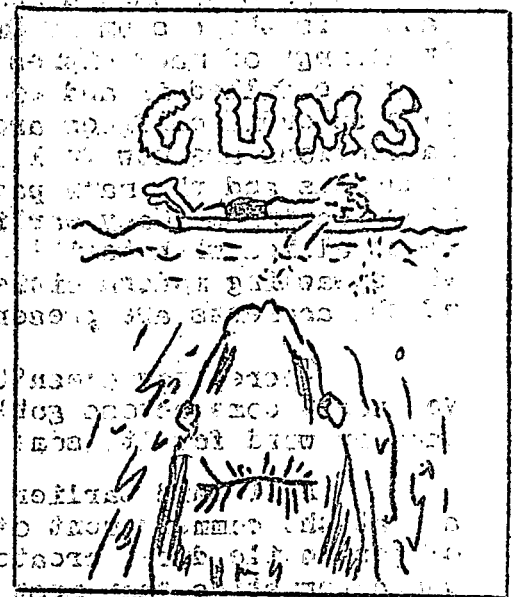
Extensive terraforming was required. Human technology defeated the Ssu, the Hlyss and the deadly flora and fauna of Tekumel. The planet was gradually turned into another Earth (now long-lost, far away across the galaxy). The blood-puplish jungles were poisoned with chemicals and replaced with the familiar plants of the hundred worlds of Humanspace. The oceans were emptied of most of their deadly inhabitants. The Ssu and others were allowed to survive only upon remote 'reservations', closely watched by human defensive technology. Tekumel was thus changed, altered beyond recognition, and eventually turned into a copy of most other humanspace planets. Various alien allies of humankind - the Pé Chói, the Tinaliya, the Páchi Lei, and others - came as traders and colonists and to establish commercial delegations upon Tekumel. Industry developed, natural resources were extracted (and much depleted), and trade goods flowed from and to the myriad stars of Humanspace.

In their last strongholds the Ssu and the Hlyss brooded and waited. Here and there patches of the Old Species survived, adapted, and bided their time.....

No records exist of the 'Time of Darkness'. There is only the dim remembrance of upheavals beyond comprehension, a time when the stars went out, and volcanoes, earthquakes, and tidal waves rolled across the land. It is clear now that through some freak of space, some fault in the fabric of Time itself, the solar system of Tekumel was cast into some great other-dimensional 'hole in the sky'. The nights were deepest black because there were no longer stars; stresses in the spacetime fabric created unbearable strains within the sun of Tekumel and its planets. Human technology, great as it was, had no remedies, no way to return Tekumel's sun to the universe it had known. The stars had gone out forever, and with them went all communication and commerce with the suns of Human space. Now the planet, its sun, its moons, and its four uninhabited sister worlds, flew on alone into the terrible dark.

Most of human technology was destroyed or disrupted during the 'Time of Darkness'. Cities fell, rivers left their banks, volcanic ash destroyed the settlers' fields, and the system of food production and communication was gone. Mankind began to slip downwards into barbarism. Old machines took on a divine aura, and as they failed, men lost the knowledge to repair them and were forced to adopt a non-technological life in a difficult environment. Natural resources had been carelessly depleted, and the element iron was particularly hard to find. Other rare metals and earths had been imported from other stars; these, too, were no longer to be had. The wheels of technology require many types of natural resources and deprived of them, they slowly ground to a stop.

In their ancient fastnesses the Ssu and the Hlyss exulted. Patches of



the Old Life began to appear again. Humankind and its allies began to retreat a little here, give a little there, and slowly the world of the past began to reappear. Humankind continued to dominate by virtue of its greater numbers and more rapid breeding, but its hold upon the environment grew ever more infirm.... Darkness, not only of the skies but also of the mind closed down over Tekumel forever.

\*\*\*\*\*

So the scene is set for Professor M.A.R. Barkers fantastic creation 'The Empire of the Petal Throne', surely the most detailed fantasy game that will ever be produced. Very expensive for what it is admittedly (prices ranging from £15.00 to £17.50 depending on where you buy it) but inside the beautifully illustrated box you will find a whole new world just brimful of adventures. The mechanics of the game have been inspired by the very successful 'Dungeons and Dragons' and obviously there are many similarities, but don't let that put you off. If you have already played and enjoyed D & D then you'll probably go overboard for 'Petal Throne'.

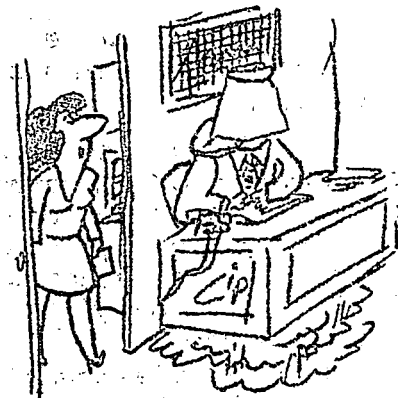
For me the failing of D & D was that there was no background to the adventures, thus making it all so unrealistic (I mean, all those hobgoblins, Balrogs, Ochre Jellies and the like wandering the dark, underground passages and rooms for no apparent reason). In Petal Throne there is an underworld too, into which players may descend but here we have an explanation for the existence of the labyrinth of tunnels and the creatures that one may encounter. Again, I quote from the rules:

'Scattered over Tekumel are innumerable half-buried, half-forgotten ruins. These are fragments dating back to the prehuman ages when the Ssu and the Hlyss vied with one another for control; there are tunnels of melted rock and steel constructed during the days of mans first glory; there are jumbled heaps destroyed by the cataclysms which rent Tekumel when the planet was cast into outer dimensional darkness; there are catacombs and subterranean labyrinths dating from more recent empires, cities, temples, pyramids and fortresses dedicated to the lost and unremembered gods of half a hundred kingdoms. Another factor is the custom of Ditalana, the ceremonial

'renewing' of many cities every 500 years: cellars and foundations of an old city are filled in and roofed over, upper floors are razed, and then new and more splendid edifices are built upon this foundation. Such earlier buried habitations are now full of burrows and tunnels built by humans, half-humans, nonhumans and the many parasites and predators of Tekumel who subsist upon man's leavings. Many earlier temples to the Gods of Tekumel - particularly those allied with 'evil' - are still maintained in the underworlds beneath the sprawling modern cities, and it is in these that many of the rich treasures of the ancients are preserved'

There, now doesn't that make much more sense? Of course on Tekumel you won't come across goblins and dragons, the planet has its own fauna, but take my word for it, some of it is equally as vicious as any dragon!

As I said earlier the mechanics of play are similar to those of D & D and at the commencement of an individuals participation he must, by the roll of percentile dice, create a character for himself. There are six basic characteristics that must be ascertained these being strength, intelligence, constitution, psychic ability, dexterity and comeliness, the score achieved with the percentile dice being the characters level in each of these. Once this is done a player must decide on a profession for his character bearing in mind the different abilities he has. There are three professions to choose from and these are Warrior, Priest and Magic User.



"I've heard a turnout, sir that one of the Cleaners has won the pools!"

At the start of the game it is assumed that each new character enters Tsolyánu (the country of Tékumel in which the game is initially set) by way of the city/port of Jakálla. They are assumed to have come to Tsolyánu from outlying, barbaric areas of the empire in search of fortune, and they arrive in a small boat with a little money and a few skills learnt during their years at home (butcher, farmer, alchemist etc.) In addition to the little money they have in their possession they may also attempt to sell the boat in which they arrived, but as the Tsolyáni are fierce bargainers they are unlikely to get very much for this.

Once landed in the city the immigrants are put into rest-houses in the foreigners quarter where they must wait, as their finances dwindle, rapidly, for the appearance of a Tsolyáni citizen with the offer of a job. Whether or not they accept any of the offers made to them is entirely up to each individual player and they are at complete liberty to barter for better conditions and remuneration before accepting if they so wish. However, as a new player's little cash tends to disappear rapidly in payment for food and housing during his stay in the foreigners quarters he will quite likely find his choice of jobs limited and be tempted to take something not altogether suitable rather than run the risk of being thrown into the debtors prison.

The type of jobs that a player may be offered by visiting Tsolyánis may vary greatly and include such things as posts in trading parties to distant outposts of the Empire or even other lands, places on hunting expeditions or sea voyages and many more.

The longer a character survives in the game the more 'experience' he will gain allowing him to advance through Tsolyáni society. Obviously a character willing to go out and take risks in the world will gain experience much faster than one who always takes the easy, safe jobs and he'll find the game much more interesting too. Eventually a character will achieve enough experience for him to apply for citizenship of Tsolyánu and if this is granted he will then be able to visit the foreigners quarters himself looking for promising newcomers to take into his employ. All this of course assuming that he survives so long in the tough world of Tékumel.

\*\*\*\*\*

Well that's an introduction to the world of Tékumel for you and I hope you were suitably impressed. The game is available in this country from Games Workshop of 15 Bolingbroke Road, London W14 for £15.25 including postage or from Skytrex of Nottingham for £15.00 excluding postage. It is also available from some of the other games shops in London but when I rang around they were quoting in the region of £17.00 !!

Unless there are any strong objections I shall probably expand on the above article, the world of Tékumel and the game mechanics in future issues.

.....and don't ask me about multi-sided dice, it's a sore point! If you have to buy some avoid 'Just Games' like the plague, they charged me 60p each! and that was in their fantastic sale! As a matter of fact I'd avoid the place anyway as I will in the future.

Now at last, on page 13 and after I'd said I wanted to cut down as well, we can finally move on into the.....

#### DIPLOMACY SECTION

ARGOS SPRING 1903 1975FH

So, I hold the game up because I have no orders from Ron Kelly and three weeks later I still have no orders! Sorry Ron, but surely the last Chimaera didn't go astray as well? I have orders from everyone else and so regret I must give you a NMR.

AUSTRIA (Tant) F(Gre) stands, A(Ser) s F(Gre).  
 ENGLAND (Bullock) F(NTH)-Nwy sby F(NWG) & F(BAR), F(SKA)-Swe  
 FRANCE (Plater) A(NA)-Tun, F(WMS) s A(NA)-Tun, F(GOL)-Tun, A(Bur)-Mun,  
 A(Ruh)-Hol.  
 GERMANY (Davidson) F(Den) s Russian, F(Nwy)-SKA, F(Kio)-Hol, A(Ber)-Kie,  
 A(Mun) s A(Ber)-Kie.  
 ITALY (Kelly) NMR! A's Tri, Alb & F's Tus, Nap, Tun, all stand.  
 RUSSIA (Lovibond) F(Nwy)-SKA, F(Swe) s F(Nwy)-SKA, A(StB)-Ein, A(Mos)-StP,  
 A(Gal)-Rum, F(Ank)-Con, F(Sev)-BLA, A(War)-Ukr,  
 A(Vie) s A(Bud), A(Bud) s A(Gal)-Rum.  
 TURKEY (Pratt) A(Bul) s F(AEG)-Con, F(AEG)-Con, A(Con)-Smy.

Retreats

English F(SKA)-NTH or disbands. Thailan F(Tun)-TYR or ION

PRESS ATHENS - CONSTANTINOPE

Welcome to the club.

