





Surprised? Yes, that really is a coloured picture on the front page (I hope it's come out alright now that I've said that).

This is the 12th issue of the posted gaming magazine *Climax*, which inspite of efforts on my part to keep it to a reasonable size, just seems to grow and grow. I've got several things for inclusion this issue but I think that unless I go for my record of 40 pages some of them will have to be held over. In fact I'll tell you now that some of them will be held over. I, by the way, am Clive F. Booth of 71 Clana Mount road, Langley, Heanor, Derbyshire and this rag when it's complete, is going to cost you .75 of a penny per sheet. Cheap at that but with the amount of pages that tend to go into every copy it can get quite expensive. For instance the last issue for those of you that get it first class post cost a mammoth 22p !! Is that too much to pay for a Dippy 'zine? Let me have your thoughts and if opinion is that it's too expensive then I'll just have to cut back on content and thus, pages.

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LETTERS

Mr Richard Nash

This is a letter I received from Richard Nash in the issue in reply to some of the comments made in the last issue (that it wasn't published then owing to a lack of space).

There seems to be a mis-understanding over non-UKDA subscribers. My fault entirely. What I meant was that non-UKDA subscribers could subscribe to only one zine at that zines rate. If the person wished to subscribe to any more he would have to pay a small amount to UKDA for the privilege. This would also apply in the case of competitions - those not members of UKDA would be charged slightly more - but not an amount so large that it prohibits them from entering. I hope that clears up that point and I would be obliged if you would mention it. I feel profit and loss accounts are necessary. Note the fuss Mick ((Bullock)) is making over the disappearance of £200 from Scotland. Had proper accounts been available, no fuss would be made. And £200 is a lot of money to be accounted for. Also the book-keeping involved would be no more than you are doing now - mainly checking subs etc. It would not take up any more of your time than it does at present.

Also the scale of organisation required would be no more than that used by the NGC - and I have the necessary personell arranged for at this end - and all are volunteers. Allocating funds to those who need it - only so long as what they are undertaking is beneficial to the hobby as a whole. I have no intention of allowing UKDA to become a subsidy for inefficient publishers who, as you say, should not be in the bussiness anyway. Also I didn't say that independents undercut the NGC mags - I presume you were referring to Pauls letter. I agree that the statistics are okay at present; as for what is wrong with the present

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system - I won't go into now, since I assume that to be obvious.

Richard.

Hmm, thanks Richard, it certainly explains a few of your ideas but tell me, if some one writes asking for a sub to Chimaera how am I going to know whether he's a member of UKDA or not? Surely you're not suggesting that all subscription requests should go through the committee first for vetting? And as for accounts I assure you that it would mean extra work for me anyway. £200 is a lot of money but how many editors have got that sort of money in subs anyway to play with? Or even half of that? I haven't and I don't suppose many of the others have either. I spend weeks deliberating over whether or not I can afford £10 or so for a few coloured carbons. Hardly big business is it?

What's so important about having detailed accounts anyway? The amount of money involved in producing a Dippy 'zine is peanuts and anyone out to con a few quid from the gullible public could find much better and easier ways of doing it. As I see it if an editor can make a small profit or for that matter a large profit on his magazine, then he deserves every penny. I wonder how many do anyway? Not many. One? Two?

As to the allocating of funds to those who need it for projects beneficial to the hobby, what projects did you have in mind? And please don't come back with things that are already being undertaken by the IDA. I can well do without subsidising the duplication of projects.

35. Dave Ross.

Richard Nash is becoming a bore. I was quite willing to let him air his views but his attack on Paul Barker was quite unjustifiable. Maybe Paul didn't put them terribly well, but his points on the whole were pretty sound. How on earth can he be accused of hypocrisy?

Unfortunately I don't have a copy of Richards UKDA proposals with me out here so I can't pull them apart individually, but in my opinion the whole concept is false. Richard is trying to impose an un-natural set of regulations from the top downwards as it were, in an effort to solve at a stroke, all the problems in the hobby at the present. It just cannot be done (thank goodness), for the reason, apart from many others, that it will put too many peoples backs up. (John Piggotts for example.) A far better way to tackle the problems is to take each individually and to try and solve it inside the existing framework. There is nothing wrong with the NGC or the IDA as such, and at present the hobby doesn't need any other organisations of this sort. (DF as I understand it, doesn't come into the same category). Any problems with the two organizations are caused firstly by personalities and human nature and secondly by circumstances. They are not caused by a flaw in the theory behind the organisations. I might suggest constructively that Richard could make a much more useful contribution to the hobby by getting involved with the NGC or IDA and trying to sort out the problems that exist rather than creating new ones as he seems to be doing and going round generally upsetting people (like peaceable little me. Ask any one, I really am.)

Finally a few points from his letter. If he is trying to make a profit, he is in the wrong hobby. As regards Dippy being run by a small number of individuals, and the great majority being apathetic. This isn't so true now, anyway, but so what if it was? The individuals obviously enjoy all the work, otherwise they wouldn't do it, and provided the hobby isn't in danger of collapsing, which it isn't, why shouldn't the majority sit back and be spoon fed if that's what they enjoy? Provided they have

the decency to appreciate the contribution made by the Bullocks, Walkerdines and Sharps of this world (which unfortunately some of them don't) there is nothing wrong with it at all.

If Richard thinks that the NGC is still 'the Sharp dictatorship', he obviously has no idea what is going on in it, and has no right to criticize it (Birks dictatorship maybe. £1.50 game fees indeed! Joke, Pete, honest.)

If Richard really wants to make himself useful, I suggest he gets in contact with Nicky Palmer who is trying to work up some local FTF organizations. Now that, I call worthwhile.

36. Paul Barker.

I really must try to answer Richard Nash's criticisms of my comments on his UKDA-proposals as he seems to have largely misinterpreted my points.

My use of the term 'Civil Service' was not meant in a popular -press scapegoat-bashing vein, rather I feel his proposals would produce a questionable amount of additional organisation. What 'bungling intricacies of a modern civil service' are supposed to exist in the current world of postal Diplomacy, the situation seems simple to me? On what does Richard base his assumption that the hobby has a 'confused atmosphere'? - is he objecting to the notion of the free Independent Publisher? Either that or he is rationalising the problems arising from folding 'zines into some mysterious general sickness, which is clearly not the case.

Because I criticised (please take that word for its true meaning) Richards proposals, coming to conclusions with which he does not agree, he thought to belittle my thoughts with such non sequiturs as 'does Paul mean to say that he DOESN'T think that there are problems?!' (applause from the Govt benches, interspersed with loud guffaws?). Such statements, coupled with a use of derogatory pronouncements on intelligence and hypocrisy, serve only to swamp rational argument with abuse and create bad blood within the hobby, that he seeks to unite. I am surprised that somebody that can go to such lengths as Richard did in drawing up his proposals and who can so concisely sum-up the game of L'Attaque can be so prone to hysterical outbursts.

May I correct Richard over his NGC 'facts'? Firstly, Richard Sharp stepped down from the leadership of the NGC a long time ago - the 'Sharp Dictatorship'. Secondly, the deficit - although the product of mismanagement due to inexperience in putting on a national meeting - amounts to very little in terms of losses per member. Don't think that I think the NGC is perfect, but let's at least view it from the proper perspective.

My criticism of National Leagues stems from the very nature of the postal game, due to the length of time and the successful player-bashing syndrome. I am also worried by the brief mention of 'anything that would bring a profit', I am not sure whether he refers to a surplus for offsetting any losses here or means a business profit or personal profits for winners. Perhaps you could elaborate here Richard?

In one line we see Richard trying to say that I am opposed to 'Player participation' whilst in the next he defends his emphasis on publisher involvement! Of course more responsible publishers are better for the players, but this coin does have two sides - players can be just as irresponsible; playing in

games riddled with NMR's is as bad as lengthy delays between issues.

I recognise that my letter was inadequate - I had expected a deluge of replies to be printed and was surprised at the apathy of the others. If I had known that I was to be the only person interested enough to write I would have mentioned more central issues and points such as the 1 'zine limit on non-members instead of criticising from the fringe. To say however, that apathy is synonymous to agreement is untrue and I hope that statement was made in jest.

Finally, I must say that Richards views on Parliament, Civil Service, Leadership, etc are rather interesting - but no doubt totally at variance with mine! I hope that Richard and I bump into each other one day long enough for us to properly discuss our differences and not let this issue drag on for too long in the limited theatre of Clive's letter column.

*Paul Barker*

37. Richard Nash

In answer to John Piggott's Criticisms, ~~xxxxxx~~ I can only say that nowhere have I said that any member of UKDA could not criticise it - in fact should John read the proposals it states that UKDA WELCOMES criticism from its members on any subject whatever. Should a non-UKDA member wish to criticise in an UKDA 'zine he may do so at any time. The only 'sanction' is a 50p joining fee - and if that is enough of a barrier then the person wouldn't have anything to say anyway. In fact the only organisation that imposes sanctions on its critics from within is the NGC (take note of that John) through its allocation of games etc and other biased decisions made by the 'committee' which can afford to throw away money as if it was coming in in its millions! John didn't waste time commenting because he couldn't criticise anything at all and for no other reason. Substitute NGC for UKDA in his letter and I would agree with all he said.

In answer to Bill Dove, the NGC is very efficient and uneconomic, and the Diplomacy Federation was the basis for my proposals - UKDA is in a sense a larger DF. As Clive said last issue, the individuality of each 'zine would not be affected in the least, and if an editor disagreed with a decision by the committee he would be free to carry out his OWN decision without penalty. The UKDA committee would be a publisher based committee for the benefit of the hobby and hence the individual player - nothing like the dictators of the NGC. It would not dictate policy to each 'zine - as the proposals say, each editor does what he likes with his own 'zine.

In answer to Paul Barker's question about the inclusion of Eire, I say this:

There is to be a DipCon in Scotland, England, Wales and Ireland (i.e. Eire & N.I.). By including Eire it ensures that a venue where people from across the water could freely come to for such an event. They would come to N.I. because of the misconception which is paramount across the water that it would not be safe to come over here due to the risk of being shot etc. That view is absolute rubbish. I consider it safer over here than anywhere in Great Britain and would sooner go to a DipCon over here in N.I. than across there. But that is only my view; the reason for Eire's inclusion is the one given above.

Northern Ireland safer than ever, never. Oh come on, how can you expect anyone to believe you when you make statements like that? I mean when was the last time you read of a shop window being blown out in Heanor or of someone being gunned down at his door in Derby? And of course you'd rather go to a Dipcon there than anywhere else, you live there, it's convenient, I'd rather go to one in Heanor than elsewhere in the U.K.

38. Richard Nash.

I have gone ahead with setting UNDA up from this end and things are proceeding smoothly.

*Richard*

Oh,? and with how many members?

39. Dave Tant.

Oh, what a droll way to start Chimaera last time! You will no doubt be pleased to learn that my wife is now not speaking to me, since she had previously warned me that "Christ all f-----g mighty" was not the sort of language to use in front of the children.

*Dave Tant*

40. Linda Thompson Pomeroy.

Some joke, there, I was crying buckets of tears in the front room, half a box of Kleenex scattered around me and then Wink strolled, no tea ready and all he could get out of me was "I won't be able to play Mastermind anymore in Clive's lovely, interesting, funny magazine and I've only just learnt how to. Boo-Hoo.

He dragged the sad tale out of me and then read the first two paragraphs. He then read the third paragraph which he then read aloud to me. You owe me for half a box of Kleenex!

Did you know that the sex discrimination act came into force this month? I therefore wish to complain about the constant use of the word fellas in paragraph three of the magazine Chimaera! I'm not a fella, quite the opposite in fact. Wink will swear to it!

*Linda*

Sorry about that, but I had considered keeping the 'joke' up right until the last page? That would have been really cruel though, wouldn't it? As for fella, well what's the problem? The word is obviously a contraction of the word 'fellow' (not 'fella' - an Egyptian peasant) and my dictionaries define it as 'an associate, an equal, a person, a member of a literary society' certainly no mention of sex in there is there? Case dismissed.

41. Ron Canham

That trick you played at the beginning of Chimaera it was rotten and nasty. I like it, do it again.

*LN*

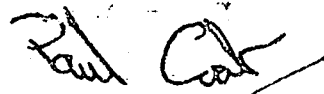
What ever turns you on. Here goes:

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, Heanor, Derbyshire DE7 7HS for a meagre .75 of a penny.....

.....This is silly.

42. Paul Cook

I would hate to see Chimaera fold for as you pointed out in the last issue, look what would happen if it did. The DF would take over all the Dippy games, but what of the other stuff? The most boring part of Chimaera in my opinion, is the bit titled 'Diplomacy Section', and yet were Chimaera to fold, then that would be the only thing that was salvaged. Big deal! Come on, I play in three of the four DF zines, what are you lot going to do about it? Or do I have to ask Will?



Ask Will, 'cos I can't give you an answer. L.E. looks like starting its own non-dip section in the near future and if that's the case then perhaps we could work out some sort of insurance scheme between us. For it to count for anything though it would really need more than one other zine to be involved for no one could expect an editor already producing his own zine to pick up all the Chimaera games. Several magazines would need to be involved and needless to say I'm open to suggestions. DF by the way stands for DIPLOMACY Federation, and understandably caters for Diplomacy players. It wouldn't be fair to expect them to look after my non-Diplomacy games as it was clear from the start that these were not covered by the guarantee. Don't worry though as I don't anticipate folding for a long time yet - Oooh, at least two issues.

43. Anon.

What makes you think a transfer to Bellicus where games are played at a more 'civilised' pace, where you can never be sure what parts of your letters will be quoted (or in what order) and of course Bellicus being much more efficient than Chimaera (according to what's-his-name's poll) would be unwelcome? - Hold it! Don't you dare print any of those remarks

ANON.

I never said it would be unwelcome, I did in fact comment on how lucky you would be, didn't I? By the way what's-his-name never ran a poll on efficiency, it's just Will confusing the words poll and survey the way he confuses efficiency with inefficiency!

44. Ron Canham.

No! No! Not the dreaded L'attaque! Many's the time I've considered finding my set a new home, like the dustbin. It's one of those silly infuriating little games 'cause for some reason I cannot win at it. Never can I remember winning a game. My friends are often laughing and say 'Fancy a game of L'attaque' and I think maybe this is the game I shall win. Oh no! No chance, must be about eight years I've been haunted by it.

I have an antique set of Tri-tactics and Aviation, both games I enjoy and win the majority of times. I have never played the sea game in this series called Dover Patrol. I find them interesting two player games with enough concentration for me to find relaxing, whilst playing at 4.00 am I have been known to fall asleep. I think the others are O.K., but L'attaque? Ugghhhhh.

Though I will never sell my set, I will always think that one day maybe?.....is it too much to ask?.....will I ever win?

45. Richard Nash.



Concerning L'attaque, it is similar to Aviation (and also Dover Patrol) except that it is the land version. Regarding the



VIII

length of the postal rules the time you suggest is merely due to a misunderstanding. I forgot to include the rule: 'The flag may not be placed in a position whereby it is impossible to be attacked'. This rule is necessary for postal play for the very reason you mention - time. Also, several moves can be made at once, shortening the game considerably. In fact initially up to 5 (or even 10) moves may be made. Since the flag is normally captured with about 18 pieces left, then with so many moves per deadline the length per game is about 5 or 6 Dipp game years at most, and 3 or 4 minimum. Even on table-top clashes it rarely happens that all enemy pieces are captured.

As for player participation, our family usually give half of one side to one, the other half to another so that all four of us can play. That is what I meant by family participation....!

Richard

46. Linda Pomeroy.

Wink is having Scotdipcon in October, the weekend of 22nd - 25th and I shall be here and I'm dying to meet you all. Wink said first 40 who pay their deposits only. As I shall be cooking for you all I'm sure it'll be a lovely week-end for food poisoning.

((That's alright, it's when she starts burning the cornflakes you should worry! Sorry Linda, didn't mean it. We have a group of Pygmies trek 8,000 miles once a year just to dip their arrow heads in my wives cooking! (Hope she doesn't read this!))

Flatterer, I bet he's after something. Now for some jokes, Irish of course:-

((Of Course))

Did you hear about the Irish man who thought Derby County was a football team?

((They're not all stupid))

((Wrong!))

Surely you wouldn't do that just because of something Wink told me to write!

((Of course not.))

A ventriloquist told a joke about the Jews, the Poles, the Japanese and even the Scots so he said to the audience I will now tell you an Irish joke. At this point a huge navy got up and shouted 'Oi don't want you makin' no jokes about the stupidity of the Irish!

((Sorry about this but it's a Japanese typewriter and the Irish accent isn't coming out too well. Sorry Linda, carry on.))

We're not as tick as you think!  
The ventriloquist, rather perturbed said 'Please sit down Sir, and keep calm'

The Irishman replied 'Oi'm not talking to you. Oi'm talking to the little fella on your knee!

Thank you Linda, there go a few more of my Irish subbers never to be heard from again. I hope they've got a sense of humour. Talking of the Irish let me tell you a true story. I had a very awkward customer in Belfast who insisted that we



make him a chair to match some furniture he already had. The correspondence was lengthy and he just would not accept any of the fabric samples I sent him as being a near enough colour match. In the end my patience started to go and so I cut two pieces of Dralon material from the same roll (so ensuring they were identical) and I numbered one A and the other B. I then dropped them in an envelope and posted them off to the customer with a letter saying basically 'these are cuttings from the only two shades of gold Dralon that we have in stock. If neither of them is acceptable then I regret we will not be able to meet your order'.

Lo and behold a week or so later I get a letter back from the Irish gentleman saying 'Sample A is the nearest, please make the chair in this'. !!!!!!!

But the story doesn't end there for when we delivered the chair he swore blind that we'd made it in the fabric sample marked B instead of the A he'd asked for! I'd have loved to have told him exactly what had happened but I didn't dare.

Anyone else got any true Irish stories? I could tell you one or two.

47. Andy Davidson.

Why is there this seeming obsession with changing the Risk combat rules? First Will Haven, then Richard Nash and now you. What's wrong with the combat rules as stated in the rules of Risk? I want to play Risk proper not some variant thought up on the spur of the moment...

Andy

There's nothing wrong with the combat rules as stated in the rules of Risk it's just that they weren't intended for postal play. They're so damned awkward, all that dice rolling and conditional orders that would be necessary to play that way by post. I'm simply looking for a simple method of running the game. Have you any ideas? One person that has is Ron Canham and he's submitted the following:

RISK

Rules for postal play

by RON CANHAM

- i/ Each player shall give his armies a name.
- ii/ The Gm will allocate all the territories by a random but equal deal of the cards. He will then publish this information in full, plus the number of armies each player holds including those for territories and continents. (6 players - 20 armies, 5 players - 25 armies.)
- iii/ Each territory held must have at least one army all the time.
- iv/ Each player shall submit detailed orders as follows:
  - a) The free move. (Any number of armies may be moved to an adjoining territory held by you, leaving one behind as rule 3.)
  - b) Disposition of new armies (including those from a set, if any).
  - c) Territories to be attacked and from where.
- v/ All combat is simultaneous,
- vi/ Territories may be ordered to attack a players own territory but the attack will only take place if said territory falls to an opponent.
- vii/ COMBAT. The lesser of the two forces is removed and an equivalent amount is taken from the winning territory. The attackers remaining force is moved into the captured territory but abiding by rule iii.
- viii/ If combat leaves only one winners army and no losers army, then one losers army is replaced on his territory and none move, re rule iii.
- ix/ If attacking force is smaller than defending force equivalent armies are removed, leaving one on attacking territory, re rule iii. None move.
- x/ If a territory is attacked from two or more territories then the total force is used, but if one of the attackers is under attack from another territory that conflict is resolved separately and the joint attack split up.
- xi/ Adjoining territories may be ordered to defend in total against territories touching both.

- xii/ In cases x and xi armies are removed equally over friendly territories. Where not possible the nominated territory is given the advantage, others are chosen at random.
- xiii/ Where more than one territory is attacking, the player must nominate one to move. If not the GM shall move one by random method.
- xiv/ Where different players attack the same territory the loss is shared as if they were on the same side. Then the largest force moves in and the battle continues until resolved. If both are equal none move, all units remain and the territory under attack stays empty.
- xv/ An attacker may nominate a part of his force in an attack or may split it to attack two adjoining territories. Then only the armies nominated shall suffer losses or move.
- xvi/ If a player captures a territory he is eligible for a card. Sets can be exchanged for extra armies and all sets exchanged in the same turn are given the same value.
- xvii/ No more than 5 cards can be held.
- xviii/ Opponents eliminated give up their cards to the victor who must hand in a set next turn, unless he holds five or less cards, in this instance he may be able to hand in two sets, gaining twice the armies.
- xix/ Each issue the GM will publish:
- Each conflict, giving name of armies, forces involved, territories and the result.
  - The state of each player in detail: No. of territories held previously.
  - Names of territories gained or lost.
  - New number of territories held.
  - Continents held.
  - Number of new armies available for disposition.
  - Armies available for a set of cards if exchanged next turn.
- xx/ The winner is the player who controls the whole of the board.

RON CANHAM © 1976

Well folks, what do you think of that then? All comments welcome.

ODES TO INTERNATIONAL WOMANS YEAR

There was a young girl from Calgary,  
Who liked to make love in a quarry,  
She would lie on her back  
And open her crack  
Whilst the lads backed in with a lorry.

ANON

God bless the taller Astersians  
They have such tremendous diversions  
They spend the whole day  
A screwing away  
Devoting the night to Perversions.

ANON

A habit obscene and unsavoury  
holds the Bishop of Lincoln in slavery.  
With maniacal howls  
He deflowers young owls  
Which he keeps in an underground aviary.

ANON.

VARIATIONS ON A THEME

As a new regular/ semi-regular feature how about a series of articles on the variations that are possible and probably played by you with some of the popular (or not so popular) games on the market? I think most people probably introduce a few of their own rules into the games to liven them up a little, I know I do and I think the games are much better for it.

Soccerboss is one such game, for I found that in its play that the initial rapid dealing in the transfer market quickly fell away and disappeared leaving the managers completely dependent on the luck of the cards for the remainder of the game. Managers had worked their best players into the team and wouldn't part with them. Only the odd reserve was likely to be available for sale and then one of the poorer ones at that. To combat this I introduced a rule whereby three players were drawn from the central pool after each weeks matches and put up for sale as players from 'lower divisions. All managers could bid for them on an auction system and the player was 'transferred' to the team putting in the final and highest offer, providing it was above a pre-determined 'reserve' price. This reserve price started low at the values published in the rule book, but with each successive 'transfer' of a particular colour of player, the reserve price of that colour rose by £10,000. Thus, as the season progressed it became more and more expensive to buy players from this source and managers had to start looking for ways of raising that extra few thousand to strengthen a particularly weak position. The only way to do this was to sell some reserve player for a different position to one of the other managers at a knock-down price. This in turn stimulated the inter-team transfer market and player interaction once again returned to what was becoming a dull game. Try it the next time you play, I guarantee it does improve the game. We're using the same system in the Chimera postal game and without it even after only the second match the transfer market would have been dormant. New players are continually being introduced to the game and there are signs now that managers are starting to concentrate on strengthening their reserve pool with strong cover for most departments. Oh, there's still a lot of luck admittedly in the deciding of the matches, but then even in real life football, surprises are notorious for cropping up, Leeds O Crystal Palace I wasn't it?

There is skill in the game, perhaps more than meets the eye and the manager that buys wisely will always be up there with the leaders at the end of the season even if the dice do go against him during a couple of matches. You don't always buy the yellow player for £200,000 simply because bidding by the other managers has pushed the price up there. You may be able to get a couple of red players for a lot less while they're wasting their money, and the benefit to your team would probably be greater.

Anyway, enough of that, I didn't even intend talking about Soccerboss when I started typing, it just sort of happened! What I was going to do was suggest a variation on a popular game, the popular game in question being SCRABBLE.

What I had in mind was a special version for *WILLI WARD* people who can't spell. It's called 'Phonetic Scrabble' and although I've only ever played it once I found it great fun and a generator of huge amounts of laughter and argument. The rules are simple: forget all about i before e and all these other silly spelling rules. In Phonetic Scrabble as long as it sounds O.K. when you read it back, then it is O.K. Anything goes! For instance, if you want to get rid of that awkward Q why wait for a U to turn up or waste a turn in changing it? 'QWIVVER' - a case for holding arrows, is a perfectly good word and it carries a 50 point bonus too for seven letters!

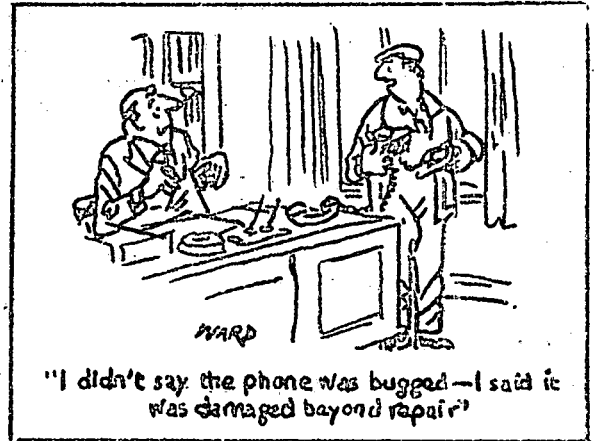
MEETA - 1.094 yards

SPORN - the eggs of fish.