BASILISK 1975FS SPRING 1902

AUSTRIA (Howes) F(Alb)-Gre, A(Ser)-Tri, A(Bud)-Vie.  
 ENGLAND (Meadon) F(Lon)-NTH, F(NTH)-Nwy, A(Nwy)-StP, F(Bar) s A(Nwy)-StP.  
 FRANCE (Pollard) F(Spa-SC)-MAO, A(Par)-Spa, F(Mar)-GOL, A(Par)-Bur sby F(Pie).  
 GERMANY (Lovibond) A(Ber)-Mun, A(Den) stands, A(Mun)-Bur, A(Bel) s A(Mun)-Bur,  
 F(Kio)-BAL, F(Hol) s A(Bel).  
 ITALY (Davies) F(Nap)-ION, F(Tun)-s F(Nap)-ION, A(Tri)-Vie, A(Tyr) s A(Tri)-  
 Vie, A(Ven)-Tri.  
 RUSSIA (Kelly) NMR! F's Rum, Sev, Swe & A's War, Mos, Ukr all stand  
 TURKEY (Churchill) A's Bul, Con & F Con stand unsupported.

PRESS THE VARIANT SPECIALIST (AND FRIEND).

"You enjoyed that, didn't you?"  
 "What are you an about now?"  
 "Writhing about, waiting to see what outrageous slings and arrows  
 are going to damage you this season."  
 "Shut up!"  
 ".....and then the exquisite agony of an extended deadline  
 Booth is just a bloody sadist. Nasty piece of work...."  
 "Go on, she's been very kind to you. Look at those NMR's in Mastermind.  
 If he'd wanted to be really beastly you wouldn't have won your 26p"  
 "Hah! Big deal!"  
 "Anyway, I thought it was that fellow Welshman who was sticking in  
 your guts? Perhaps he will be a bit more amenable after the Twickenham slaughter".  
 "I should be so lucky."  
 "What are you going to do about it?"  
 "I don't know. Old Lovibond, teetering on the edge of nervous  
 depression....Turkey and Russia casting covetous eyes in our direction....."  
 "Speak up. Don't mutter!"  
 "I said Peover Venice! and Peover Rome! And Peover Florence"  
 "Kinky!! I tell you what. Now that's an idea. Why not Peover Trieste?  
 That'll make Davies beat an hasty retreat."



THE ROLL TO ZORN

I am trying to get the Polaris Third Age II game transferred to Chimaera. If I'm successful I think you'll find I have a winning position inspite of being down to one unit. Your position looks hopeless. Heh, heh.

\* \* \* \* \*

COCKATRICE 1975ED AUTUMN 1908

- AUSTRIA (Sturt) F(Alb) s Turkish F(AEG)-ION, A(Ser) ms A(Bud), A(Ser) does not exist. A(Bud) stands unsupported.
- ENGLAND (Young) F(IRI)-ENG, F(NTH)-Lon, F(NAO)-MAO, A(Nwy)-Swe.
- FRANCE (Scott) F(Wal) s F(Bre)-ENG, F(Bre)-ENG, A(Pic) s A(Bel), A(Bel) stands. A(Spa)-stands.
- GERMANY (Groom) F(Den)-NTH, F(HEL) s F(Den)-NTH, A(Ncl) stands, A(Mun) stands, A(Kie)-Den.
- ITALY (Cannam) A(Tri)-Bud, A(Vie) s A(Tri)-Bud, A(Tyr)-Tri, F(ADR)-Ib.
- RUSSIA (Nash) F(GB)-Swe, A(StR)-Nor, A(Mos)-War, A(Gal)-Bud, F(Rum) stands.
- TURKEY (Haughan) A(Ser) s Russian A(Gal)-Bud, A(Bul) & A(Gre) s A(Ser), F(AEG)-ION, F(Ccn)-AEG.

\*\*\*\*

Builge		
AUSTRIA	Bud, (Vie), (Ser)	lose 1 remove F(Alb) (3M).
ENGLAND	Lpl, Edi, Lon, Nwy.	= 4: N/C
FRANCE	Bre, Par, Mar, Por, Spa, Bel,	= 5: bu. 1 F(Bre)
GERMANY	Kie, Mun, Ber, Den, Hol	= 5: N/C
ITALY	Ven, Nap, Rom, Tri + Vie	= 5: bu. 1 F(Nap)
RUSSIA	SEP, Mos, War, Sev, Rum	= 5: N/C
TURKEY	Con, Ank, Smy, Bul, Gre + Ser	= 6: bu. 1 F(Smy)
NEUTRAL	Swe, Tun	= 2

\*\*\*\*

PRESS SOMEWHERE NEAR THE VATICAN WINTER RESIDENCE IN THE DOLOMITES.

Halfway down a snow covered hill worried monks hitch up their skirts and run to help the flurry of black and snow that is screaming ungodly curses.

"God damn!!! Holy Mother F---g..."

"Father, Fater! is anything wrong?"

"Of course there is you idiot! I hate it when the snow gets up my frock."

"Never mind, I will help you dry your legs."

"GERROFF! You know what the Pope thinks of queers.....somebody will suffer for this, and I know who."

"Yes Father?"

"Yes! if that Russian fella is going to write more bilge, like last issue, we'd better eliminate him and quickly."

"But the treaty!"

"To Hel.....No, I'm just being a little premature."

"But it's un-Christian!"

"My son, many a war has begun in the name of Christianity. Anyway, we are protecting innocent minds from the perils of reading Bilge."

"Father?"

"Yes, my son."

"What does innocent mean?"

"Innocent is before finding out what life is all about."

"And what is life all about?"

"Seeing who can write the most interesting bige, that's what!"

Authors note: Thank God the inquisition was disbanded...ARRGH...it's...."



.....more bilge!

MOSCOW

After a successful revolution 15 years before its time, the Moscow radio (?) announced the formation of a communist regime in response to the wishes of the Russian.

Sevastopol

All Tsarist bilge releases (which characterised the imperialistic regime to a high degree) are hereby censored.

Warsaw

New and better Communist bilges & articles they always press releases are hereby introduced.

St. Petersburg

In accordance with the modern Communist policy of equality for all, everyone is given a free choice concerning the reading or otherwise of the new bilge releases.

Rumania

They may read them and die laughing - or not read them and be shot as perpetrators of imperialist propaganda.

RUSSIA - ALL

Should anyone wish to complain about the continuous bilge which appears without fail each issue, then I suggest that you try to end the game quickly by surrendering to me now before I bore you to a quick exit. Except for those of you in Norse/Dip 2 that is - that's confused you hasn't it?

AMERICA

"Say, Henry! How about jetting over to Europe and debilgifying (??) their press releases for them." said the President, "It could be worth another Nobel Prize."

"You mean for literature this time?" asked Henry and continued humming "I wonder whose Kissinger now....."

SOMEWHERE NEAR CAMBRAI

"Well, Algae, old chum" said Biggles "somebody seems to have a job for us. We have been asked to inject some class into this press column".

"I suppose it can wait until after dawn patrol" said Algae switching on the engine of his Sopwith Camel.

Later

After leaving a trail of rather charred Albatrosses (Albatri?) and Drl's on the ground below him, Biggles nonchalantly put a row of holes through the cock-pit of an all red machine and its occupant. Turning round he saw it hit the ground next to Algae's Camel which had got in the way. Deciding that that was enough carnage for one day he headed for home.

Suddenly he realized that he was not alone in the sky and that his opponent was the legendary Stainless Steel Bilge-Rat.

continued next issue.

THE LEANING TOWER NEWS AGENCY

Rumours of treachery are rife throughout Europe this season. In other words 'situation normal'.

TAG HILL - MOSCOW

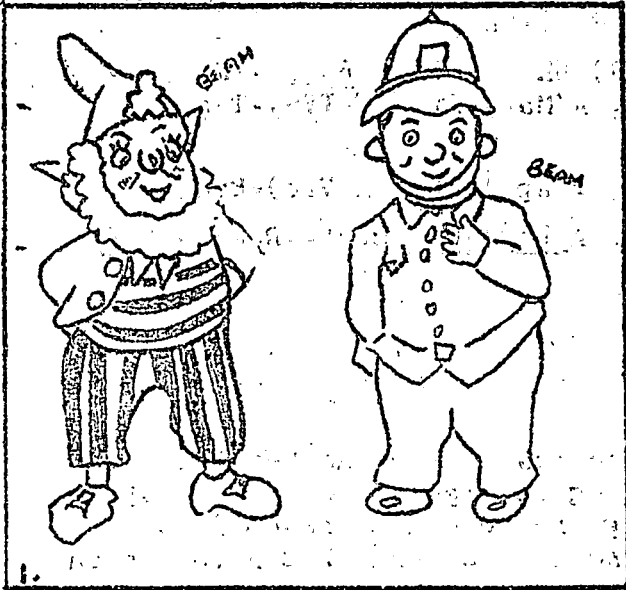
Yes, you were correct in your assumption about the builds.

\*\*\*\*\*

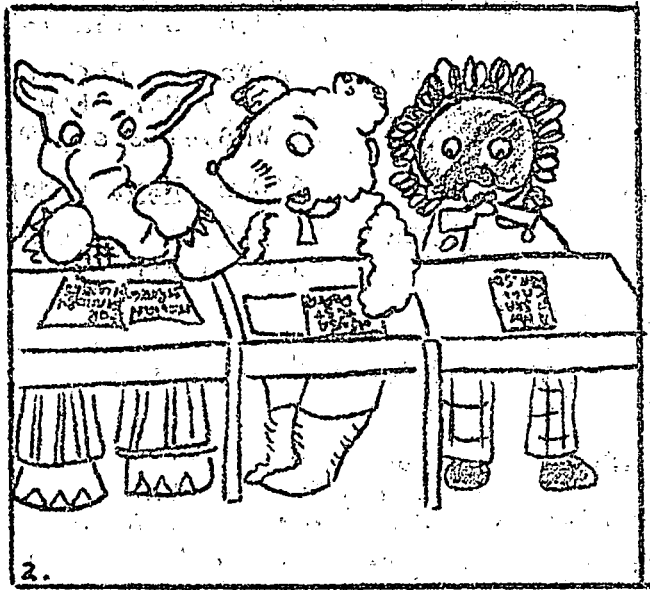
There now follows the welcome return of an old friend. It's press for Argos really but somehow I missed including it in the correct place. Before we move on from Cockatrice though my condolences to Austria. It had to be Allison didn't it? Never mind, we'll be there.

PRESS FOR ARGOS  
TOYTOWN CHRONICLE

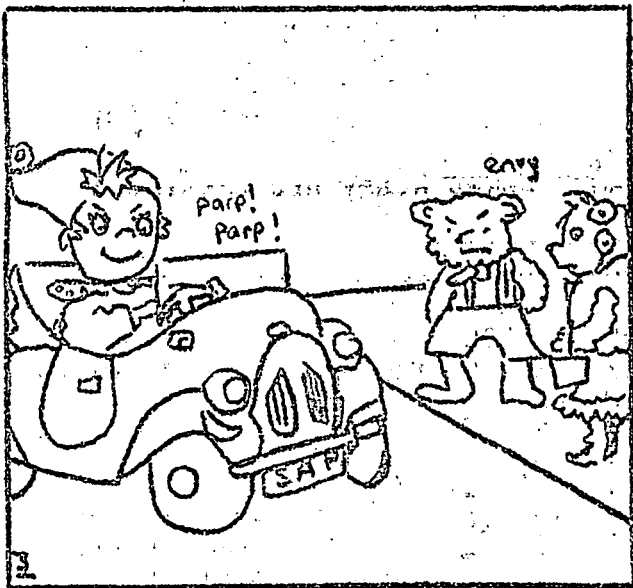
Noddibond was a very important boy in Toytown - he'd just passed all his O'Levels!