KASSUL - a fortified residence.

and KAT - a quadrooped.

The list is endless and it's so much easier to work that high scoring



letter onto a triple letter square!

(Isn't this silly? Don't worry though it gets sillier.)

Of course different regions of the country pronounce words in different ways (I know a Scots man who took his family to see the pantomime, 'Pissin' Boots') and I would imagine that this could lead to some pretty heated arguments (oh, what fun).

There are also some quite common words that just aren't pronounced the way they're spelt and these of course are illegal, RENDEZVOUS for example. RONDAYVCO, yes, but RENDEZVOUS? No way! It's a silly language anyway when you start thinking about it and it gets sillier the more you think. How about running a game or two in Chimaera? It should be great fun, but as umpire I'd have the final word as to what was allowable and what wasn't. Anybody game enough to try it? Lists are open as of now.

Of course with my Derbyshire accent I don't half talk funny compared with some of you anyway (Of course, it's me as talks proper an' you lot who canna, int it?). To give you some idea of what you'll be up against I'll give you a few examples of proper Derbyshire (Heanor dialect). Cover the translations in the right hand column and see if you can work them out yourself (bet you can't!)

DERBYSHIRE

Ayer-gorra-weyah?  
 Its black over Bills Mothers  
 As he gorra susstifickat?  
 Mayt' gubackuda  
 Wherza-booza?  
 Ma art-were int me throat?  
 Ayup-sorry  
 Ayer mashed?  
 Owd-yer-tight.  
 Wherissa?  
 Skeggy

TRANSLATION

- Is your wife with you?
- It looks like rain
- Does he have a certificate?
- Put it into reverse.
- Is there a public house nearby?
- I was frightened.
- Hello
- Have you made tea?
- Hold tight please (Common with bus conductors)
- Have you seen my wife recently?
- Skegness, Lincolnshire.

O.K.? Get the idea? Now what about your area? Send me any sayings or colloquialisms common there and I'll publish them. If I get enough I'll put them all together and print them as a sort of gazetteer which should prove invaluable to those of you who travel the country to different PTF meetings and the like.

Rayt sorry, drop me a line w' postman before next issue an lets see ow thee talks. If anybody wants t'learn t'talk proper laike me, I'll lon em, but it tays time an costs money.

Don't forget the Scrabble game, and how about a few articles from some of you to go into the Variation on a theme slot? To start the ball rolling here's something on Kingmaker :

KINGMAKER

Optional rule amendments and additions

by

STEVE DOUBLEDAY

The capture of castles:

i/ There shall be two methods of capturing a castle. The first method shall be called 'capture by seige' and the second method shall be known as 'Capture by Battle'. The attacking faction must clearly state, before the drawing of the contingency card, which method of capture he is attempting.

ii/ Capture by seige:

A force equal to the entire occupants' strength is moved into the same square as the castle to be captured. The attacking faction then says 'I am trying to take this castle by seige'. At this point the defendant can cede the castle to the attacking force 'on terms', rather than risk losing any of his



force to the named nobles part of the contingency card. (The entire strength of the castle is held as being Occupants + Garrison). The occupying force is displaced from the castle if the word 'Victory' appears on the drawn contingency card. Also any nobles named on the card are removed from the board. The attacking force may not occupy the castle. The defending force may not re-occupy the castle unless the attacking force has withdrawn from the square. If the attacking force is unsuccessful, then the force inside the castle cannot move away from it, unless it is to attack the besieging force.

iii/ Capture by battle:

This is conducted in the same fashion as an ordinary battle, with the difference that the defending force adds the garrison to its force. If the required proportion for victory appears on the card, then the attack is successful. If the attack is unsuccessful then, in common with II above, the castle is in a state of seige while the attackers have sufficient force to take the castle by seige.

iv/ It is important to bear in mind the fact that one is not allowed to attack the same units on the same turn more than once.

Personalised Nobles:

Each player nominates one of his original nobles to represent himself. If that noble is killed, then all exposed cards are lost to the Crown pack, except for Offices and Titles, which go to the Chancery. Unexposed cards are retained and the player also retains his personalised Noble card face down. He then collects three more cards from the Crown pack in the normal way and taking his turn so. After he has done so, he can then declare those cards, or he can retain them for a more auspicious occasion. If only one faction is represented on the board, then it is the winner.

Castle Count Victory Condition:

This is intended to represent the situation when one faction has gained a conquering degree of territorial power. This is purely arbitrary, but I would recommend between 32 and 40 being the best range.

Cut-throat plays:

This is not a rule, but merely a re-inforcement of an already existing rule. Any wrongly allocated cards lost. Any overloaded ships are sunk (with all hands!). Any overmanned castles are considered starved and so must lose a card(s) until the occupying force is sufficiently small. If a player fails to allocate a card, then it is lost.

Suicide attacks:

Are not allowed on forces within a castle. The reasoning behind this being that a small, but determined band can cut its way into a much larger force with a chance of taking out a particular noble, but not when the attack is made on superior forces within a castle.

Recommendation:

Read the rules before you start playing. Do not start playing in the vain hope that you can pick up the game as you go along. All you are doing is making sure that you are going to lose. I have yet to see a player win his first game of Kingmaker. You can pick it up quickly.

\*\*\*\*\*

These rules originally appeared in 'Spreadeagle', the sub-zine of Uriah's Heap published by Roger Kitchener, 74 Stoneward Lane, Poplar High Street, London E.14. Thanks very much Steve for allowing me to re-publish them, deserves a free issue I think.

For the next issue I have rules for the introduction of economics into Kingmaker by Ron Canham but after that there's nothing lined up. Pencils out then everyone, I'm depending on you.

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## OBITUARY

FIFTH COLUMN the  
'zine of Richard ScottDave Ross

I think FC will be missed by all who played in it, and certainly by me. It was the first 'zine I played in as a raw beginner and the efficiency with which Richard Scott turned it out unfailingly was probably what maintained my interest in the game over a dark period during which I was stabbed repeatedly by Wakefield and Sedgwick in the infamous BDC 58.

The fact that F.C. came fourth in the last MP 'zine poll speaks for itself. The comparative lack of non-games content didn't seem to matter, because what there was, was right up to date.

It may not be much of a compliment, but since I began publishing, I have, not very successfully, tried to attain a standard of efficiency approaching that of F.C. and F.C. is the 'zine I have looked to as an example. If I have been and am in the future, only half as successful as Richard was in maintaining his standard, I will be very happy.

DAVE ROSS.

Paul Barker

Fifth Column R.I.P - my first and favourite 'zine for a long time. Thanks to Richard for his efforts and ultra-reliability.

\*\*\*\*\*

Thanks for those few words on FC. As I said last time I have only known it for a very short time but one gets the impression that it was a 'great' 'zine.

Would you believe it, but I think that not one editor has been considerate enough to fold this time so that we can have an obituary column next time (mumble, mumble). How about a mock obituary column though for one of the 'zines that goes on and on and on and... 1901 and all that? Your experiences and thoughts of both the 'zine and editor for next issue. Could be fun.

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I think the little cartoon on the right portrays my sense of humour beautifully. I nearly blew it up and did it as a cover.

THE SNAKE PROBLEMSolutionsRon Fisher

God, those snakes have got my head spinning. Obviously as they eat each other, once the circumference reaches  $\frac{1}{2}$  its original size, each snake is swallowing itself.

Now looking at the volume of the snakes:-

Assuming each snake is perfectly cylindrical with a variable radius:-

Then let Snake A have length  $l_a$  & radius  $r_a$

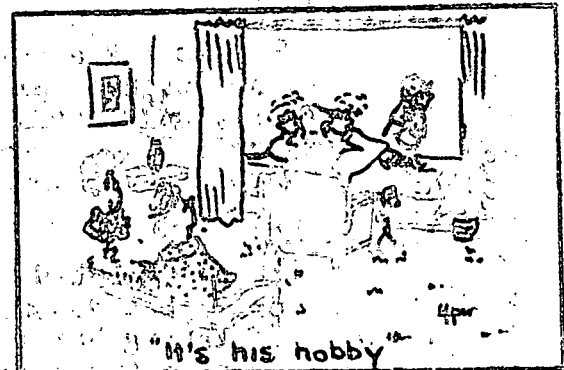
" " " B " " "  $l_b$  " " "  $r_b$

Assume each snake has a minimum radius =  $r_{a0}$  &  $r_{b0}$  respectively such that  $r_a > r_{a0}$  &  $r_b > r_{b0}$

Initial volume of snakes =  $\pi(r_a^2 l_a + r_b^2 l_b) = V_0$  say. Now assuming  $V_0$  remains constant :- circumference of circle formed by snake =  $l_a + l_b$  initially. As the snakes eat each other,  $l_a + l_b \rightarrow 0$

BUT  $V_0$  remains constant. This implies  $r_a \times r_b$  must  $\rightarrow \infty$  i.e. The radii of the snakes must be infinitely elastic. This is not so &  $r_a \times r_b$  have maximum values which are finite values:-

i.e. we have a nasty case of 'BORE CONSTRICTION' & the process of swallowing



must slither to a halt when ra max x rb max are reached.

In conclusion then, the problem is a load of old 'COBRAS'

Yeuk, yeuk, yeuk.

RON FISHER

\*\*\*\*\*

Duh?

\*\*\*\*\*

Pete Lindsay:

Well eventually the two snakes will swallow so much of each other that they will occupy too small a space for their moves and turn into a Black Hole. What happens then is anyones guess!

PETE LINDSAY

\*\*\*\*\*

Paul Barker:

If I were a snake I wouldn't be in such a stupid position anyway.

\*\*\*\*\*

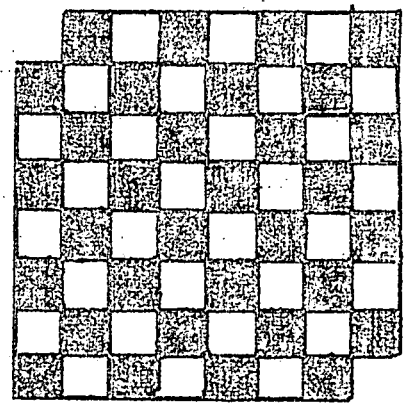
Now I'm going to surprise 'cos I don't know the answer either, but anyway I vote Chas Bedford the winner for what seems to me to be the most logical solution:

'They'd get fed up with it and let go'

Response to the puzzle was phenomenal, I've never had so many entries! It seems that the sillier a puzzle is, the greater the response is. Nothing from Tantulus again this time I'm afraid (thinking on his own 'zime?'), but several puzzles from other sources I'll forward them on to Tantulus and maybe he'll recommence his bit next time?

We need a puzzle for this time though, so let's try this one of Chas Bedfords.

A chessboard has two opposite corners cut off (see diagram). Is it possible to completely cover the the board with 31 dominoes each of which exactly covers two squares of the board. Again, if so, show how; if not prove it.



(Don't forget to send the solution,

Chas!)

And just to make up the numbers and please everyone we'll have a 'silly' one too.

What is wrong with the following sentence:

A  
BIRD  
IN THE  
HANE IS WORTH  
TWO IN THE  
THE BUSH.

No entries at all were received last time for the word ladder puzzle set by Tantulus, inspite of the offer of a 50p prize. If Tatulus is agreeable I'll hold it open for another issue to give you chance to get your entries in. For this issues puzzles we'll have a prize for a change (wow) and the first correct solution can have the next Chimaera for postage only.

TEASERS

Too many people know the answer to the left arm one and sooner or later they's goin' to leak it to one of the competitors. Do you want to go on with it or shall I reveal all next time? As to the 'Man in the field', well, I thought I'd made it up, in fact I know I made it. but some smart Alec has come up with the right answer and asks me if I want to know where he's heard it before!! Yes, David (Thorby) I would like to hear where you heard it and you ain't getting a free copy!!

Right, this issues efforts, first 'the left arm'.

Michael Groom - No entry this time, but not given up.

Bill Dove - 1)N, 2)Y, 3)N, 4)N, 5) With an H yes! Your way only 50% after the operation. 6)Y, 7)Y, 8)N, 9)N(Y), 10)N, 11)N, 12) a.Y, b.N, c.Y, d.Y, e.Y, f.N, 13)N

Jim Lawson - 1)N, 2)Y but its left, not right and now you're really getting somewhere. 3)M, 4)Y

Alan Owens - 11)Fairly, 12)Y, 13)N, 14)N, 15)N, 16)N, 17)Y, 18)Y Ah, very good, you could be onto it! 19)Y, 20)Y.

Dave Thorby - 21)N, 22)Y, 23)Y, 24)N, 25)N, 26)N, 26a)N b.N, c.N, 27)N, 28)N 29)N, 30) Not that easily!

Les Kennedy - 1)N, 2)N, 3)N, 4)N, 5)N 6)Y,

Paul Cook - I hate you and you're sworn to secrecy. In other words you were spot on, but you ain't going to qualify for the free issue.

Ian McLaren - 1)N, 2)N, 3)N, 4)N, 5)Y, 6)N, 7)Y, 8)N, 9)Y, 10)N, 11)N, 12)N, 13)Y, 14)N, 15)N, 16)N, 17)N, 18)N, 19)N, 20)N, 21) Very much so.

Chas Bedford - 1)Y, 2)Y

I think that Jim and Alan have now both found a key and the plot should start to open up for them. As to you others, well.....

Now the man in the field one, which I didn't intend to run but which bought more entries than expected.

Les Kennedy - 1)Y Now that's not fair! Are you sure you've not heard it before as well? 2)N, 3)N, 4)N, 5)Y. Now can I ask you one Les? Is he a midget? and can't reach the buttons? Know any more?

Jim Lawson - 1)N, 2)Y grass, 3)N, 4)N, 5)N, 6)N, 7)N, 8)N, 9)N, 10)Y, 11)N, 12)N, 13)N, 14)N, 15)Y, 16)Y, 17)Y, 18)N, 19)N, 20)N, 21)N, 22)N with all these pages you must be joking! 23)N 24) Didn't work did it? 25)N, 26)N, 27)N, 28)N, 29)N, 30)N, 31) I like to see people flounder.

Chas Bedford - Beautiful! a wonderful effort on the part of your imagination and certainly deserves to be correct..... unfortunately it isn't.

Ian McLaren - 1)Y, 2)N, 3)N, 4)N, 5)Y, 6)N, 7)N, 8)Y, 9)Y, 10)N, 11)N, 12)N, 13) er Y, 14)N, 15)N, 16)Y, 17)N, 18)Y, 19)N, 20)N, 21)N.

Paul Cook - 1)N, 2)N, 3)N, 4)N, 5)Y I said he was standing, 6)N, 7)N, 8)N, 9)Y, 10) Who? 11)Y, 12)Y (Me? Colin Todd?, Roy McFarland? Charlie George etc, etc.

Dave Thorby - 1)Y 2)Y, 3)N, 4)Y, 5)N You're banned!!!!

I think I ought to warn you that if the opportunity arose to mislead you, I'd probably take it. Can we have some more teasers please for future issues, anybody? Don't send the answers yet though, just the situation. I'd like to try them myself. I'll still accept entries for these teasers from anyone that hasn't heard them before. The full situations appeared in the last two or three issues.

## THE WORLD OF TEKUMEL

### The Empire of the Petal Throne

In the last issue I set the scene for Prof essor M.A.R. Barkers 'fantastic' creation 'The Empire of the Petal Throne' and as it received such an hearteningly good reception, I'll develop it a little farther this time.

One common question that was asked is 'What do I get for my £15 and I'm afraid that the answer to that if you're expecting a huge box with lots of playing pieces is very little. In fact after parting with your cash and then getting home and opening the box you'll probably be very disappointed. The box itself is approximately 9" x 11" and contains a book of rules, Two hex maps of Tekumel, a hex map of the city of Jakalla and that's it, nothing else not even dice. It is expensive even though the rule-book is a huge 114 pages, containing the many rules of the game, descriptions of all the creatures, a brief history



of the planet and even an item on the Tsolyáni alphabet. I'm not sad that I parted with my money though and the way I tend to hang onto it that can only be a good recommendation!

\*\*\*\*

On the planet of Tekúmel, inspite of its past (and lost) history of high technology, 'magic' abounds. Any player may enter the game as a magic-user but the few spells he will commence with will be very weak and it is going to be a good while, and take a lot of experience for him or her to progress to the level of Bradrágu or 'Master Magician'. But then it's the gathering of this experience that's the fun of the game!

The other two professions in the game at which a player may commence are Warriors and Priests and these too must start way down the experience ladder and work their way up. This is done by gaining experience from various adventures.

Whilst a players character is inexperienced in the early stages of the game, Tekúmel will prove to be a very dangerous place indeed and it is generally advisable to stay in the back-ground during the early adventures and to build your experience points slowly.

Of course in theory it's possible for a novice to stroll out and defeat a 9th level Ssu warrior in combat and gain enough experience to take him up to the next experience level in almost a single leap, but in practice he wouldn't really stand a chance. The Ssu would carve him up with hardly a thought.

I mentioned the Ssu last issue, remember? That's one of them up there, they're one of the life forms that originally inhabited the planet before the coming of man and now, after centuries of suppression, they're out for revenge wherever they can get it. They inhabit the lands far to the east of Tsolyáni, but occasionally parties of them will turn up, seeking magical items or weapons, generally where you least expect them. It's rumoured amongst the humans and their allies that the Ssu have access to some ancient, long forgotten, underground transportation system for how else could they pass the border garrisons with such ease? This however has never been confirmed.

They are tall, slender, six-limbed beings wrapped in what appears to be greyish shrouds but is actually a loose integument that keeps shredding and pulling away. They smell much like musty cinnamon and are inclined to make a



high, sweet chiming sound, which, if you happen to hear it, is a very good reason for moving off in the opposite direction.

Parties of the creatures can number as high as 120 and will never be less than 10 while travelling outside their own territory. Each party is always accompanied by at least one pretty powerful magician and some of them may even have the power to hypnotise any adversaries. Caution in respect of these creatures is certainly advised, as it is with that other nasty from the pre-human world, the Hlyss (roughly translated as 'the spawn of the old ones').

This creature is of insectoid appearance and has a row of evil looking, razor-sharp mandibles beneath its proboscis. Like the Ssu it has six limbs (many of the planets life forms tend to follow this example) and using the rear four for walking it uses the front two, centaur-wise, for wielding its weapons, which usually means a large, jagged sword in the shape of a lightning bolt. This sword in itself can be deadly enough, but if you ever have the misfortune to come face to face with one of the creatures then, whatever you do, keep out of the way of the lashing tail. It contains a powerful sting capable of paralysing a victim almost immediately.

Anyone captured by the creatures is carried off and eventually shipped in an Hlyss vessel, made in the shape of an hive from their body secretions, to the Isle of the Hlyss, where they serve as food for the great Hlyss mother and her young.

Usually if they venture from their island home the Hlyss do so in search of ancient magical or technological devices and any party encountered away from the island is likely to be made up of some very powerful characters indeed. They have a close affinity with gems and jewelry and will tend to collect these at every opportunity. Very often they will have the gems set permanently into their armour and a high level Hly can be a very glittering, bejewelled and frightening sight indeed. Of course if you can defeat one of these in battle it makes a very rich prize! If.....

Apart from the Hlyss and the Ssu which are natives of the planet there are several other intelligent non-human species, not native but stranded there in the same way as man himself. Several of these are friendly towards humankind, some are neutral and one or two are just downright hateful, but that's something we can go into later.

For the remainder of this article we'll have a look at what happens to the newcomers who have just rowed ashore in Jakalia and have been put into the foreigners quarters.

Sooner or later they will accept one of the jobs offered to them and they will have to equip themselves as necessary for the task. There are shops in the foreigners quarters where it is possible to buy all ordinary provisions and equipment but it is unlikely that any metal armour or weapons will be found. Metal is quite a rarity on the planet and most of the armour and weapons in use are made from Chlén hide. This is the hide of the large lumbering Chlén which, after being treated with special processes, hardens into something a little softer than iron. Pieces of the hide are taken from the living creature, and presto, within two weeks it has been regenerated much the same way as a human regrows a fingernail.

Magical weapons and devices will never be found in these markets and players wishing to equip themselves with these are better advised to try one of the nearby Temples where the Priests may have something they are prepared to sell. The chances of this are not very good however, and if you are fortunate enough to come across a Temple with such a device for sale, the price is likely to be prohibitive. The most common way of picking up magical armour weapons or technological devices is to do so during ones adventures and journeys, either by purchasing or loaning them from friendly characters or by taking them from defeated foes. The underworld is a good place to start

looking for all sorts of things have been lost or deposited there over the centuries, but of course it's not easy to find them for other, living things are also likely to be wandering the passages, lost and forgotten the same as the articles you seek.

Well time seems to be running out again and really I've said practically nothing at all about the game that I'd have liked to. With the next issue I'll try and get down to the actual mechanics of play, or perhaps you'd like me to concentrate on the background, the world of Tekumel a little longer?

One last question that was asked after my introductory piece last issue was 'How long does a game last for?' and the answer to that can only be 'How long do you expect to live for?' That's how long!

Comments from other owners of the game would be appreciated.

As I mentioned last time 'PT' is available from Games Workshop of 15 Bolingbroke Road, London W.14 for £15.25 including postage. Another source which I overlooked last time is Walter Luc Haas, Postfach 7, CH-24, Switzerland. Walter's price for the game is £12.90 including postage which I don't have to tell you is a great saving. You'll also find that he can supply most other TSR games including Dungeons and Dragons at the same sort of saving. If you'd like prices write to Walter at the above address or let me know.

DIPLOMACY SECTION

ARGOS AUTUMN 1903 1975FH

To: Clive F. Booth  
From: Ronald Kelly

I resign from game 1975FH and from game 1955FS.

Also, cancel my subscription to Chimaera.

Ronald M. Kelly

3rd. Feb 76.

That's it, just the way I received it. No explanations, no apologies, nothing. Not to me anyway, but it seems he has been in touch with some of the players in the games and given them the excuse that he is being messed about by the GM !! Now that's just got to be the biggest load of balls under the sun, Ron (Ronald?). I went out of my way to help you in these games, I held the games over when it seemed that an issue of Chimaera had gone astray on the way to you (which was objected to by other players). I even sent you a separate air-mail letter at my expense detailing the positions so that you could get orders in for the next deadline. You failed to do that and so I had no option but to give you a NMR. You know I run to three weekly deadlines. Even then though after I received orders from you on the day I had posted Chimaera I again wrote to you explaining and detailing the moves. What do you want me to do? Instead of running to three weekly deadlines, run to Ronald Kelly deadlines and adjudicate the games when your orders arrive and not until? Don't be stupid.

Ron, I'm sorry to lose you as a subscriber but if this is an example of your attitude then I think Chimaera is better off without you. I accept your resignation from 1975FH but you are not playing in a game 1955FS. I take it you mean 1975FS and I accept your resignation there to. You have £3.76 remaining in credit, I will charge you nothing for this. I feel inclined to say it's here if you want to come and fetch it but that's being as silly as you. If you'd like to let me know what UK 'zines you sub to I'll transfer it to one of them, or alternatively if you don't feel like talking to me I'll send it back to you. I'll wait 14 days for your reply before doing that.

One of the players in the Argos game that Ron informed of his decision has asked that the game be held over to allow him to communicate with the standby and because of the position I have allowed him to do this.

I therefore ask next on the standby list PETE COUSINS to submit orders for Italy. Petes address is 35 Miltons Crescent, Godalming, Surrey.

### BASILISK 1975FS AUTUMN 1902

See Argos above. As Ron has obviously been in contact with his allies in these games and as no one has shouted particularly loud about this one for it to be held over, it goes on. Will PAUL COOK, 1 Stoneplatts Close, Binstead Rd., Ryde, I.O.W. PO33 3NH please submit standby orders for Russia.

AUSTRIA (Howes) A(Ser)-Tri, A(Bud)-Vie, F(Gre) stands.  
ENGLAND (Meadon) A(StP) stands, F(Nwy) S German A(Ber)-Swe, F(Nth)-ENG, F(BAR)-s A(StP).  
FRANCE (Pollard) F's MAO, GOLO. A's Spa, Par, Pic stand. NMR!!!  
GERMANY (Lovibond) A(Ber)-Pru, A(Mun)-Sil, A(Bel)-Ruh, F(Hol)-Bel, A(Den) s F(BAL)-Swe, F(BAL)-Swe.  
ITALY (Davies) F(Tun)-ION, F(ION)-AEG, A(Ven)-Tri, A(Tyr) s A(Ven)-Tri, A(Vie) s A(Ven)-Tri.  
RUSSIA (Kelly) NMR F's Swe, Sev, Rum A's War, Ukr, Mos stand.  
TURKEY (Churchill) F Ank & A's Bul, Con atand unsupported.