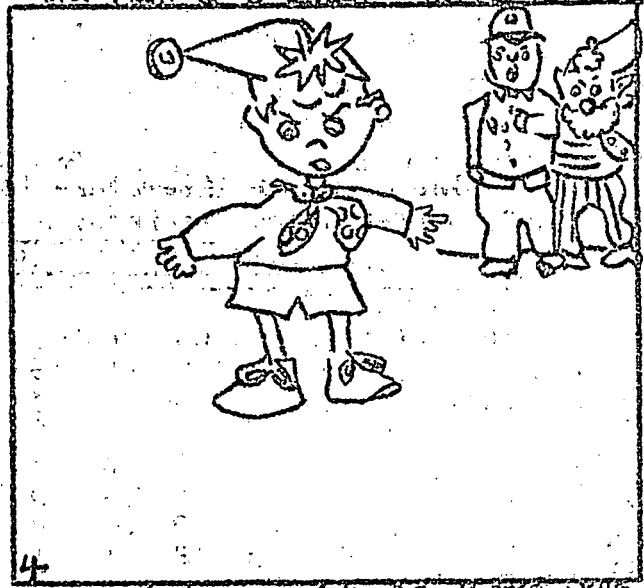
1. P.C. SLATER AND BIG EARS GULLUCK WERE VERY PROUD OF THEIR PROTEGÉ



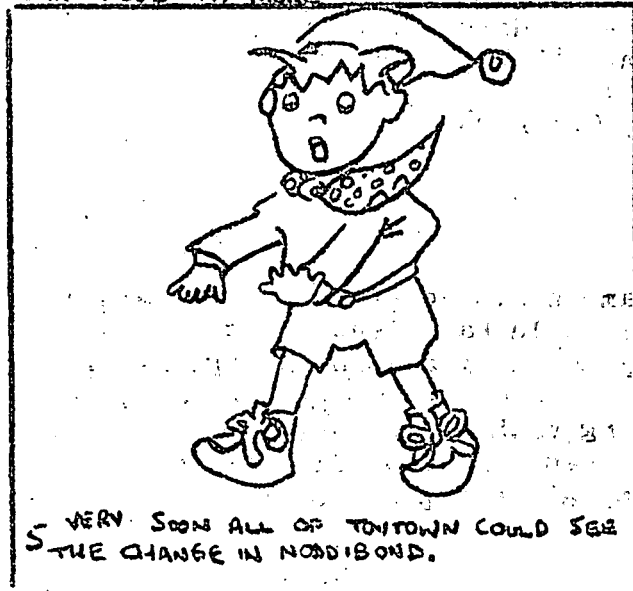
2. NODDIBOND'S FRIENDS - GOLLY DAVIDSON, JUMBO KELLY AND TEDDY TANT - DIDN'T THINK MUCH OF O'LEVELS - THEY'RE PRETTY THICK



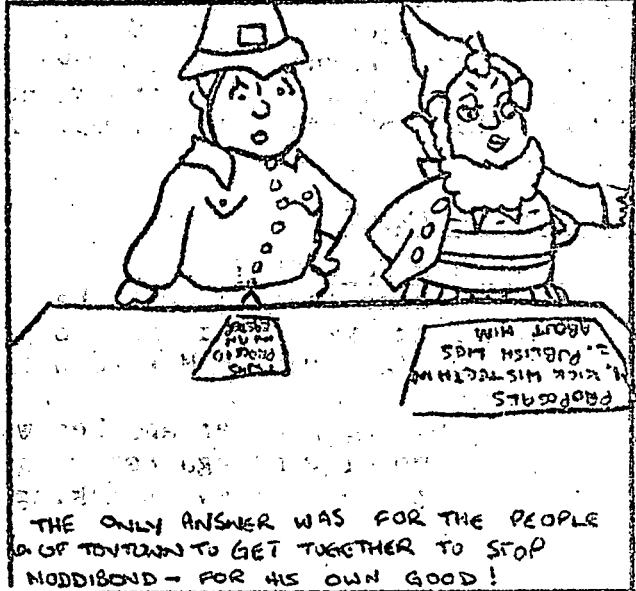
3. NODDIBOND WAS NO LONGER KIND TO HIS FRIENDS - HE WOULDN'T TAKE THEM FOR CAR RIDES ANY MORE



4. BIG EARS GULLUCK AND P.C. SLATER WERE NOW VERY WORRIED - THEY'D NOTICED STRANGE BUMPS GROWING ON NODDIBOND'S HEAD



5. VERY SOON ALL OF TOYTOWN COULD SEE THE CHANGE IN NODDIBOND.



THE ONLY ANSWER WAS FOR THE PEOPLE OF TOYTOWN TO GET TOGETHER TO STOP NODDIBOND - FOR HIS OWN GOOD!

FRIGATE 73/4 1973HB AUTUMN 1910

ENGLAND (Ball) A(NTH), A(Yon)-Nwy, A(Yon)-Noy, F(Hol) stands, A(Kie) stands, F(Bar)-BAL, A(Pru)-Sil, F(Lvn)-GOB, A(Mos) & A(Gal)-Ukr, A(Gal)-Ukr.

FRANCE (Walkerdine) A(War)-s, English, A(Gal)-Ukr, A(Sil)-Boh, A(Mun)-Tyr, A(Bur)-Mun, E(Pie)-Gol, A(Mar)-Pie, F(TYS)-Tus, E(WMS)-TYS, sby T(Tun).

ITALY (Sharp) E(Rom)-Nap, F(Nap)-Apu, F(Apu)-Adr, A(Vie)-Bud.

RUSSIA (Cousins) F(NEG)-Con, F(ION)-Nap, A(Ukr)-Gal, sby A(Rum) & A(Bch), A(Sev)-Arm.

Retreat Russian, A(Ukr)-Sev.

Builds It has been brought to my attention that there has been an error in the last few years builds charts. The error goes right back to the days of Frigate (Remember that?) and after checking the relevant issues I have confirmed that an error did occur. Please note then that SERBIA is Italian controlled and not Russian.

ENGLAND Lon, Lpl, Edi, Den, Kie, Swe, Nor, Ber + Mos, (Hol) = 9: bu.20, A(Edi), A(Lon).

FRANCE Par, Mar, Bre, Spa, Ron, Bel, Mun, Tun, War = 9: N/C

ITALY Nap, Tri, Rom, Vie, Ven, Ser = 7: bu.3 A(Ven), A(Nap) 1 owed.

RUSSIA Ank, Sev, Smy, Con, Rum, Gre, Bul, (Mos), (Hol), (Bud) = 7: bu.1 owed, no space.

FRIGATE 73/5 1973IO FINAL REPORT

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
AUSTRIA	4	5	5	6	7	8	9	11	11	12	12	13	15	17	-	-	-	-	-	-
ENGLAND	5	4	3	3	3	4	3	4	2	2	1	-	-	-	-	-	-	-	-	
FRANCE	6	5	5	5	5	6	6	7	7	7	6	5	3	3	-	-	-	-	-	
GERMANY	4	5	6	6	4	1	-	-	5	-	-	-	-	-	-	-	-	-	-	
ITALY	5	4	4	4	4	4	3	1	1	-	-	-	-	-	-	-	-	-	-	
RUSSIA	6	5	7	7	9	10	12	11	15	15	15	16	16	17	-	-	-	-	-	
TURKEY	4	6	4	3	2	1	1	-	-	-	-	-	-	-	-	-	-	-	-	

AUSTRIA Robin Churchill (joint winner A'14)  
 ENGLAND Andy Davidson (4th - Out A'12)  
 FRANCE Richard Scott (3rd - Out A'14)  
 GERMANY A. Hungerford (d.o. S'01, never sent orders), Tony Sturt (7th - Out A'06)  
 ITALY Larry Pringle (d.o. S'09), Anarchy A'10  
 RUSSIA Charles Burton (joint winner A'14)  
 TURKEY Mike Sherrad (d.o. S'05), Anarchy Out A'08

VICTORY STATEMENT

RUSSIA - CHARLES BURTON  
 I sometimes thought that this game would never end. Two years and more is a long time. Mind you I suppose it could have been longer had it not been for the late Duncan Morris who, early in the game, had a nightmare of a time GMing.

One thing after another went wrong with his adjudication resulting firstly in impeding me against Turkey and then, via the intervention of a neutral non-player, in my attacking Germany at that point an ally. Tony Sturt

needless to say, was not amused.

From the outset Austria and I allied as a means primarily of getting away from the boring Russia-Turkey alliance although there were other reasons.

The joint action against Turkey was speeded up by its decline into anarchy (and with thanks to the neutral non-player) Germany also fell away. Since England never made any vast initial gains there were no problems with regard to a threat emanating from that quarter but it took ages and ages to English units, latterly, under the care of John Coombe.

Meanwhile Austria continued on his merry way, intermittently attacking himself. And then there was France..... Robin and I decided to have a free for all once Italy was out of the way i.e. a race to see who got 18 supply centres first. The decision was less than momentous thanks to Richard Scott who managed to stay around for year, after year, after year...until now.

Finally I'd like to thank C.Booth Esq. for picking up where Duncan Morris left off. Having been prevented from winning 2 other games because of magazines folding, when he dashed off to Rhodesia I thought it was going to happen again.

\* \* \* \* \*

FRIGATE 73/2 1973ND VICTORY STATEMENT

AUSTRIA - PETE COUSINS

At last I can say it - 'my first victory', - though if 'War Bulletin' came out more regularly it would have been my second! This long game was almost text book stuff. Opening, middle game, end game - each quite distinct and well defined.

At the start I had a firm alliance with Italy and, I thought, Russia. After 1901 the original Russia dropped out and Clive Spark took over. During this time I was having great trouble getting my builds right, and was consequently units short. Clive stabbed me and then Turkey, and then me, then stopped sending in orders! This sufficiently weakened Turkey for Italy and I to destroy him. While I was doing this I was also able to pick off an anarchic Russia, in the north England and France smashed up Germany and picked off northern Russia.

At this stage the long middle game started - Austria and Italy v. England and France. Slowly Italy pushed back France but then a stalemate line was formed.

The end game started when I regretfully stabbed Andrew Waldie. I would have been happy to settle for a joint victory, but when this became impossible I realised I had nothing to lose by going for victory on my own. I was assured of 16 centres with possibilities of 3 others.

After my stab Italy and France combined well and formed a stalemate line that I had hoped to avoid. However, England was still weak around Prussia, where he had a fleet and could therefore not advance inland. I managed to outguess England on the vital move and thus gain victory.

Andrew Waldie's statements that there was an unbeatable stalemate line were proved wrong. I admit that if England had moved his Fleets to northern Russia then I could not have advanced beyond 17 centres, but England showed no signs of doing this and so my chances of victory were still live.

I sympathise to some extent with England's last miss, but is he had been more tactically aware he would have moved a long time before

Many thanks to Duncan for starting the game and Clive for rescuing the sunken Frigate. Also my thanks to all the other players, especially Andrew Waldie who did well with Italy, but ended up stuck with an Italian nightmare.

FRIGATE 26/23 1975BK SPRING 1906

ENGLAND (Fisher) A(Lon)-NAF cby F(MAC) & F(ENC), F(Spa-SC)-WMS, F(Lpl)-IRI, F(Nor) s German A(Den)-Swe, F(NWG)-Nwy.