\*\*\*\*\*

Retreat Russian F(Swe) disbands.

\*\*\*\*\*

### Builds

AUSTRIA Bud, Ser, (Vie) + Gre = 3: N/C  
ENGLAND Edi, Lon, Nwy, StP, S German = 5: build 1 F(Lon).  
FRANCE Bre, Par, Mar, Spa, BO's = 5: N/C  
GERMANY Kie, Mun, Ber, Bel + Swe = 7: build 1 A(Mun)  
ITALY Nap, Rom, Ven, Tri, Ten = 6: build 1 F(Nap)  
RUSSIA Mos, War, Sev, Rum, (StP), (Swe) = 4: lose 1 F(Rum)  
TURKEY Con, Ank, Smy, Bul = 4: build 1 owed. none received.

\*\*\*\*\*

### PRESS

#### THIRD PERSON PECULIAR

'I've just had an obscene phone call.'  
'You lucky old thing you. Tell us more.'  
'Well it was certainly some nutcase. Have you heard of anyone escaping from the local looney-bin?'  
'Not that I know of. Come on spill it. Don't keep us in suspense.'  
'Well, he said he was Arch-duke Ferdinand. Telling me to be careful, to watch the dastardly Turks, and the ruthless Russians, and the swinish Italians -'  
'Nothing new in that was there?'  
'Kept on calling me Mr. Basilisk. Said he was experienced in this hand-to-hand fighting. Quite mad! Rabbiting on about atrocities, and young Viennese virgins ending up in the brothels of Marseilles, or in the harem of the Bey of Pigs. Disgusting drivel! Quite turned my stomach.'  
'What, you getting fastidious in your old age?'  
'Well, you wouldn't like to hear about disembowelled schoolgirls, and prisoners of war losing all their extremities and being hung upside down from the bridges over the Danube. Think about it, O.K., but not hear it spewing out of a telephone.'  
'What did you say to him?'  
'I told him not to ring us, that we'd ring him. But he kept on and on.



Then he said he had some advice to give us'.

'Which was.....?'

'He said you must get an alliance with Italy --'

'And that wasn't the most tactful thing to say to you.'

'Yes, I lost my cool, I'm afraid. Told him to get knotted and that he knew where he could put his macaroni.'

'Uncooked, of course!'

'Then he got rude and hysterical. Disgusting it was. I just had to hang up on him.'

'Yes, there are some strange people to be found in this war-gaming lark. Anyway, what are you going to do about Italy?'

'Do you think he might show a bit of mercy? There's old Winston Churchill there in Turkey lying inert and waiting to be plucked. It'll be too late if we have to wait for the massacre of the French.....'

'Massacre of the French? God, They're walking away with this game.'

'No, - Cardiff Arms Park, you fool.....'

COCKATRICE 1975ID SPRING 1903

Please note that in the last report the Italian move F(ADR)-Alb should have been underlined.

AUSTRIA (Sturt) NMR A(Bud) stands.  
 ENGLAND (Young) F(IRI)-Lpl, F(Lon)-ENC, F(MAO)-Spa-SC, A(Nwy)-Awe.  
 FRANCE (Scott) F(Wal)-Lpl, F(ENC) c A(Pic)-Wal, F(Bre)-MAO, A(Spa) st.,  
 A(Bel) st., A(Pic)-Wal.  
 GERMANY (Groom) F(HEL) s F(NTH), F(NTH) c A(Hol)-Edi, A(Hol)-Edi,  
 A(Den)-Kie, A(Mun)-Sil.  
 ITALY (Canham) F(ADR)-Apu, F(Nap)-TYS, A(Tyr)-Pie, A(Tri)-Tyr, A(Vie)-Boh.  
 RUSSIA (Nash) F(Rum)-BLA, A(War)-Pru, A(Gal)-Sil, F(GoB)-BAL, A(StP)-Nwy.  
 TURKEY (Haughan) F(ION)-Tun, F(AEG)-ION, F(Smy)-EMS, A(Gre)-Alb sby A(Ser),  
 A(Bul) s A(Ser).

\*\*\*\*\*

PRESS

HEARD IN THE VATICAN

'You certainly cocked it up in Cockatrice didn't you!'

'Me?..You mean you did.'

'What?.. You sent all the orders in.'

'No I never.'

'If you didn't and I didn't, then who.....?'

THE LEANING TOWER NEWS AGENCY

'I have with me now an official spokesman from the Vatican. Tell me, what has been the reaction to Turkey despicable attempt at a stab?'

'The rotten..... No comment.'

'Can you tell me what happened to your other so called friends?'

'Just wait 'til I get my hands on..... No comment.'

'Have you any allies at all?'

'Sob!..... No comment.'

'What are your plans for the future?'

'Suici..... No comment. Sob!'

'Well thank you for coming and give everyone back home our best wishes.'

'Sob.....!'

MOSCOW

Imperialist propaganda from the Vatican will no longer be tolerated by our free and equality loving regime. Reports that the Moscow radio only writes bilge (and that the newspapers only speak it) is pure lunar fabrications - ~~1/2~~

THE SOYAL.

WARSAW

Bidge rule O.K. Foreign Italians out.

ST. PETERSBURG

Presumably native Italians may stay?.....

SEVASTOPAL

This is so boring that the ~~of~~ Party leader is fed up thinking up boring things to write. Thinks.....'Let's have a spelling mistake contest.'

BLACK SEA

A spelling mistake contest.

TAG HILL

Stop! I'll arrange the contests if you don't mind. Anyway a spelling mistake contest would be daft and unfair. Will Havens a professional.

NORWAY

In Norway at the moment there is a mistake - can Germany guess what it is?

PRUSSIA

A Russian unit?

SILESIA

My, you are clever. You should be on Mastermind.....

RUSSIA - ALL

The Party Leader sympathises with all imperialist nations for having to read the Russian humour script and asks them to look on the bright side; just think what it would be like if I had 15 or more units! (Who said CB was short for Colin Bell).

TAG HILL - MOSCOW

Correct.....and I don't mean that CB is short for Colin Bell. Chas Bedford? Charles Burton?

BIGGLES FLIES UNDOLE PART TWO:

Biggles watched the other planes grow larger in his sights and pressed the triggers - - nothing!! - - his guns had jammed.

'Sh@t' he thought 'how am I going to get out of this!!'

Suddenly he noticed that the other planes propellor had stopped. Yes, his opponent had run out of fuel, Slipping the author a fiver as arranged he headed for home.....

LATER

Biggles wandered away from the de-briefing, looking more than a little puzzled. Why had everyone started showering him with medals ~~and hugs and kisses~~ when he mentioned that he had shot down that old red Tripehound? Who was this character, Brown, anyway? Where could he find out more about his new opponent of the morning? He decided to try the library.....

LATER STILL

'Hmmm, Ball,..Bishop,..Bidge-Rat.... Aha, here it is, Bidge-Rat, Stainless Steel....that's the chap' mused Biggles as he thumbed his way through, 'Who's Who in the RFC' but his expression turned to one of displeasure on seeing that the entry had been torn out.

Who is the Stainless steel Bidge -Rat? Will somebody else help out by writing an episode or two? Has anyone sussed out who is writing this rubbish? ((I have, I have)) Are three press sagas too much for the author to carry on at the same time? Find out next issue (or whenever I get around to writing part three).

TAG HILL

What a damned silly place for the press to finish. Right at the bottom of a page so that I have to find something to fill in with.

The bottom of the page doesn't half seem to come up slowly when you're waiting for it. Bah! It's here.

FRIGATE 75/4 1973RB SPRING 1911

Please note that, owing to an error stemming back to the days of Frigate there is an Italian army in Trieste. Players have received an explanation.

- ENGLAND (Ball) A(Mos) s A(Ukr), A(Ukr) s French A(War)-Gal, A(Peu)-Sil, A(Nwy)-StP, F(NTH) c A(Lon)-Den, A(Lon)-Den, A(Edi)-Yor, F's (Hol), (Kie), (BAL), (GoB) st.
- FRANCE (Walkerdine) A(Sil)-Boh s by A(Mun), A(War)-Gal, A(Tyr)-Ven s by A(Pie), F(TYS)-ION s by F(Tun), F(Tus)-Rom, F(GoL)-TYS.
- ITALY (Sharp) NMR!!! F's Rom, Apu, ADR & A's Nap, Ven, Tri, Bud st.
- RUSSIA (Cousine) A(Sev)-Ukr, A(Arm)-Ank, A(Rum)-Gal, F(Con)-BLA, A(Boh)-Tyr, F(ION) s French F(Tun)

\*\*\*\*\*  
Retreats

Italian A(Ven) eliminated. Russian F(ION)-Gre.

FRIGATE 75/23 1975BK AUTUMN 1906

- ENGLAND (Fisher) F(NUG)-NTH, F(Nwy) st., F(IRI)-MAO, F(MAO)-WMS, F(ENC)-NTH, F(Spa-SC) s F(MAO)-WMS, A(Naf)-Tun.
- GERMANY (Ross) A(Swe) st., F(Den) s A(Swe), A(Gal) s A(Pru)-War, F(BAL)-Lva, A(Bel) st., A(Mar) st., A(Pru)-War. A(Sil) s A(Pru)-War.
- ITALY (Howes) A(Tri)-Bud, A(Vie) s A(Tri)-Bud, F(ION)-Tun, F(ADR)-Apu, F(TYS) s F(ION)-Tun, A(Ser) s A(Tri)-Bud, A(Alb) s A(Ser).
- RUSSIA (Lindsay) A(Fin)-StP, A(Mos)-Sev, A(War) s A(Liv)-Pru, A(Liv)-Pru.
- TURKEY (Barker) A(Bud)-Gal, A(Sev) & F(Rum) st., A(Bul)-Ser, A(Gre) s A(Bul)-Ser, F(AEG) s A(Gre), F(EMS)-ION.

\*\*\*\*\*  
Retreats

Russian A(Liv)-Ukr. Turkish A(Bud) disbands.

\*\*\*\*\*  
Builds

- ENGLAND Lon, Lvl, Edi, Bre, Spa, Nwy, Por = 7: N/C
- GERMANY Kie, Mun, Ber, Mar, Hol, Den, Bel, Par = 10: b.2 A(Mun), A(Ber).  
+ War, + Swe
- ITALY Rome, Nap, Ven, Tun, Ven, Bud, Tri + Ser = 8: b.1 F(Nap)
- RUSSIA Mos, StP, (War), (Swe) = 2: lose 2 A(Mos), A(Pru).
- TURKEY Smy, Con, Ank, Bul, Gre, Sev, Rum, (Ser) = 7: b.1 F(Con)

\*\*\*\*\*  
PRESS

BERLIN - LONDON

Are you telepathic? Thanks anyway.

MUNICH - LONDON

Marseilles for Norway perhaps?

ROME

Those of you awaiting with baited breath the next instalment in the 'Mac' Aroni/S.P. Aghetti saga (I nearly said 'sago' there!), will be sorry to hear that Lt/Col Aghetti has been killed in action in the severe fighting in Serbia. Brig. Aroni has resigned his commission in view of the scandal emanating from his association with Miss Constanza (Con) Fetti, coloured actress wife of his subordinate officer. (In other words I'm cheesed off with it).

Those of you who are still interested should note that, from next month, we shall be publishing edited extracts from Con Fetti's autobiography 'Confessions of a Courtesan', the true revelations of a self-confessed whore-courtesan-camp follower-international spy, who shook the courts of Europe with her scandalous behaviour.

THE KEFLAVIK FILE 11:

"Phew!" sighed the leading Dwarf, "that was a tight situation."

Lindsay wasn't listening though, he was too busy trying to calm Sobieski who seemed to be nearing a nervous breakdown. "I almost lost all of my credibility then" sobbed the Pole as he spat flecks of foam from his lips into Lindsay's face. "If I had missed the deadline the whole press release would have been forced into limbo for the whole move - a fate worse than life at my age!"

"Come along now" said the leading Dwarf (Anarchy), "You two are wasting far too much time and space with all this gibbering. If we don't get a move on we'll arrive at Madae Sophie's after her asses milk bath (never a good time to catch her)."

The party carried on along the passageway, Sobieski being dragged along by two dwarves. After more than an hours travel the passageway began to branch off to left and right, but the party pressed on straight ahead until their path was blocked by a heavy wooden door guarded by a particularly burly dwarf.

"Identify yourself!" shouted the sentinel.