GERMANY (Ross) A(Den)-Swe, F(Kie)-Den, A(Boh)-Gal, F(Ber)-BAL, A(Hol)-Bel, A(Mar) stands, A(Pru)-War, A(Sil) s A(Pru)-War

ITALY (Horea) A(Bud)-Ser, A(Tri) s A(Bud)-Ser, A(Alb) s A(Bud)-Ser, A(Gal)-Vie, F(TYS)-WMS, F(ION)-Gre, F(ADR) ION.

RUSSIA (Lindsay) A(Swe)-stands, A(Liv) s A(War), A(War) stands, A(Ukr)-M.C.

TURKEY (Barker) A(Rum)-Bud, A(Bul) & A(Gre) s A(Ser), F(BLA)-Rum sub; A(Ser) & A(Ser), F(AEG) s A(Gre), F(EMS)-ION.

\*\*\*\*\*

Retreats

Russian A(Swe)-Fin, Turkish A(Ser) disbands.

PRESS

ROME - ANKARA

Ah, well! The end of a beautiful friendship! Bon Chance.

Mac Aroni - Crimson King

Want any help? Or are you going to succumb to this infidelity as well?

KEFLAVIK FILE 10:

The last dwarf shut the door that led from the forest above and joined the rest of the group. The party continued on its way with its mysterious guides to see the Countess Sophie.

Sobleski observed, by the light from the braziers and torches along the way, that the corridor they were being led along had peculiarly smooth walls. What technology, he wondered, had enabled the dwarves to build this?

His chain of thought was interrupted by Lindsay nudging his shoulder and saying to him, "Sorry to disturb you, but hadn't we better wind-up this press release - otherwise it will never make the post?"

"What!" exclaimed Sobieski, "You mean it's that late already?" He began to panic and started to froth at the mouth....

As Lindsay fought to restrain the gibbering Pole the leading Dwarf rushed back to where they were, drew out a ball-point and reaching out of the press-release signed himself:

*Anarchy*

Who is 'Anarchy'? Christmas was so-so. Where does Gandalf spend his vacations???

TAG HILL - MUNICH

Sure, I'll trust you.....but if you let me down I'll send Boot to bite your leg! Did you get my letter by the way and do you wish to go on receiving the whole lot by air mail?

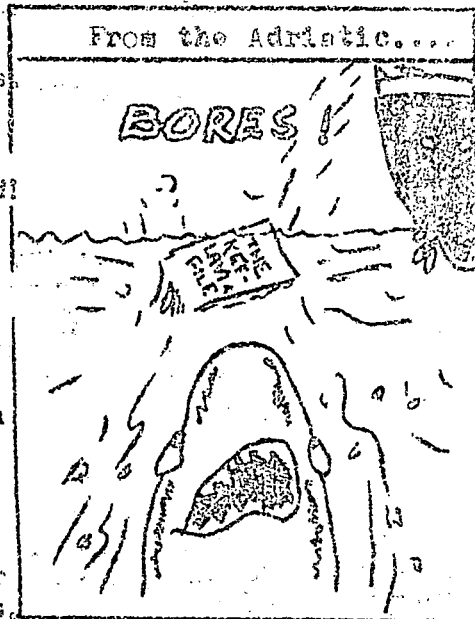
\*\*\*\*\*

Bob Howes address is 180 London Road, Headington, Oxford.

\*\*\*\*\*

TAG HILL - CRIMSON KING

Did I? I'm sorry but you have my assurance that it was unintentional. Please don't sulk on my account.



FRIGATE 74/11V YOUNGSTOWN SPRING 1912

AUSTRIA (Howes) A(Den)-Swe, A(War)-Mos, A(Liv) s A(War)-Mos, A(Pos)-Sil, A(Par)-Pic, F(Spa-NC)-Gas, A(Mun) s A(Kie)-Ruh, A(Kie)-Ruh.

CHINA (Davidson) F(Kor) s A(Man), A(Man) s A(OMO), A(OMO)-s A(Srk), A(Srk) s A(Tib), A(Tib) s A(Bma), A(Bma) s A(Tib), F(CEL)-MAL, F(Bor) s F(CEL)-MAL, F(Joh)-GOS, A(Tha)-Joh, A(Sha)-Tha, A(Sik) s A(Tib), F(Can)-SCS, F(ECS) s F(Can)-SCS, F(Pek)-YEL.

ENGLAND (Anarchy) F's MAO, Lpl, Kar, Pru A's Wal, Lon, Edi, Bur, Ruh all stand.

GERMANY (Mills) A(Hol)-Kie.

JAPAN (Fisher) A's Tok, Hon, Kyo & F Phi stand unsupported.

TURKEY (Scott) A(Alg)-Mor, A(Pie)-Mar, F(GOL)-Spa-SC, F(TYR)-WMS, F(ION) s A(Smy)-Tun, F(AEG) c A(Smy)-Tun, A(Rom)-Ven, A(Ven)-ADR, A(Tyr) s A(Vie)-Boh, A(Vie)-Boh, A(Sil)-Sax, A(StP)-Nwy, A(Mos)-War, F(SPO)-ECS, F(NPO)-SoJ, A(Vla) s A(Sib), A(Rum)-Ukr, A(Con)-Bul, A(Ank)-Arm, A(Smy)-Tun, F(Bag)-Per, A(Tur) s A(Sib), F(ARA) c A(EAf)-Mad, F(SOM) c A(EAf)-Mad, A(EAf)-Mad, A(Nep) s A(Cal), A(Cal) s A(Nep), F(EIO)-Jay, F(MAL)-GOS, F(TIM)-Jay, A(Sib) s A(Vla).

\*\*\*\*\*

Retreats

\*\*\*\*\*  
English A(Ruh) disbands, Turkish A(Mos)-StP & F(MAL)-AND.

I have a proposal that this game be conceded to the Turkish hordes. Votes on this please by the next deadline. 2nd - China, 3rd - Austria, 4th Japan, 5th Germany.

PRESS

SOMEWHERE ON THE AUSTRO-GERMAN BORDER

'Where are we?'

The Archduchess glared at the Lord High Chamberlain, seated in the opposite corner of the Royal bullet-proof horse-drawn carriage, which jolted again on the rutted cart-track and sent another agonising twinge through the layers of bustle, petticoats and avoirdupois to her flabby posterior.

'On the road to Munich, Ma'am'

'Road? Road?? You call this a road?'

'Well, we are travelling by - er - devious routes, Ma'am. The infidel armies are reported to be here or hereabouts.'

'You said that in Vienna, when you forced me into leaving in such a hurry. Just my jewels and clothes you said. Must get away.....'

'The enemy were at the gates, Ma'am' said the Lord High Chamberlain, 'The Government has fled the country....'

'Rubbish! I saw no enemy. Stop picking your nose, Franz' - this to the sully nine-year-old seated next to the L.H.C, who was wriggling restlessly on the sparsely upholstered seat.

'Vienna has fallen, Ma'am. The Emperor has formed a Government in Exile in Paris. Young Prince Franz is the only Heir to the Austro-Hungarian dynasty, and His Majesty charged me with the duty.....', wincing as the horrible little brat kicked his right ankle with a deliberately aimed boot..... 'of carrying you both safely to France.'

'Is this true?' The Arch-Duchess turned to the Royal Physician seated on her left, who was playing Mastermind with the Royal Troubadour.

'Pardon? Oh, yes, Ma'am. Rape, pillage, massacre, the Danube running red, desecration of the Churches,.....the lot!'

'D'you mean to tell me that crazy husband of mine was right? A real honest-to-God WAR, and not just a silly game?'

'Well, Ma'am' said the R.P. 'He was not a well man. Very poorly, in fact. He was trying desperately to shield you from the problems of State.'

'Oh, poor Ferdy! Poor, dear Ferdy! And I didn't know.' Tears flowed down the flabby wrinkled cheeks, forming rivulets in the valleys of the double-chins and coursing down towards the deep ravine of the Royal Bosom. Blowing noisily into a Royal-monogrammed lace handkerchief, she girded her loins bravely as the carriage hit yet another rut. 'Tell me all', she demanded of the Lord High Chamberlain.

'Well, Ma'am. The Emperor decided to declare War on the Kaiser. Lebensraum, - that was the word, if I recall. Persecuted minorities in Saxony and Silesia. So all your armies were sent north.'

'When was this?'

'Er, nearly 11 years ago Ma'am.'

'11 years? Oh, what a blind, ignorant fool I have been! Is that why our serfs have been eating cake instead of bread? And I thought it was just another bakers strike.....'

'We successfully occupied all of Germany, Ma'am,....but there was a snag. Our armies were sent north, and we were invaded from the south.'

'Poor Ferdy! That's why the Emperor hopped it, was it? Leaving Ferdy to sort it out. Have you heard anything from the Arch-duke since he went missing?'

'Yes, Ma'am. We have reason to believe he is safe. A report from Munich says that a person dressed in long combinations and a night-gown has been seen in a beer-cellar trying to sell a very valuable coronet for some beer-money.'

'That must be He! He is safe, bless him!' The Arch-duchess dragged her wriggling, whining son and heir into her arms and bestowed slobbering kisses and affection on his mouth. The L.H.C. watched with malicious pleasure.

'I believe there is a very pleasant villa in the Bavarian mountains' said the Arch-Duchess, 'Berchtsgaden, if I remember rightly. That would suit us admirably.....Help Ferdy get some colour back into his cheeks.....'

\* \* \* \* \*

FRIGATE 74/13 1974DB AUTUMN 1907

- AUSTRIA (Waldie) A(Tyr) stands, A(Vie) s A(Tyr), A(Gal) stands, A(Rum) s A(Gal), A(Mos) stands, A(Ukr) s A(Mos), A(Sev) s A(Mos), A(Smy) s F(PEG)-Con, F(AEG)-Con, F(ADS)-ION, A(Bul) s A(Gal).
- ENGLAND (Ferguson) F(Nwy)-Swe, F(Spa)=SC s A(Gas)-Mar, A(Gas)-Mar, F(MAO)=WMS, F(WMS)=GoL, F(Tun) stands, A(Bre) stands, A(Wal)-Yor.
- GERMANY (Sharp) A(StP) s F(Swe)-Nwy, F(Swe)-Nwy, A(Lvn)-Mos, A(Sil)-Gal sby A(War) & A(Boh), A(Pru)-Sil, A(Bur)-Par, A(Mun)-Bur, F(Kie)-Hol,
- ITALY (Lindsay) A(Pie)-Mar, F(GoL) s A(Pie)-Mar, F(TYS) s F(GoL), A(Vie) stands. - no such unit, A(Ven) stands unordered.
- TURKEY (Anarchy) A(Ank) stands.

\*\*\*\*\*  
Retreats

English A(Nwy)-NTH

\*\*\*\*\*  
Builds

- AUSTRIA Vie, Bud, Ser, Gre, Tri, Bul, Rum, Mos, Sev, Smy, Con, = 11: N/C
- ENGLAND Lon, Lpl, Edi, Mar, Bre, Por, Spa, (Nor) \* Tun = 8: N/C
- GERMANY Kie, Swe, Hol, Mun, Den, Bel, StP, Ber, Par, War = 11: bu.1 A(Kie).  
+ Nwy
- TURKEY Ank = 1: N/C
- ITALY Rom, Nap, Ven, (Tun) = 3: lose 1 F(GoL).

\*\*\*\*\*

TAG HILL - KLINGON WALDIE Oh! the ships were nearer than I thought, damn. You were correct about Budapest,

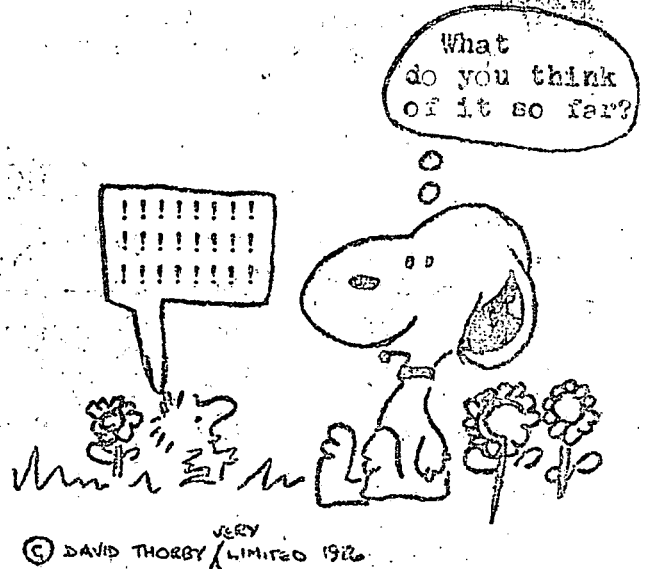


Page 22 already and there are also 8 pages of Soccerboss/Kingmaker typed up over and above that. Another bumper issue!

Time now to start the non-Dippy section and as if to please you Dave, it's fallen nicely at the top of an odd numbered page.

THE NON-DIPPY SECTION

Before we go too far and whilst I remember may I point out an error in the Kingmaker report that follows several pages on. HOLLAND did not move to Wingfield as reported but instead he grabbed the King from Maldon and then moved on from Pleshey. This was due to my overlooking some amended orders. The player concerned received his copy of the adjudications last week and immediately pointed out the error. (The King maker and Soccerboss reports are generally printed well in advance of the rest of the 'zine so if you're ever impatient yourself to know how you fared you can always have a copy in advance ((it'll cost you extra postage of course)). The beauty of it is though, that it doesn't make a blind bit of difference to the positions published (lucky me) as both Holland and the King were moved at the end of the turn by contingency card! I wouldn't even have bothered telling you about it if I hadn't been ~~asked~~ told to.



People who wanted photo reduced Kingmaker maps should find them enclosed this time. Price to you is 10p as I originally quoted, if you wish further copies they are available from Dave Allen, 11 Alma Heights, Off Cavendish Way, Mickleover, Derby DE3 5BJ but they will cost you 15p each.

Mick Bullock and Les Kennedy, Dave tells me he's supplying you direct so you won't find any enclosed here.

It looks as if Davy McConnell has dropped out of our Kingmaker game and so I am forwarding all relevant information on his position to Ron Cannon 48 High Street, Ipswich, Suffolk IPI 3QJ. Will you please submit orders for the next turn Ron, and if I do not hear from Davy the position is yours.

MASTERMIND

Game 1   Game 2   Game 3

Game 1   Game 2   Game 3

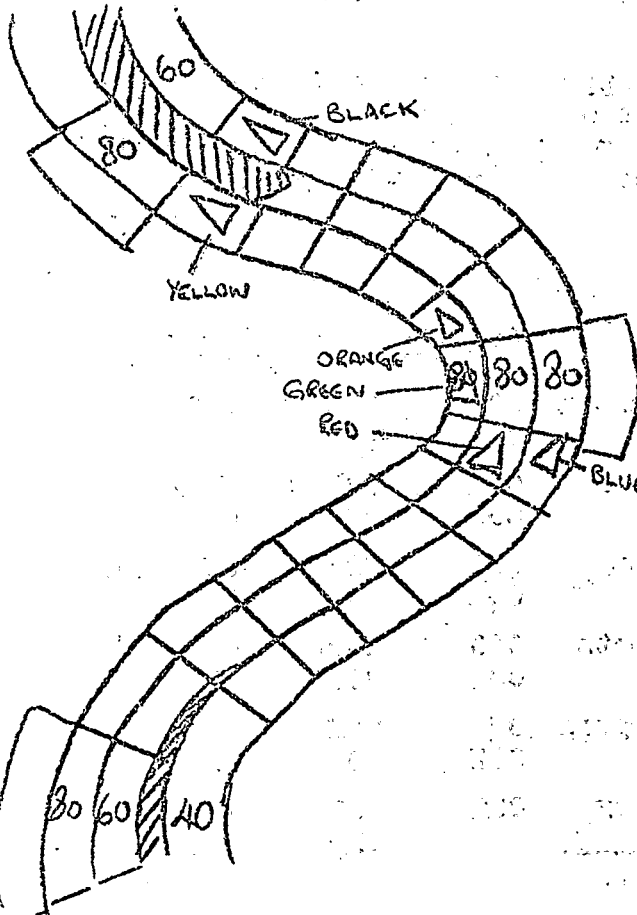
C. Bedford	00 0000	OOX OOXX	000 000	I. McLaren	00 OXX	OXX 0	000 -
M. Bullock	000 OOX	00 OOOX	XX OXX	J. Meadon	OX 00	00 OOX	XX OOX
P. Cook	0 OXX	000 000	XX 00	S. Pratt	00 OOX	00 000	0 OXX
P. Cousins	OOX 0	0000 OXX	X OOX	T. Roberts	000 00	OOOX 000	000 00
B. Dove	000X OOX	00 00	XX OX	L. Thompson	0 OOX	OXX 00	00 OX
G. Hawes	00 0000	OOX XXXX	OX OOX	D. Thorby	000 0	000 OX	X 000
B. Howes	1) OXX, OX.   2) OOX, OOX.   3) 00, OOX.						

As you will have noticed already, we have had a large influx of new participants into the. You've each had 15p deducted from your credit and the prize money for the winner is a staggering £1.95 !

FORMULA ONE

Turn	starting speed	new speed	Move	Tactic Cards	Penalties
<u>Turn 2</u>					
Y-Howes	60	120	B4 - 9 - 13	+ 4 spaces	Tyre wear 1
O-Canham	60	120	B4 - B8 - C9		-
G-Crun	60	100	D4 - 8		-
R-Groom	60	100	D4=5 C6=8		-
B-Nash	60	120	E4=9		-
Bu-Taylor	60	80	F4 E5-7		-
<u>Turn 3</u>					
Y	120	100	B14-18		
O	120	100	B10-14		Tyre wear 1
G	100	80	E9-14		Tyre wear 2
R	100	100	C9-10-B11-C12-13		
Ba	120	140	E11-18	SUPERB DRIVING CARD.	
Bu	80	60	E8-11		
<u>Turn 4</u>					
Y	100	120	B19-24		Tyre wear 2
O	100	120	B15-20		Tyre wear 1
G	80	100	C15-B16-19		Tyre wear 1
R	100	100	C14-18		
Ba	140	120	E19-24		Tyre wear 1
Bu	60	120	E13-18		

\*\*\*\*  
 Michael, you were blocked on the first turn and so are one space behind where you thought you should be.



State of Cars

- Yellow - Bob Howes  
Tyre wear 3 Brake wear 0
- Orange - Ron Canham  
Tyre wear 2 Brake wear 0
- Green - Henry Motoring Crun  
Tyre wear 3 Brake wear 0
- Black-Richard Nash  
Tyre wear 1 Brake wear 0
- Red - Michael Groom  
Tyre wear 0 Brake wear 0
- The Blue Streaker - Anthony Taylor  
Tyre wear 0 Brake wear 0

\*\*\*\*

Reports are coming in from track marshalls of injuries on the first bend. Apparently the yellow and black cars pulled away from the others so fast several of the drivers got out thinking they'd stopped.

PRESS

THE ORANGE FLAVOURED CAR.

"If Oi'd be knowin' Oi wuz racin' agin' peasants, Oi'd 'av' worn mi straw 'at!"

Seriously though, if I were the other drivers in this race I would take offence at being called a peasant and not send anymore orders. I don't mind winning by default.

For the uneducated; Nuvolari, the chap us wonder racerists are always racing but never seem to beat. There you're a lot wiser now.

DO NOT READ THIS UNLESS YOUR NAME IS CLIVE BOOTH. I think we should keep these refugees from B.H. (Calcutta) Failed in the dark so that we can insult them without any repercussions, also you have a lot of dishonest people reading this, BOO!!

\*\*\*\*\*  
The rule amendments suggested last time have been accepted by majority, nay unanimous vote, and are now law.

\*\*\*\*\*

\*\*\*\*\*

\*\*\*\*\*

RICHTHOFFENS WAR

GERMAN AIRCRAFT Fokker DR.1's

Jon Lovibond

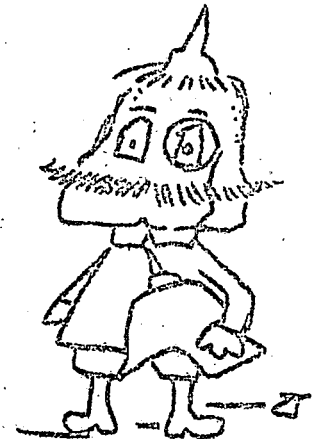
No.1 M. Von Richthofen	No.2 Capt. Fritz Luber	No.3 Wilhelm Rolf
X21/SW	P19/SW	Q23/SW
3800	3800	3600/3700
Sp.9	Sp.9	Sp.9
SW1/W2/SW4	SW 1/W8	SW4/NW2
R29/SW	O28/W	P27/NW

ALLIED AIRCRAFT Sopwith Camels

Carl Jennings

No.1 Capt. Roy Brown	No.2 Snoopy	No.3 U.F.O.
O37/NW	Q32/NW	O35/NW
3550/3800	3550/3800	3550/3800
Sp.10	Sp.10	Sp.10
NW7	NW7	NW7
V37/NW	X32/NW	V35/NW

\*\*\*\*\*



Ain't life dull? Tell me Carl is Snoopy & Co fighting the Red Baron or are they going after an altitude record?

Jon, you did it again! I've adjusted the Red Barons position as you had it all wrong - well, one hex anyway.

\* \* \* \* \*

Proposed Risk postal rules

by

RICHARD NASH

All rules are as in the standard rule book unless amended below.

- a/ No dice are used in the postal version.
- b/ When a sufficient number of players have been obtained, the GM will carry out the following procedure:
  - i/ He will allocate the correct number of Players to each yer. ((that's what it says here!))
  - ii/ He will deal out the territory cards and make a note of the territories owned by each player at the beginning of the game.
  - iii/ Based on the territories owned, as in the table version, the GM will allocate extra armies to ALL players where appropriate.
  - iv/ The GM then informs the players of his own (and no other) territories etc. Each player may only be told any dispositions relevant to

himself.

c/ Once this has been done, the first move may be made. All moves are simultaneous and follow the following pattern.

- i) each player places his armies (in the initial dispositions following the rules for the table version - i.e. at least one army per territory) on any territory he owns.
- ii/ Each player may attack anyone he desires. See separate ((heh, hah, I'm not the only one!)) combat rules.
- iii/ Each player makes his free move if desired.
- iv/ Each player gains a card if he has earned one and all players are given their extra armies by the GM. These can be announced publically, since they will be no secret to anyone wanting to work them out. (If he wishes, a player may ask the GM to send his card information in code - otherwise everyone knows what each player has.

d/ The turn ends, and players send in their moves for the next deadline in a similar manner.

e/ The players orders must cover all the above actions; any phase not covered by the players orders will result in the loss of 2 armies, the penalty doubling with each subsequent infringement. The territory they are taken from is decided by ballot.