"A Nation that has not formed into a State has, strictly speaking, no history" muttered Anarchy.

"Ha, Ha, that's as ordinary as two shillings.... pass then" replied the other.

Are there enough grounds for forcibly retiring Sobieski? How did Pepper and Tourneur get into passwords?? It's a rip-off isn't it???

THE KEFLAVIK FILE 10A

"Well" commented Sobieski, "You certainly managed a good crowd - how did you do it?"

"Quite simple really. I just set up a small multi-dimensional N-space bi-local singularity."

"Oh, you mean a space warp!"

"I suppose that might be the layman's term," Gandalf conceded somewhat unwillingly.

"But where are we?" pressed Sobieski looking about himself. "They're not the usual rent-a-mob lot, what a bunch of loonies."

"These are cheaper. Students will do anything to get into a concert... ..but this lot have always been like this, I see you understand" (The horror stricken Sobieski nodded mutely, the other still looked puzzled) "Yes, this is the St. Andrews Home for the Criminally Insane and Incurably Alcoholic; known to its inmates as 'the union'!"

As one of the group shivered, each felt the presence of a thin brooding evil in the building, dead but still casting its menacing shadow down the years. The shades of Yare, Morris, Lettice and others seemed to stand, wailing, behind them....

"Well actually it's only the juke-box!"

They spun round. Who was this tall bespectacled individual who seemed to know their innermost thoughts? //Go on, guess, //

He pointed, "Someone looking for you."

At that moment the Rat bounded through the door. "O.K., you three come and help me get the gear set up. Boogie will be here soon and we want to be ready to welcome him...."

Scene 11

"Ready?" Boogie asked of his friends and trusted lieutenant Heavy Metal Ollie.

"Yus Boss."

"Sonic disrupter loaded?"

"Yus Boss, wiv Deep Purple cartridges."

"Sonic shield on?"

"Yus Boss, endless loop of Tony Blackburn."

"Good, nothing will get through that! ..Sonic Stunner?"

"Yus Boss", Ollie, not the most sensitive of souls, paled. "One Donny

Osmond record!"

Boogie smiled "Good" was his only comment. "In that case let's go!" He stepped out of the front door....

.....to appear in St. Andrews.  
"Well that was a quick journey.....Oh well."

"LADIES AND GENTLEMEN IT'S....."

.....SSFFR AND G!!!!

[The crowd roars]

Sobieski (Lead guitar and vocals) walks up to the microphone  
"Ello!" ..... "You deaf or sumfin'? I said 'ELLO!"

[Rapturous applause]

The show starts.....

Will Ollies fearsome weapons deter our heroes? How will they dispose of Boogie and Ollie? Who cares where Gandalf goes on his holidays?

FRIGATE 74/11V YOUNGSTOWN AUTUMN 1912

- AUSTRIA (Howes) A(Lvn)-StP, A(Mos) s A(Lvn)-StP, A(Swe)-Nwy, F(G-s)-Bre, A(Sil)-War, A(Pic)-Bel, A(Ruh)-Hol, A(Mun)-Kie.
- CHINA (Davidson) F(Joh)-AND, F(MAL)-Jav, F(Bor)-CEL, F(ECS)-Phi, F(SCS) s F(ECS)-Ph., F(YEL) s F(Kor), F(Kor) s A(Man)-Vla, A(Man)-Vla, A(Omo)-Sib, A(Snk) s A(Tib), A(Tib) s A(Snk), A(Bma) s A(Tib), A(Tha) s A(Bma), A(Sik) s A(Tib), A(Sha) s A(Bma).
- ENAGLAND (Anarchy) F's MAO, Lpl, Pru, Kar & A's Wal, Lon, Edi, Bur st.
- GERMANY (Mills) NMR A(Kie) st.
- JAPAN (Fisher) F(Phi) & A's Osa, Tok, Kyo st.
- TURKEY (Scott) A(Nwy) s A(StP), A(StP) s A(Ukr)-Mos, A(Sax)-Mun, A(Ukr)-Mos, A(Tyr) s A(Sax)-Mun, A(Boh) s A(Sax)-Mun, A(Ven)-Pie, F(ADR)-ION, A(Mar) s A(Tun)-Spa, F(WMS) c A(Tun)-Spa, A(Mor) st., F(ION)-TYR, A(Tun)-Spa, F(AEG) st., A(Arm)-Sev, A(Cal) s A(Nep), F(SOM)-WIO, F(ARA) st., F(PER) st., A(Mad)-Jav, F(AND) s F(EIO), F(EIO) c A(Mad)-Jav, F(TIM) s A(Mad)-Jav, F(SPO) s Japanese F(Phi), F(SoJ)-Kor, A(Vla)-s A(Sib)-Man, A(Sib)-Man, A(Tur)-Sib, A(Bul)-Rum, F(Spa-SC)-Por, A(Nep) s A(Cal).

\*\*\*\*\*

Retreats

Austrian A(Mun)-Ruh. Chinese A(Man)-Pek.

\*\*\*\*\*

Builds

- AUSTRIA Pos, War, Ber, Den, Par, (Mun), (Mar), (Spa), (Por), (Kie) = 10: b:2  
+ Mos, + Swe, + Bre, + Bel, + Hol no space, owed.
- CHINA Pek, Han, OMO, Sai, Vtm, Cam, Tha, Bma, Bor, Can, For, Snk, = 14: lose 1  
Joh, Kor, (Man) A(Sha)
- ENGLAND Lon, Lpl, Edi, Ire, Kar, (Swe), (Bre), (Nwy), (Mar). = 5: lose 3 A(Bur),  
F(Kar), F(Pru),
- BERMANY (Bel), (Hol), + Kie = 1: N/C
- JAPAN Kyo, Osa, Tok, Phi. = 4: N/C
- TURKEY Bag, Ank, Con, Smy, Sev, Bul, Gre, Ira, Yem, Egy, Eth, Mog, = 38: b:7  
Pen, Del, Mad, Cal, Tun, Rum, Ser, Oms, Tri, Clu, Cey, Vie, A(Bag), F(Smy),  
Bud, Nap, Vla, Jav, Ven, Rom, StP, (Mos) + Mun, + Mar, A(Con), F(Ank).  
+ Spa, + Por, + Man, + Nwy, + MOR. 3 owed.

\*\*\*\*\*

And so another of the Frigate games bites the dust and Richard Scott is declared the winner. Supply centre chart and final statements with the



next issue. Any submissions for inclusion would be appreciated. I am missing moves for the first couple of years of the game. Could somebody help with the centre count of that period? Mick perhaps?

Well done, Richard.

PRESS

A BEAUTIFUL MANSION IN THE BAVARIAN ALPS.

'Well, Ferdy?' queried the Arch-duchess.

'Yes, very well, thank you' said the Arch-duke.

'Do you like it, dear?'

'Yes, very nice, my love. The perfect place to retire to'. The Archduke looked up from the carpet on which he was manoeuvring hundreds of metal soldiers in a replay of the Battle of Waterloo.

'It could do with a touch of the paint brush, of course, and a few running repairs. I believe our ex-troubadour friend has started a painting and decorating firm in Munich. I will give him a ring. Where's the directory?'

'The Archduke returned to his mini war-game, deliberately pushing over Marshal Blucher and his horse, and chuckling to himself as the Austrian infantry retreated behind the purple pouffe on which Dickie, the daschund, was sleeping. 'There, Wellington, my friend, get out of that!'

His mind was not really on the battle, however, as he wandered in his thoughts over his former glories on the real war-fields of Europe, before he had suffered his nervous breakdown.

'Beastly Infidels.....' he muttered, then smiled again to himself.

'Still.....we kicked those arrogant British around a bit. That should keep them out of action for a while.' There was a knock on the front-door bell.

'Answer the door, Ferdie' called the Archduchess, 'I am on the phone. Hello? Hello.....? Is that Senandoah Services?..... Yes,....I'm speaking from Borchtesgaden. Yes.....We have a few odd-jobs which need attending to.... Yes, we have just moved into the district. It's the chalet at the top of the Hill. 'Dunroamin'..... That's right. You will? Thank you so much. Good afternoon.'

The archduke meanwhile rose from the carpet, and went to open the front door. A tall, military figure wearing a smart navy blue uniform with red braids around the collar, and on the peaked cap, smiled at him.

'Good afternoon. I am General Booth of the Salvation Army....' thrusting a copy of the 'War Cry' under the Archdukes nose.

'Not today, thank you.' and shut the door firmly in the Generals face.

'Who was it, Ferdy?' asked the Archduchess.

'Just some silly pacifist trying to flog some religious magazines.'

'Yes, they really are a nuisance. I got through to the decorators, my dear. They are going to send a man round tomorrow to see what we want doing. A Mr. Shicklegruber, I think they said.'

'The Archduke had moved to the telephone.

'Ferdy, did you hear what I said?'

He was busy dialling. 'Hello? Exchange? I want a Vienna number. Yes, Vienna, Austria, One-Nine-Seven-Five-Eff-Ess. Name? Name of Basilisk, I believe.. ....Hello...? Just one moment, my dear. Something I have to do.....'

FRIGATE 74/13 1974DB SPRING 1908

Please note that in the last report the English move F(WMS)-GOL should have been underlined.

AUSTRIA (Waldie) A(Tyr) s A(Vie)-Boh, A(Vie)-Boh, A(Gal) st., A(Rum) s A(Gal), A(Bud) s A(Gal), A(Mos) st., A(Ukr) s A(Mos), A(Sev) s A(Mos), A(Smy)-Ank, F(Gon) s A(Smy)-Ank, F(ION) s Italian F(TYS).

ENGLAND (Ferguson) F(NTH)=Bel, F(Spa-SC) s A(Mar), A(Mar) s A(Bre)-Gas, F(MAO)=ENC, F(WMS)=s F(Tun), F(Tun) st., A(Bre)-Gas, A(Yor) st.

GERMANY (SHARP) NMR!! F's Nor, Hol & A's Par, Bur, Kie, Sil, Pru, Boh, War, Lyn, StP st.,

ITALY (Lindsay) A(Ven)-Rom, A(Pie)-Mar, F(TYS)-Tun.

TURKEY (Anarchy) A(Ank) st.

Retreats

German-A (Bon) disbands. Turkish A (Ank) disbands.

TAG HILL - VIENNA

Chortle. Indeed! You nearly got a NMR for that.

NEW GAME START

2 season/year Regular

Chimaera designation: DAEDALUS

(Can I have a number please, Richard?)

The line up is:

- AUSTRIA David Thorby 200 Lavender Hill, Enfield, Middlesex, EN2 8NJ
- ENGLAND Bob Hoves 180 London Road, Headington, Oxford.
- FRANCE Paul Cook Stonepitts Close, Binstead Rd., I.O.W. PO33 3NH.
- GERMANY Alan Ovens Officers Mess, R.A.F. Thorney Island, Emsworth, Hants.
- ITALY Mike Lean 55B Friary Park, Ballabea, Isle of Man.
- RUSSIA Paul Barker Shillingford Road, Bampton, Devon, EX16 9AD.
- TURKEY Charles Burton 2 Birch Grove, Huyton, Nr. Liverpool.

\*\*\*\*\*

Game fees of 50p have been deducted from your outstanding credit along with the £1 refundable deposit. This deposit will be refunded to you on your completing the game or on your elimination. If you drop out the deposit is forfeited. State of your subs after deduction for the game but excluding cost of this issue is as follows: AUS \$1.3p, ENG £1.22, FRA .33p, GER £1.49, ITA .72p, RUS .15p, TURKEY £1.00.

Players in the red or players with low credits it would be appreciated if you could top them up before the start. If I have orders from everyone for the next issue we will start then, otherwise you can have an extended deadline to allow for initial diplomacy and we'll start the issue after.

\*\*\*\*\*

THE ZINES OF THE DIPLOMACY FEDERATION AND GAME OPENINGS

BELLICUS from Will Haven of 4 Victoria Street, Chorley, Lancs. PR7 2TX.

6 weekly or thereabouts. Cost 9½p.

Always interesting with a large letter column and one or two articles. The 'zine is generally devoted to Diplomacy and Diplomacy matters (always presented in Wills own inimitable, controversial and not to be missed way), but the last issue also carried Mike Wassalls rules for the postal play of Formula One. Of course with Wills six weekly deadlines it would take 13½ years (?) to complete a ten lap game so not surprisingly a list wasn't opened. Lists are open though for Regular Diplomacy and these appear to be starting at the rate of about 1 per issue, so there's no waiting if you want to participate. NO game fee, just a £1 refundable deposit.