COMBAT

General Rule: Armies may only attack adjacent territories - as stated in the rules. However, only where the defenders strength is equal to or smaller than the attackers may an attack proceed. Should a stage be reached where an attackers strength is below that of the defender, the attack ceases. **REGARDLESS OF ANY OTHER CONDITIONS.**

The orders concerning the attack must be clear and precise concerning the beginning and ceasing of of the attack and any action taken etc. That is conditional orders are imperative. Should an order not be specific, then the attack continues until the defender is eliminated or the cessation of hostilities is compulsory.

The conflict is resolved by using the following table:

<u>Defenders strength</u>	<u>Card picked</u>	<u>Losses</u>
Less than 5	Red	1 A
less than 5	Black	1 D
5 - 10	Black	1/2 A
5 - 10	Red	1/2 D
11 - 20	Club	2 A
11 - 20	Spade	2 D
11 - 20	Diamond	1 each
11 - 20	Heart	2 each
over 20	Black	as on card A
over 20	Red	as on card D

- i/ Should the card picked be an ace, then the defender loses an Additional army.
- ii/ Should the card picked be the king of Spades, the attacker loses 2 units in addition to any lost.

The cards are picked from a standard pack by the GM.

One final point about the orders - the players are advised to make them as flexible as possible for their benefit as well as the GM's. The winner is the first person to occupy all the territories

R. NASH.

So there you are, think on those. I know you went to a lot of trouble to turn them out Richard and that they were done in a rush, but I don't like them. Still we'll see what the other players have to say before passing judgement. If they like them we can start the issue after next.

Cont/ inside  
back page

SOCCEBOS

So here we are again for the third match of our Soccerboss game. Before we go on though, may I welcome Laurence Parrott as the new manager of the second Division leaders, London Welsh. I believe that one of Laurences first tasks will be to rechristen the team, but at the moment discussions are still taking place on that point. For the next match then, they will play on as London Welsh.

For those of you interested in contacting Laurence to put in your bids for any of his stars players you fancy his address is: 33 Wellwood Rd., Goodmayes, Ilford, Essex.

The second Soccerboss game now looks certain to start in the near future in Steve Pratts 'zine AD NAUSEAM. The lists are already filling so contact Steve quickly if you want to get in. You won't win of course, not with me running the Rams, but you might like to try and come second. Steves game will be GM'd by one, Laurence Parrott (Yes, the very same!).

\*\*\*\*\*

Right, on with the game and first of all the...

TRANSFERS

Newcastle Utd. to Peover Celtic: N. Cloggie (HB) for £42,000 (into team at 5) Colour:

MPBU+BBLU to Sporrn Acad.: Flint(HB) for £46,000 (into reserves) Colour: RED other league player to West Ham Utd. for £11,000. Name MOONGLUM (back) (into team at 3)

BLUE other league player to West Ham Utd. for £52,000. Name GOSSEYN (back) (into team at 2)

Unknown player to Newcastle for £20,000: No name or position yet, please advise. (into reserves) Colour:

Unknown player to Workington for £20,000: No name or position yet, please advise. (into reserves) Colour:

YELLOW other league player to MPBU+BBLU for £180,000. Name GORGONZOLA BANKS(goal) (into team at 1)

\*\*\*\*\*

Note the new record transfer making Gorgonzola Banks the most costly player in the game. I hope he proves himself worth it!

RESERVES PROMOTED TO 1ST XI

- Workington: Howe to 2
- Allfrens Utd: Mills to 10
- Walton Cloggers: McLeod to 1, Wheatley to 7.
- Sperran Acad: Gamp to 1
- Satans Bastards: Mr. Spock to 1, Sherlock, Homes to 6
- MPBU + BBLU: Graham to 4
- Derby County: Marsh to 7, Reynolds to 9
- London Welsh: Cook to 6
- Peover Celtic: Ward to 8
- Everton: R. Latchford to 11
- Liverpool: O'Connor to 2, Edwards to 6.
- Ipswich: Talbot to 4, Woods to 9, Johnson to 11. \*\*
- Leeds Utd: Oram to 5, Patrick to 6
- Brentford: Ashdown to 6
- Man Utd: Key to 1

\*\*\*\*\*

\*\* Note that Ipswich have been given three team changes this time instead of the usual maximum two as one of them was ordered last time and overlooked by me. Sorry Ren.

MISCELLANEA

The names of some of the Peover Celtic players have been changed, these are as follows: Ellison becomes Ron Taylor, Ford/Val Taylor, Lathbury/Gino Washington, McGuigan/A. Roznys, Nixon/Harry Stoneham, Paton/Charles XII, Thorndike/A. Alston.

Joe Mercer has been dropped as captain of Everton and the new captain is Britton.

Everton send scout to watch Satans Bastards, James T. Kirk

Report: Cost: £2,500

GM to Ipswich : You have the colours of Johnson and Taylor reversed in your letter (never look a gift horse.....)

The following players, who requested transfers during last week have settled their differences with their clubs and have returned to the reserve benches (either that or their reserve prices weren't reached): Birch - Bolton, Secombe - Brentford, Scarman - Bolton,

I have made one or two adjustments to T/M's submitted orders were they have been illegal. Where this has happened I have simply promoted the best available reserve. PLEASE NOTE that players may not be nominated to play out of position and that you may nominate only one substitute. Conditional orders in respect of substitutes (i.e. if it's a forward position, Smith but back, Jones) are not allowed.

The names of some of the Allirens Utd. players have been changed, these are as follows: Carrington becomes T. Tuite, Eurich/Steve Kennedy, Scarborough/Neeskens, Tomkins to Thomkins (!), Devlin to Develin (!!). I will not allow you to change the name of Mills as this character was named by another player and you came by him due to transfer.

Liverpool players will (?) change their names next time and then that's it, thank goodness.

Players returning from injury, suspension etc. after this match are as follows. they will be available for the next game.

Sporran Academicals - Squeers, Satans Bastards - Jim Moriarty, Ipswich Town - Osbourne

\*\*\*\*\*

RESERVES SEEKING TRANSFER

Satans Bastards:	Biggles (G)	Scouts report:	G
Derby County :	Petit (F)	"	G
Workington Reds:	Scanlon (F)	"	R
Sparran Acad :	Winkle (F)	"	B
Peover Celtic:	Rattigan (HB)	"	G

PLAYERS FOR SALE FROM NON-LEAGUE TEAMS

0 Yellow:	reserve price	£80,000
1 Red :	reserve price	£55,000
1 Blue :	reserve price	£40,000
1 Green :	reserve price	£20,000

When purchasing non-league players you may select your own position for the player and give him a name. Please do this with your bids otherwise I shall do it for you.

BANK ACCOUNTS (on the wish the roller on my typewriter were large enough to let me put the paper in length-ways).

Team	Opening balance	Running costs	Transfers	Other Costs	Gate 2 recpts	Trnsfrs	Other income	Balance End of week 2.
Al.U	267,000	26,700	160,000		14000			94,300
Bo.W	176,000	17,600		50000	14000		13,000	135,400
Brnt	74,000	10,000			7000	44,000		115,000
De.C	194,000	19,400			7000			181,600
Ever	194,000	19,400		20000	7000	86,000		247,000
Ip.T	194,000	19,400	101,000		7000	160,000		240,600
Le.U	187,000	18,700			14000			182,300
Livp	194,000	19,400			7000			181,600
Ln.W	194,000	19,400			7000	101,000		282,600
Lu.T	181,000	18,100			14000		50,000	226,900
Ma.U	157,000	15,700	44,000	20000	14000			91,300
MPBU	184,500	18,500			14000	46,000		226,000
Nw.U	144,000	14,400			7000			136,600
Pe.C	187,000	18,700		25000	14000			157,300
Sa.B	194,000	19,400		25000	7000			156,600
Sp.A	187,000	18,700	132,000		14000			50,300
Wa.C	194,000	19,400			7000		25000	206,600
Watf	127,000	12,700			14000			128,300
We.H	227,000	22,700			14000			218,300
Werk	194,000	19,400		2500	7000			179,100
Pool	132,000							132,000

\*\*\*\*\*

Whew, I'm glad that's finished, I was starting to go cross-eyed looking at all those digits. About half-way through I started thinking is all this necessary? Do you really want a complete breakdown of income and expenditure for each week or could we perhaps get away at just publishing final balances? From my point of view it would be much easier and would save a little time. Let me have your thoughts.

Don't forget that from next week on your gate receipts will be dependent upon your league position.

Hum, time for the matches but I don't fancy starting them here and then having to complete them over the page so I'll insert a little press.

OVERHEARD AT WORKINGTON FOOTBALL GROUND

What do you want to do, watch or play? EVERTON

Everton F.C. prepared to consider purchasing a genuine red forward for £60,000. Will release genuine blue half-back plus £25,000 cash in exchange deal if preferred. No kinks please.

THE GREEN 'UN

In an interview with the Ipswich team manager Ron Canham today he said to our reporter "I would like to take this opportunity to retract my last statement which insulted the GM, because of that we lost to Watford, well, I can't think of any other reason. So instead of over our Christmas tree read over our bowl of plastic fruit and if we win against Bolton I will try to arrange an all expenses paid week-end holiday for three at Fawley Towers". Our reporter also asked if there was any truth to the rumour of a special diet for the team. "Yes, I am following the advice of an apprentice brain surgeon called Marlon, the exact recipe is secret but the main meal consists of an inch-thick tomato ketchup sandwich".

TAG HILL

Go ahead with that diet and we'll call you 'the Robins'!



Now, the moment you've all been waiting for, the games.

Week 3

Results

Division 1

Brentford (40) (2) 3 v Watford (35) (0) 1

Cohen, Grant, Godber D. Butler

Brentford's Grant was booked.

\*\*\*\*\*

Everton (38) (3) 3 v Leeds Utd. (1) 1

Latchford, Ball, Newton Patrick

Everton's Stevenson off-form -1. Leeds Barber booked.

\*\*\*\*\*

Ipswich (37) (2) 2 v Bolton W. (38) (0) 0

Beattie, Pedelty

Ipswich's Lambert sent off, suspended for 3 games.

\*\*\*\*\*

Liverpool (42) (0) 2 v Manchester Utd. (43) (2) 5

Vick 2 Erskine 2, Harrison, Hall, Dennison.

Liverpool's Walker off-form -1

\*\*\*\*\*

Newcastle (38) (1) 2 v West Ham Utd. (1) 4

Craig, Kennedy Veale 2, Lane, Bader.

Newcastle's Pevaner off-form -1. West Hams Bader booked.

\*\*\*\*\*

Division 2

London Welsh (35) (0) 0 v Sporrans Acad (36) (0) 1

Jaggers.

London Welsh's Casals booked. Sporrans Gamp injured, out for 1 week. Varden(HB) subs.

\*\*\*\*\*

Workington (37) (1) 1 v Luton Town (40) (0) 1

R.Plant G.Cummins

Workington's Shillon and Luton's Gregory have good games, both +1.

\*\*\*\*\*

Derby County (42) (0) 0 v MPBU + BBLU (43) (1) 3

Kisson, Knight, Arnold.

Derby's Reynold had a good game +1. MPBU's Arnold was sent-off.

\*\*\*\*\*

Waltton Cloggers (41) (3) 3 v VPeover Celtic (39) (3) 3

Euston, Lehman, Brandon, Kennedy, Ward, Washington.

Cartwright.

Waltton's Wheatley and Peover's Taylor(Val) were both injured and will miss the next three weeks matches. Neither team had nominated a substitute and both finished the game with only 10 men.

\*\*\*\*\*

Satans Bastards (36) (0) 0 v Allfrens Utd. (46) (1) 2

Thynne T.Tuite, Neeskins.

Allfrens Neeskins injured and out for two weeks. Tory(F) Substituted.

\*\*\*\*\*

Oh, that's upset one or two apple carts to be sure. Some nasty shocks there for some people! The biggest probably being Liverpool's 5-2 home thrashing at the hands of Manchester Utd., but how do you play against a team that puts away 5 goals from 6 chances?

Sporran Academicals seem to be experiencing problems in regard to goalkeepers. First they lost Twist in a training incident and now their back-up Gamp, is also injured. Will they move into the transfer market?

Leading scorers at the moment, both with 3 goals are Man Utd's Erskine and Liverpool's Vick. Both scored 2 goals in today's game.

Now back to Frank Bough.....

Div. 1	Goals							Div 2.	Goals						
	P	W	L	D	F	A	P		P	W	L	D	F	A	P
Man.Utd	3	2	0	1	9	5	5	Sporran A	3	2	0	1	4	2	5
Brentford	3	1	0	2	7	5	4	Walton	3	2	0	1	6	4	5
West Ham	3	1	0	2	7	5	4	MPBU+BBLU	3	2	1	0	6	3	4
Everton	3	1	0	2	5	3	4	Allfrens	3	1	1	1	6	6	3
Ipswich	3	1	1	1	3	2	3	London W.	3	1	1	1	3	3	3
Leeds U.	3	1	1	1	4	5	3	Satans B.	3	1	1	1	4	4	3
Newcastle	3	1	2	0	5	6	2	Workington	3	1	1	1	5	5	3
Liverpool	3	1	2	0	5	7	2	Derby C	3	1	2	0	4	6	2
Watford	3	1	2	0	2	5	2	Peever C	3	0	2	1	4	6	1
Bolton	3	0	2	1	1	5	1	Luton T.	3	0	2	1	2	5	1

\*\*\*\*\*

Next issues fixtures

Bolton	v	Liverpool	MPBU+BBLU	v	Walton on T.
Leeds U	v	Brentford	Luton	v	London Welsh.
Man. Utd	v	Everton	Peever Celtic	v	Workington Reds.
Watford	v	Newcastle	Sporran Acad	v	Satans Bastards.
West Ham	v	Ipswich	Allfrens Utd.	v	Derby County.

\*\*\*\*\*

PRESS

OLD TRAFFORD

Manchester United, worried by the recent fine imposed upon them by the FA for crowd misbehaviour, have issued the following statement:

'We view with great distress this entirely unfounded allegation of crowd misbehaviour. All true lovers of football realise that our followers are among the best behaved muggers and footpads in the country. Never has a ground been wrecked without justification. If our peace-loving fans are provoked by a team foolish enough to try and win against us, then it is only natural that they vent their frustration on the upstarts involved. It is with great pride that we can state only 15 fatalities resulted from our draw at Brentford a couple of weeks ago. Needless to say, only 3 of these deaths were ours and the fans again won 12 - 3.

It is respectfully suggested that the originator of these foul allegations comes along to our next supporters club meeting for a friendly discussion. Funeral fees will be paid from the club fund.'

TAG HILL

Henceforth Alan Ovens will be known as Doctor Dolittle in honour of his ability to talk to the animals on the Stretford End.

OLD TRAFFORD

For Sale: 1 blue half-back (Carmichael) at £37,000 o.n.o.

TAG HILL - UPTON PARK

I told them.....and they did!

\*\*\*\*\*

TRAINING INCIDENTS

- Everton : No incident.
- West Ham : Kelly selected for international +1
- Liverpool : Opportunity to buy an unknown player.
- Watford : No incident.
- Newcastle : No incident.
- Bolton : Holden selected for international +1
- Ipswich : A top European club team have offered £200,000 for three of your players, Talbot, Bertsein and Cooper. You have an option whether to sell or not and if you do sell you may of course bring in the necessary reserves even though this will break the 2 maximum rule.
- Leeds : Harman injured, out for 1 week.

Brentford : You make a profit of £25,000 on a European Tour.  
 Man Utd. : Lee selected for international +1  
 Workington: Fined £20,000 for crowd misbehaviour (he swore at the ref).  
 Allfrens : Profit on European Tour £25,000  
 Walton : Beaton receives international call +1  
 Sperran A : Haversham injured - out 2 weeks.  
 MPBU+BBLU : Kisson called to international duty.  
 Derby Cnty: Foley injured - out for 4 weeks.  
 Luton T. : Opportunity to sign an unknown player.  
 London Welsh: No incident.  
~~Safes B~~ : No incident. Peever C. Opportunity of unknown player.

RULE AMENDMENTS

On the points I requested a vote on last week response was quite good. The idea that a player picked for an international should miss his next club game was completely rejected by an overwhelming majority so we're not going to bother with that. The second idea, of speeding up the game by playing two matches some weeks, was also rejected but only by the narrowest of majorities. I therefore will not run two league matches in a week but will more than likely make the latter stages of the cup mid-week. But more about that when the time comes.

Only one point I'd like you to think on this time and it's a suggestion from Willy Haughan concerning the die. It goes:

"Instead of the present system, as used in the game itself, whereby a yellow team playing a red team would use a yellow dice and red dice. I propose that the lowest dice possible be used whilst keeping the same differential e.g. in the same example a blue dice and a green dice would be used. It is a simple idea needing little extra work, in fact it may cut down work as fewer goals will be scored. Using the lower dice will avoid 30-6 scores possible with the higher die."

Well? What do you think? Personally I like it the way it is and find the occasional 2-5 humiliations at home fun (heh, heh) but if you want more realistic scores, I'm easy.

\*\*\*\*\*

GM to Bob Howes

I have adjusted the bank balance of Bolton as explained and also that of Brentford. We agreed a minimum weekly expenses of £10,000.

\*\*\*\*\*

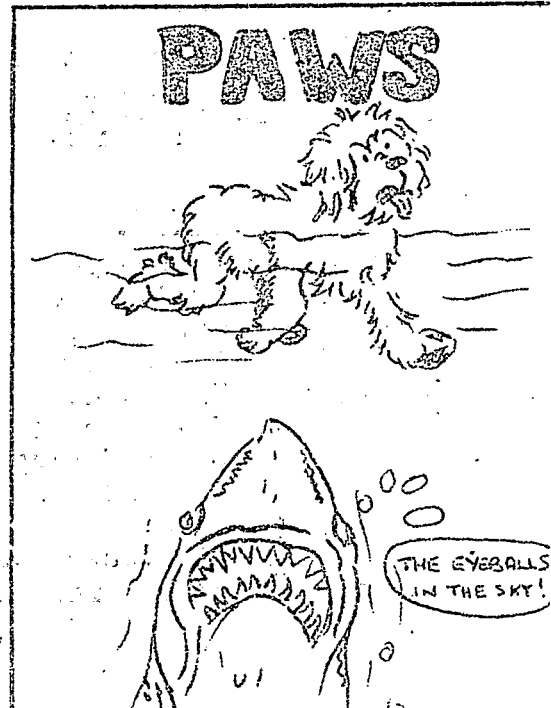
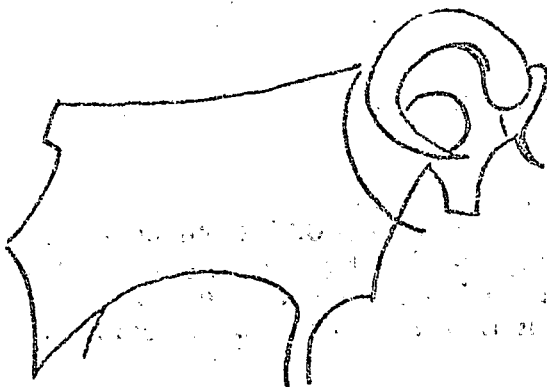
Does anyone fancy organising a pools competition?

\*\*\*\*\*

GM to Anfield

Try it from this end! My brain hurts.

\*\*\*\*\*



Kl.

KINGMAKER

TURN 4

Before we start will you please note that last time when I said 'Chancellor of the Duchy of Lancashire to Chancery' I did in fact mean 'Cornwall'. Just slipped it in there to check you were all still awake (yeh). 5 bonus points to Dave Tant for spotting it. On with the game.

AUDLEY Earl of Wiltshire moves to Tickhill with Edward of Lancaster and enters.  
BEAUFORT Duke of Somerset swigs a firkin of best Somerset produce and then sets out for Wallingford where he poisons the River Thames for a length of 10 miles in the hope that it may allow him to take the town without battle. For the time being he pitches camp just outside the gates.

BERKELEY stays at Berkeley.

BOURCHIER Earl of Worcester, Admiral of England stays in the countryside around Calais.

CLIFFORD stays at Newcastle.

COURTENEY Earl of Devonshire, Marshall of England sails on Le Rose to the sea square containing Beaumaris and Caernarvon.

CROMWELL sets off in a southerly direction but meets Pole on the way (see below). He ends up in irons in the square SE of Grantham.

FITZALAN Earl of Arundel, Chancellor of the Duchy of Lancaster, Archbishop of York moves to the countryside around Tutbury.

GREY stands 3 south of Masham.

GREYSTOKE still refuses to leave Mrs. Greystoke at Appleby or perhaps its Mrs. Greystoke that won't let him go?

HERBERT Duke of Exeter, Chamberlain of the County Palatine of Chester, Bishop of Norwich after all his dashing about of the last few turns decides to have a nice lie in at Rhudlann. Teddy and George remain in the dungeons.

HOLLAND Earl of Westmerland moves to the walls of Wingfield and pitches camp.

NEVILLE Earl of Warwick Moves to three south of Richmond ( the square (lower part) cut practically corner to corner by the river.

Percy Earl of Northumberland, Bishop of Durham remains at Cockermonth.

POLE moves to 1 SE of Grantham but only after meeting and fighting Cromwell on the way (see below).

STAFFORD Duke of Buckingham, Chancellor of England has to stay at Leeds to calm the peasants.

SCROPE Moves to Tickhill and enters the castle.

STANLEY stays in Douglas.

TALBOT Earl of Shrewsbury still sits in Rye.

\*\*\*\*\*

Le Christopher moves to the sea-space containing Beaumaris and Caernarvon.

Le Rose " " " " " " " " " " " "

Le George stays at Rye. )

Le Margaret stays at Calais. )

Le Michael stays at Bristol. )

Le Swan stays at Berwick. )

Le Trinity stays at Rye. )

Note that Courteney now has too many troops to be accomadated on Le Rose. If he disembarks from the ship he will not be allowed to re-embark.

\*\*\*\*\*

BATTLE

In the area 2 east of Grantham, bordering the Wash, Pole moving west bumps into Cromwell moving east and a ferocious battle ensues between their forces. As the dust settles it is clear that Cromwells smaller force was decimated and that Cromwell himself has been captured. He confesses to belonging to the faction...

. GM to Pole: Please advise me of what you wish to do with Cromwell. No instructions will deem you have killed him.

\*\*\*\*\*

SECRET INFORMATION

Hastings appears on the scene at Tutbury. Earl of Essex to Chancery. Players who didn't allocate cards they received last time will find I have done it for them.