With 6 weekly deadlines the games are played at a leisurely pace, and although I didn't like this at first, I find that now time is at a premium this is a better (for me) and as Will says, 'civilised way to play.'

LEMING EXPRESS from Jon Lombard (and others) of 1 Oak Lea Avenue, Fulshaw Park, Wilmslow, Cheshire. SK9 1QL.

Period varies. Cost 6p.

The best set out and printed of the DF mags and now looking from solely Dippy to other games too. Already there is one 'Richthofens War' game underway (with yours truly portraying the Red Baron) and another one in the offing. Talk too of another Soccerboss game and a Formula One so L.E. could be

moving into the non-dippy field in a big way. Currently undergoing production difficulties but this looks to be practically cleared up.

L.E. carries a sub-zine from Willy Haughan called 'Depth Charge' (late of Frigate) in which a promising looking Wild West game should be starting in the near future (might have a go at that myself!)

JAPHIDREW from Phil Stutt of 10 Muller Road, Horfield, Bristol.

Monthly. 1p per sheet.

The 'zine that attempts to match Chimaera for size, or at least did do last issue and threatens to do so again this! What's more is that it carries fewer games than Chimaera and so the difference is made up of articles and the like. The cinema is featured regularly with, what I am informed is, a very good and knowledgable column from Mick Morris. I'm no cinema buff myself but even so I find them extremely interesting if only for telling me what I've been missing. The last issue was a 'Beatle' ((Beatles, surely?)) special and had several pages devoted to the words of their songs, pretty boring stuff (no wonder you can get 36 pages when you devote some of them to that!). Next issue, Sammy Kahn?

Carries a good sub-zine from Martin Hammon, though lay out leaves a little to be desired. It will soon be running a grand Mastermind tournament which you must have seen advertised, and which is offering an handsome 1st. prize.

OPENINGS

<u>REGULAR DIPLOMACY</u>	Bellicus-	no fee, £1.00 deposit.	3 needed
	Lemming Express	60p (40p to IDA members)	7 needed
	Japhidrew	40p	5 needed
<u>ABSTRACTION</u>	Lemming Express	50p	3 needed
<u>MARUMBITZI</u>	Lemming Express	£1	2 needed
<u>INTIMATE DIP</u>	Japhidrew	25p (2 weekly deadlines)	2 needed
<u>THIRD AGE</u>	Japhidrew	50p	6 needed
<u>MULTIPLICITY</u>	Japhidrew	50p	7 needed
<u>THE DOWN FALL OF THE LORD OF THE RINGS AND THE RETURN OF THE KING</u>	Japhidrew	50p	8 needed
<u>BACKGAMMON</u>	Japhidrew	20p (2 weekly deadlines)	2 needed
<u>MASTERMIND</u>	Japhidrew	50p	

Well there should be something there to suit you, but just in case there isn't I'll include my waiting lists:

- Regular 2 season: (50p) B. Dove, L. Pomeroy, Doug Pringle, R. Canham, P. Lindsay, R. Nash. **ONLY 1 NEEDED.**
- Regular 3 season: (60p) 7 needed
- Mercator III: (£1) P. Nunn, R. Fisher, P. Segal, S. Dagger
- Gibraltar: (£1.50) M. Janta-Polczynski, K. Apt.
- MORDOR V World IV (£1) L. Kennedy
- War of the Rings ( ? ) P. Lindsay

What the hell War of the ring is I don't know, but a list is opened provisionally. Now all I've got to do is find a copy of the rules...mutter. You can add any other variant you wish to the list up there, but only one will actually start - the first variant list to fill! ROLL UP, ROLL UP!!!

There now follows umpteen pages of wonderful lyrics, from the wonderful songs of the wonderful Beatles. Wonderful! Yeuck.

You say yes, I say no,  
you say stop and I say go go go  
You say goodbye and I say hello, hello, hello.  
I don't know why you say goodbye.

Fooled yer! There isn't really umpteen pages of Beatles songs. Just a note from Linda Pomeroy who is about to become Chimaera's first lady Diplomacy player.

When I start playing Diplomacy tell everybody that I'm playing by myself, no help from Wink as I don't need it. I'm going to hammer hell out of the other players and strike another blow for Womens Lib.....

Linda Pomeroy.

Hah, fighting talk! are you going to stand for that chaps? Perhaps we can find a male chauvinist to take that last place!!

THE NON-DIPPY SECTION

MASTERMIND

	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>		<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>
C. Bedford	00 0000 -	00X 00XX X	000 000 0X	I. McLaren	00 0XX 0	0XX 0 XX	000 - 000
Mick Bullock	000 00X 0XX	00 000X 00X	XX 0XX 0XX	J. Meadon	0X 00 00X	00 00X X	XX 00X X
P. Cook	0 0XX XXX	000 000 0XX	XX 00 0X	S2Pratt	00 00X 0000	00 000 00X	0 0XX 00X
P. Cousins	00X 0 00X	0000 0XX XXX	X 00X 0XX	T. Roberts	000 00 00XX	000X 000 00X	000 00 00
B. Dove	000X 00X 0000	00 00 0	XX 0X 00X	L. Pomeroy	0 00X 00	0XX 00 000X	00 0X 00
G. Hawes	00 0000 XXX	00X XXXX XXX	0X 00X 000	D. Thorby	000 0 00	000 0X 000X	X 000 00
B. Howes	0XX 0X 0X	00X 000X 000	00 00X 00X				

FORMULA ONE

GM - CONCORDE

Er, I think I boobed, but can we let it go this time particularly as any advantage gained is lost this time? O.K.?

<u>Turn 5</u>	<u>Starting speed</u>	<u>New speed</u>	<u>Move</u>	<u>Tactic Card</u>	<u>Penalties</u>
Y-Howes	120	100	B25 - 32	+ 3	-
O-Canham	120	100	B20-- 25	-	-
G-Crun	100	100	NMR Spin-off B20	-	Tyres 1 Brakes 1.
R-Groom	100	100	C19-23	-	Spin off F19
Ba-Nash	120	100	E25-30	-	Tyres 1 Brakes 1.
Bu-Taylor	120	100	E19, C20, B21-23	-	-

\*\*\*\*\*

I'm stopping it there after only one move this time so that Henry Moting Crun isn't left too far behind. I can't remember where the postal rules cover such a situation, I think this is the fairest. Henry Crun, when your Diplomacy orders arrived I had not GN:1 Formula One and I would therefore have accepted orders had they been enclosed. Bear that in mind anyone that does suddenly realise they've missed the deadline by a couple of days. It may not be too late.

State of the cars

- The Yellow Hay-cart - Bob 'Parship' Howes,  
Tyre wear 3 Brake wear 0
- The Orange flavoured car - Ron Canham  
Tyre wear 2 Brake wear 0
- Green - Henry Moting Crun  
Tyre wear 4 Brake wear 1
- Red - Michael Groom  
Tyre wear 0 Brake wear 0
- Concorde - Richard Nash  
Tyre wear 2 Brake wear 1
- The Blue Streaker - Anthony Taylor  
Tyre wear 0 Brake wear 0

PRESS ADVERT

Use 'Auspice' - the new fuel with the hidden additive - specially supplied to the makers of Casteroil for Farmer Bob 'Parship' Howes and his Yellow Haycart Special.

TAG HILL - PARSHIP

Tyre wear 8, Brake wear 5. Do you know what happens when you reach that?

THE ORANGE FLAVOURED CAR

I get fed up with reading my press (all those who said 'so do I' leave the room), am

If the only one who can type and race a car at the same time?

R.F.C (Ron's Fan Club)

Hooray! Hooray! Hooray!

The orange cars away,

Chasing, chasing,

really racing,

Don't let them get away!

Red, Green, Yellow, blue and black,

Don't they know their way round the track?!

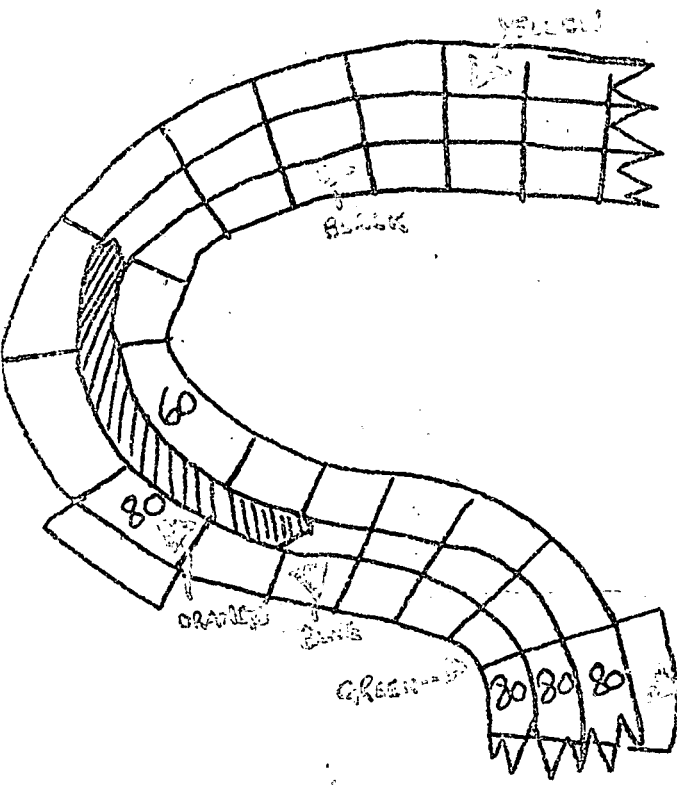
(If that doesn't get a reply nothing will.)

((The others have already tried 'nothing' and it worked no better))

\* \* \* \* \*

RIGHTHOFFENS WAR

Capt. Roy Brown and company haven't shown for their duel in the sky again.....and it isn't foggy this time. Last warning this, further acts of cowardice will result in me knocking 2 damage points from each aircraft for each time you miss. Sorry Jon, but it's got to be held over.





22.

UNSETTLED RESERVES SEEKING TRANSFER

Manchester United: Savage (E) Scouts report: G  
 Liverpool Youth : Salazar (HB) (injured) Scouts report: G  
 Leeds United : Fields (HB) (injured) Scouts report: R  
 Watford : Lee (HB) Scouts report: G  
 Luton Town : McKinley (HB) Scouts report: G

\*\*\*\*\*

PLAYERS FOR SALE FROM NON-LEAGUE TEAMS.

1 Yellow: reserve price £80,000  
 1 Red : reserve price £60,000  
 1 Blue : reserve price £45,000  
 0 Green : reserve price £20,000

Please state your players name and intended position with your bids.  
 If you don't I shall do it for you and you'll have no redress.  
 \*\*\*\*\*

BANK ACCOUNTS FOR WEEK 3 (or : Curse you for wanting it in full!)

Team	Opening Balance	Running costs	Trnsfrs	Other costs	Gate receipts	Other income	Balance end of wk. 3.
A.U.	94,300	10,000			7,000	25,000	116,300
B.W.	135,400	13,500			7,000		128,900
Brnt	115,000	11,500			14,000	25,000	142,500
D.C.	181,600	18,200			14,000		177,400
Ever	247,600	24,800			14,000		236,800
Ip.T	240,600	24,100			14,000		230,500
Le.U	182,300	18,200			7,000		171,100
Livr	181,600	18,200			14,000		177,400
Il.T	282,600	28,300			14,000		268,300
Lu.T.	226,900	22,700			7,000		211,200
Ma.U	91,300	10,000			7,000		88,300
MPBU	226,000	22,600	180000		7,000	46000	76,400
Nw.U	136,300	13,700	20000		14,000	42000	158,900
Pe.C.	157,300	15,700	42,000		7,000		106,600
Sa.B.	156,600	15,700			14,000		154,900
Sp.A.	50,300	10,000	46,000		7,000		1,300
Wa.C.	206,600	20,700			14,000		199,900
Wat.	128,300	12,800			7,000		122,500
We.H.	218,300	21,800	163000		7,000		40,500
Work.	179,100	17,900	20000	20,000	14,000		135,200

\*\*\*\*\*

A LITTLE BIT OF PRESS TO FILE THE GAP...

A letter from the Chairman of Workington Reds Supporters Club.

I would like to offer my apologies for the recent crowd disturbance at Borough Park. Such scenes of animal savagery and mob violence are rare indeed at our little club (We're so hard up the players live here).  
 I didn't mean to take my dog to the match he just sort of followed me. I used a piece of string that was holding up the stand and tied him to the goalpost. Well, after Luton scored little Butch (I was told he was a labrador but he's grown into an Irish Wolfhound) became excited and lifted his leg. The result was the goal post collapsed causing the cross-bar to fall on the Luton goalkeeper. I entirely refute the accusations that his following concussion was the reason for our goal. I also apologise to the referee, but he shouldn't have tried to hypnotise little Butch causing him to bite his watch, which may have been shockproof but now has rabies.