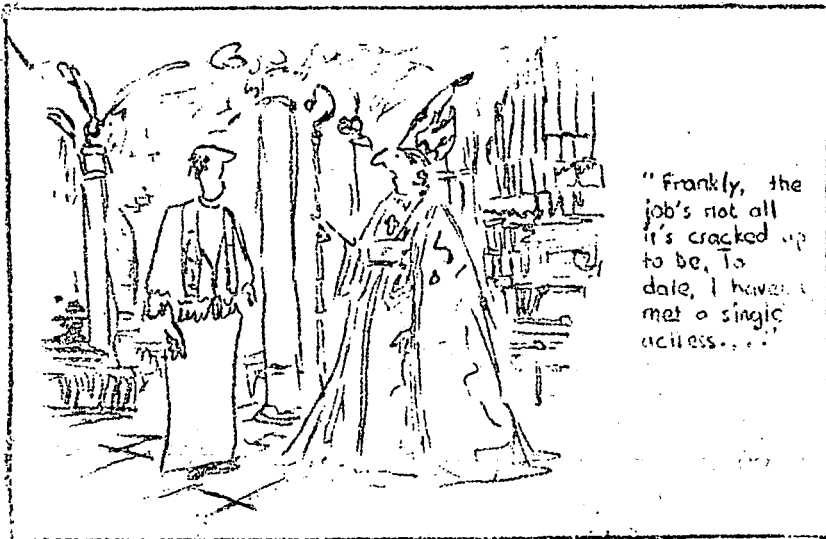
END OF TURN ACTION

Plague in Lincoln and Newark - no effect.  
 French Raid - Holland to Compton, Herbert (and Edward and George) to Exeter.  
 Embassy from the Duke of Brittany - King to Weymouth.  
 Storms at Sea - Le Christopher to Preston, Le Rose to Beaumaris.  
 Peasant revolt - Pole/Cromwell to Wingfield.  
 Plague in Southampton - no effect.

\*\*\*\*\*

Well, if everything goes well you should all have your photo-reduced maps with this issue. If you haven't, then I'm afraid everything didn't go well! 10p each and the circulation list is M.Bullock, D.Pollard, D.Tant x 2, Ian McLaren, Ron Canham. Anybody else want one?

PRESS  
IPSWICH



"Frankly, the job's not all it's cracked up to be. To date, I haven't met a single actress...."

My thanks to Ron Canham for the press on the left. Illustrated press at last! Now keep it up....(as the actress.....)

\*\*\*\*\*

TAG HILL - BELFAST

I'm already playing in the Courier one and as I'm sure you'll appreciate, one at a time is enough! Maybe when the Courier one has finished?

QUESTION

Dave Pollard

In the Chimaera Kingmaker game does every possible claimant to the throne have to be killed?

A. Yes, unless you own them all.

\*\*\*\*\*

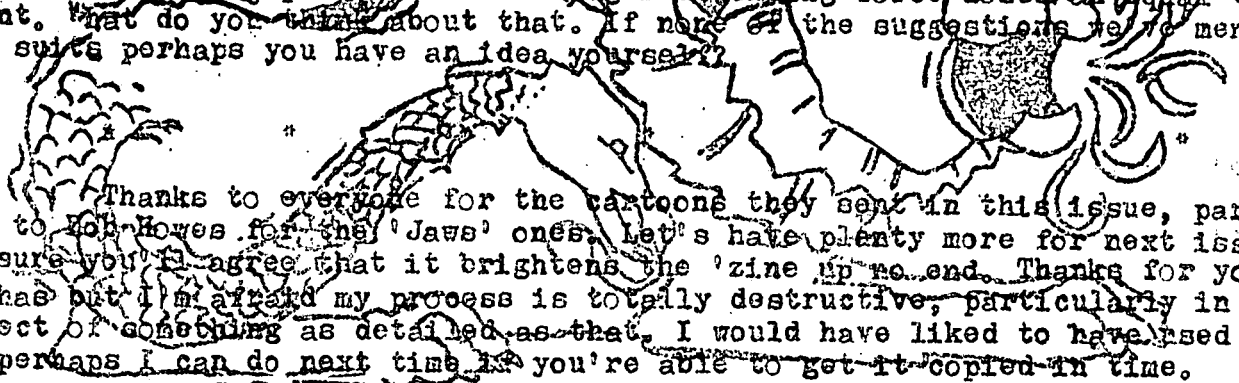
Steve Doubleday has now sent me a finished copy of his rule amendments and additions as published in his 'zine (sub-zine) Spredaeagle. I'd like to reprint them if that's O.K. Steve. How about it? The rule regarding sieges looks quite promising and I'll try it in my next FtF game.

I have a volunteer to take over the faction recently deserted by Dave Ross and I will forward him all relevant information on the position with this issue of Chimaera. He is PAUL COOK, 1 Stonepitts Elose, Binstead Road, Ryde, Isle of Wight. PO33 3NE. Dave never did name his faction Paul, perhaps you'd like to?

I understand too that Davy McConnel may also have dropped out of this game. If that is the case I hope that he will have the courtesy to inform me rather than just let his units stand without orders. Just in case the worst does come to the worst is there anyone out there who fancies himself (or herself ((don't want no trouble))) as the power behind the throne? Applications to me.

/cont from page XXVI

Whilst typing that I did a little thinking myself (a rare enough occurrence) and wondered why not just make the combat rules that the larger force always triumphs but serious losses equal to the smaller force? That way we dispose of dice, playing cards and chance completely. If you want to play a game with a few surprises (for the players just keep number of armies in each province secret so that the players only know what they are up against when they attack. If they prove to have attacked with a smaller force then they lose all armies except one and the larger defending force loses an equal amount. What do you think about that. If none of the suggestions we've mentioned here suits perhaps you have an idea yourself??



Thanks to everyone for the cartoons they sent in this issue, particularly to Bob Howes for the 'Jaws' ones. Let's have plenty more for next issue, I'm sure you'll agree that it brightens the 'zine up no end. Thanks for yours to Chas but I'm afraid my process is totally destructive, particularly in respect of something as detailed as that. I would have liked to have used it and perhaps I can do next time if you're able to get it copied in time.

Waiting lists

You've probably noticed that one or two Dippy games have been finishing in Chimaera lately and so I now have space to start another 1 or 2 or 3, definitely no more though. For these few games then the game fee is being reduced to its more sensible level of earlier but immediately they are filled, back up it goes. To the six people that put their names on the regular list and the six that put their name on the variant one one at the old extortionate rates goes my thanks for the faith they showed. I reckon that come next issue I would have been able to announce a Regular game start at a £1 a head!

- Regular 2 season: (50p) C.Burton, P.Barker, A.Ovens, P.Cobk, D.Thornby, B.Howes. **ONLY 1 NEEDED**
- Regular 3 season: (60p)
- Mercator III : (£1) P.Nunn, R.Fisher, P.Segal
- Gibraltar : (£1.50) M.Janta-Polczynski
- Mordor v World IV: (£1) L.Kennedy.

I rather fancy running another variant now that the Youngstown game is rushing to a conclusion. The ones above have been on offer for some time with very little interest being shown, is there anything else you'd like to see added to the list?

Non-Diplomacy

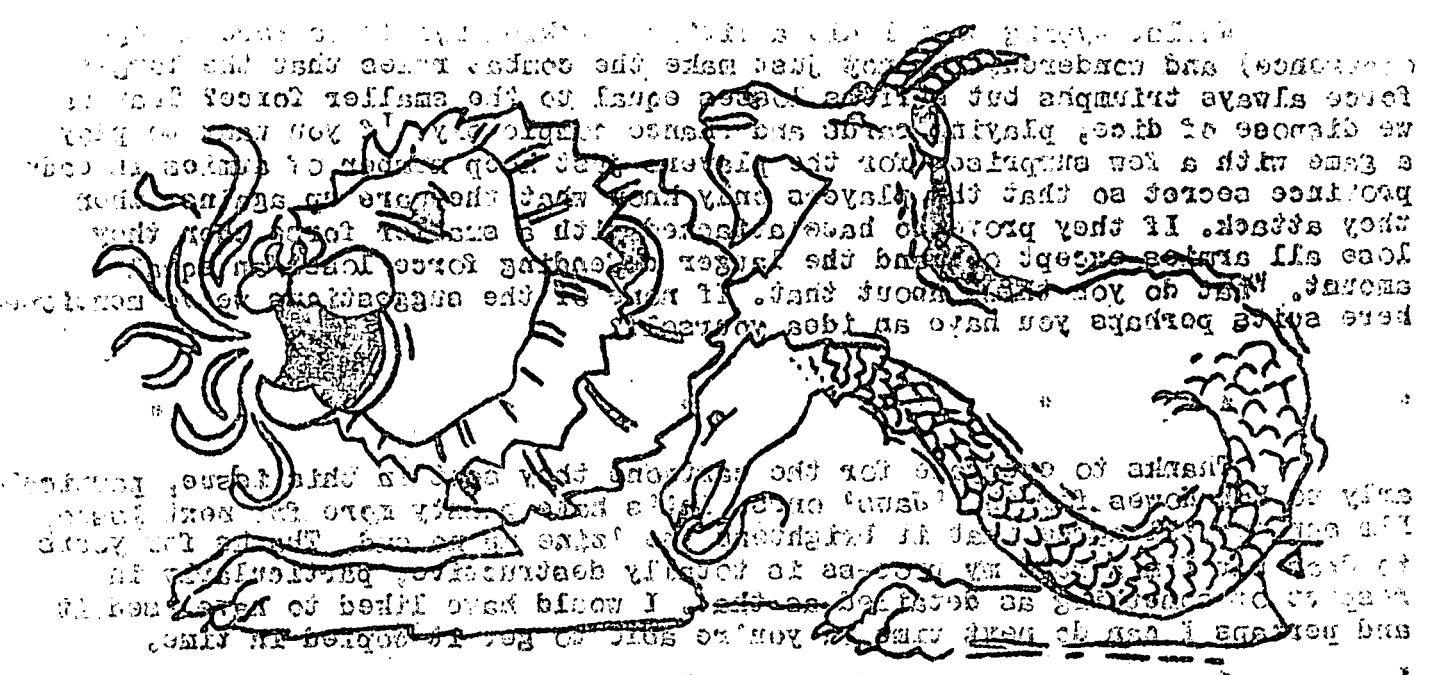
- Game of Nations (50p) P.Stutt, I.Jones, R.Nash. **1 NEEDED**
- Risk (25p) (25p? I must be mad!) D.Pollard, R.Nash, R.Cannam, A.Davidson

\*\*\*\*\*

Ah well, I think that's about it for another issue. Once again it's gone way over the size I intended and sooner or later I'm going to have to cut down. Talk of two more Soccerboss games in the offing - what have I started? I reckon that in nine months Diplomacy is just going to be a small branch of a larger postal Soccerboss hobby! Phil Stutts Japhidrew is talking of starting postal Backgammon games if you're interested

Don't forget the Ad Nauseum Soccerboss game all those of you who missed out on this one. It's being run by Laurence Parrott of 33 Wellwood Rd., Ilford, Essex I'd write now if I were you, I already have. Up the Rams!!

Derby Cnty 1 v Liverpool 0 ! The road to Wembleys wide open, who's to stop us now?



Deadlines

staff articles

Kingmaker, Soccerboss, Formula 1, Friday 6th, February 1976

Remainder Friday 13th, oh, no - Saturday 14th

February 1976

See ya in about three weeks.

*Handwritten signature: CLIVE*

ONLY 1 WANTED  
E.H. Jones  
C. G. ...  
A. Over ...  
D. Thomas



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