\*\*\*\*\*

Week 4

Results

Division 1

Bolton W. (40) (1) 1 v Liverpool Youth (40) (0) 1 18,000  
 T/M Dave Tant T/M Mick Bullcock  
 Mill 3, Holden Edwards (p)  
 Liverpools Adeane booked.

Leeds Utd (32) (0) 2 v Brentford (41) (0) 5 36,000  
 T/M Tony Sturt T/M Steve Pratt  
 Leeds Oram has good game + 1. Brentfords Paul has poor game.  
 Thorneycroft, Gobbi. Bett 2, Godber

Manchester United (43) (2) 0 v Everton (39) (0) 0 54,000  
 T/M Alan Owens T/M Bob Howes  
 Hall, Watson, Erskins.  
 Man Utd's Dennison booked. Everton's Dean injured, out for 1 week. J. Royle subs. (HB).

Watford (35) (6) 0 v Newcastle (35) (0) 2 21,000  
 T/M Pete Cousins T/M Steve Rafter  
 Watfords D. Bond has poor game -1. Newcastle's McDonald has poor game -1.  
 Gowling, McDonald.

West Ham Utd (46) (2) 3 v Ipswich Town (41) (1) 2 39,000  
 T/M Richard Walker T/M Ron Canham  
 Veale, Lane, Rarnbert. Benschin, Stirk.  
 West Hams Wagner has good game +1. Ipswich's Osborne sent-off, suspended for 3 weeks.

Division 2

MPBU & BBLU (44) (1) 4 v Walton on Thames Gloggers (42) (2) 3 42,000  
 T/M Paul Cook T/M John Meaden  
 Peel, Diplock, Graham, Truman. Cartwright, Lehman, Fitton.  
 MPBU's Truman has good game +1.

Luton Town (41) (1) 1 v Ilford Town (38) (1) 2 21,000  
 T/M Michael Groom T/M Laurence Parrott  
 D. Brown Diamond, Peart.  
 Luton's Gregory sent-off, suspended 3 weeks.

Peover Celtic (40) (1) 2 v Worthington Reds (40) (0) 1 21,000  
 T/M Howell Davies. T/M Willy Haughan.  
 Rozmys, Kennedy. J. McAggro.  
 Peovers O'Niell booked. Worthingtons Spencer sent-off, suspended 3 weeks.

Sporran Academicals (34) (1) 2 v Satans Bastards (37) (3) 4 42,000  
 T/M Ian McLaren T/M Chas Bedford  
 Pocket, Weller. Uncle Tom, Cobley, Hugh Jampton, Gryptype Thynne,  
 Zebdee

Allfrens Utd (45) (3) 1 v Derby County (41) (1) 3 27,000  
 T/M Les Kennedy T/M Andy Davidson  
 Derek Dougan, 2; Tony Searle, Donald, Begg.  
 Denis Law.  
 Allfrens missed a penalty during the game.

Div 1	Goals					P	Div 2	Goals					P	
	P	W	D	L	F			F	A	F	A			
Manchester U	4	3	1	0	12	5	MPBU & BBLU	4	3	0	1	10	6	6
Brentford	4	2	2	0	10	7	Satans B's	4	2	1	1	8	6	5
West Ham	4	2	2	0	10	7	Ilford Town	4	2	1	1	5	4	5
Newcastle	4	2	0	2	7	6	Walton o T	4	2	1	1	9	8	5
Everton	4	1	2	1	5	6	Allfrens U	4	2	1	1	10	9	5
Ipswich T.	4	1	1	2	5	6	Sporran A.	4	2	1	1	6	6	5
Bolton W.	4	1	1	2	5	6	Peover C.	4	1	1	2	6	7	3
Leeds Utd.	4	1	1	2	6	8	Workington	4	1	1	2	6	7	3
Liverpool Y.	4	1	0	3	6	11	Derby Count.	4	1	0	3	7	10	2
Watford	4	1	0	3	2	7	Luton Town	4	0	1	3	3	7	1

Bang goes Evertons unbeaten record and could it be that the first division is already developing into a three-horse race? I still fancy West Ham myself but Brentford and Manchester United are looking better all the time. As a good outside bet how about Ipswich? In the 2nd. division it's all change again at the top and it could be practically anyone for promotion although MPBU & BBLU with three consecutive wins are beginning to look good. Allfrens Utd. too are now beginning to play to form and these two may start to dominate.

Mick Bullock points out that the game is predominantly one of luck (sour grapes?) and whilst I must admit that this is to some degree true I would also say that with one or two exceptions the T/M's putting the most effort into the game are reaping the benefits. The managers not trying to sign players to strengthen 1st XI's or provide cover are beginning to suffer and lag. Take it from me that Luton will soon be moving up the table at the expense of one or two others.

Next issues Fixtures.

Brentford	v	Bolton W.	Ilford Town	v	MPBU & BBLU
Everton	v	Watford	Workington Reds	v	Sporran Aca.
Ipswich	v	Manchester Utd.	Derby County	v	Peover Celtic
Liverpool	v	West Ham Utd.	Walton on Thames	v	Allfrens Utd.
Newcastle Utd.	v	Leeds Utd.	Satans Bastards	v	Luton Town.

PRESS THE GREEN UN.

In yet another ~~exciting~~ ~~moving~~ interview with Ipswich team manager Ron Canham, our reporter asked if he thinks the diet of 'inch-thick tomato ketchup sandwiches' helped his team win last week. "Oh yes! Wonderful change in the lads performance, so their wives tell me, but we have improved on that. Our new trainer, name of Marlon, has been feeding the team on nothing but baked beans. So if West Ham feel like playing with gas masks on, it's up to them." Our reporter asked how the players feel about these special diets? "Oh, Quite all right. They're so happy they sing in the bath after training. Their favourite song is 'I'm forever blowing bubbles'."

ELLAND ROAD

Leeds Utd. have forwards and half-backs they wish to exchange for full-backs. Please contact manager Tony Sturt direct.

OLD TRAFFORD

For sale: 1 blue half-back (Carmichael) £41,000  
Offers to Alan Ovens.

RYDE

1 Blue goalkeeper called Harry Cassells, going cheap for a mere £35,000 ((I could get you a chicken to go cheap for a lot less than that!)). Sale to clear surplus of goalkeepers. Apply to Clive Booth or direct to me (Paul Cook), limited offer.

TRAINING INCIDENTS

- Everton : Routine training - no incident.
- West Ham : Lane selected for international +1
- Liverpool Yth : Veale injured - out 4 weeks.
- Watford : A. Director retires and receives a £50,000 golden handshake.
- Newcastle : A top European club offer you £300,000 for McDonald, Kennedy and Pevsner. You have an option whether to sell or not but if you choose to you may break the three team change rule next time.
- Bolton : Rimmer injured - out 2 weeks.
- Ipswich : Routine training - no incident.
- Leeds Utd. : Allison injured - out 2 weeks.
- Brentford : McKenzie selected for international +1
- Man Utd. : Your supporters, flushed with success, donate £50,000 to the club.
- Workington : J. McAggro selected for international +1
- Allfrens Utd. : Routine training - no incident.
- Walton on T. : Fined £20,000 for crowd misbehaviour.
- Sporran Acad. : Zebadae suspended for four (4) weeks for breach of club rules.
- MPBU & BBLU : Reith injured - out for 2 weeks.
- Derby County : Renton selected for international +1
- Luton Town : K. Hawkes selected for international +1
- Ilford Town : Leighton injured - out 2 weeks.
- Satans Bastards : Zebedee suspended for 4 weeks for breach of club rules.
- Peover Celtic : Profit on Euro-tour £25,000



I'm showing you the yellow card.

ERROR!! The suspended SPORRAN ACADEMICAL player is Copperfield.

\*\*\*\*\*

Leading scorers, all with three goals:

- Bettie - Brentford, Hill - Bolton, Lane - West Ham, Thynne - Satans Bastards, Vick - Liverpool, Weller - Sporran Aca, Veale - West Ham,

Oops, missed Manchester Uniteds Erskine with 4 goals !!!

\*\*\*\*\*

POOLS

5 out of 10 right this time Ian, no telegram required. Not very good is it? Have we got anyone who thinks they could do better?

\*\*\*\*\*

I have been thinking about the pools and wondering if anyone else has been thinking about them. I have been thinking about the pools and wondering if anyone else has been thinking about them. I have been thinking about the pools and wondering if anyone else has been thinking about them.

THIS EMPTY SPACE HAS JUST COST YOU 1875 pennies

For as little as 1875 pennies you can have this empty space filled with advertising.

All complaints to Dave Fant,

RINGMAKER

(or the NMR game)

Please note before we go any farther, that at the end of last turn Le Christopher was blown into Caernarvon and not Preston. My apologies for the error but Preston is easier to spell.

- AUDLEY Earl of Wiltshire, Archbishop of Canterbury takes Edward of Lancaster and proceeds to the space one SW of Lynn.
- BEAUFORT Duke of Somerset, hurries back to Weymouth and sieges the King (at last, at last!)
- BERKELEY stays at Berkeley.
- BOURCHIER Earl of Worcester, Admiral of England stays just outside Calais.
- CLIFFORD stays at Newcastle.
- COURTENEY Earl of Devonshire, Marshall of England disembarks from Le Rose at Beaumaris and marches east to Rhudlann. There he meets up with an old friend, Fitzalan and together they successfully storm the castle.
- CROMWELL dies at the sword of Pole. Ahhhh.
- FITZALAN Earl of Arundel, Chancellor of the Duchy of Lancs, Archbishop of York moves to Rhudlann where he joins Courteney. See above.
- GREY stands 3 south of Masham.
- GREYSTOKE wakes Mrs. Greystoke with a prod in the tit as he reads the morning mail. "Oi, Gladys. Wake up! I've been given Bishop of Carlisle and must hurry to join the Bishop of Durham." So whistling a popular canticle he locks the chastity belt on Gladys and tucks the key in his jerkin as he leads his trusty troops out of the castle and over to Cockermonth castle, where he and his men get stinking drunk at a party thrown in his honour by Percy.
- HASTINGS stays in Tutbury.
- HERBERT Duke of Exeter, Chamberlain of the county Palatine of Chester, Bishop of Lincoln spends the turn fighting the French around Exeter.
- HOLLAND Earl of Westmorland fights the French from Compton.
- NEVILLE Earl of Warwick stands three south of Richmond.
- PERCY Earl of Northumberland, Bishop of Durham throws a party in Cockermonth to coincide with the arrival of Greystoke.
- POLE Duke of Suffolk puts the peasants down around Wingfield.
- STAFFORD Duke of Buckingham, Chancellor of England stays put in Leeds.
- SCROPE goes with Audley to the space one SW of Lynn.
- STANLEY Chops down trees in Douglas "If nobody's comin' to get me I'll build me own bloody ship".
- TALBOT Earl of Shrewsbury, Warden of the Cinque Ports boards Le Trinity and with Le George in tow, moves to the sea space south of Weymouth.

- \*\*\*\*\*
- Le Christopher stays at Caernarvon.
  - Le Rose stays at Beaumaris.
  - Le George moves to south of Weymouth.
  - Le Margerat stays at Calais.
  - Le Michael moves 1 west of Bristol.
  - Le Swan moves 1 E of Ipswich.
  - Le Trinity moves to south of Weymouth.

SECRET INFORMATION

Factions and player as follows:

- Highland Howards - Ron Canham (may be changed).
- Ryde Boot Boys - Paul Cook
- Windsor Knights o'nuff - Dave Tant. Lawrence of Arundel - Dave Pollard.
- Royal Ratcatchers - Ian Jones. The Admirals Men - Steve Doubleday.
- Beauforts Butchers - Phil Murphy. Ye Olde Englishe they've already landed Society - Dave Allen.



\*\*\*\*\*



Appearing on the scene this time are Howard, Roos and Mowtray at Farnham, Helmsley and Castlerising respectively. ... Some of Crow ... Tall Marshall.

END OF TURN ACTION.

Storms at sea - Le Michael puts into Bristol, Le Trinity and Le George put into Corfe. Le Swan puts into Colchester. Peasant revolt: Stafford has to stay in Leeds, Audley and Edward of Lancaster to Canterbury. Courteney to Blackheath. Peasant revolt: Mowtray to Framlingham. Plague in Lancaster and Chester - no effect. French raid - Pole to Ipswich.

\*\*\*\*\*  
And that's about it for Kingmaker this issue. The cartoon/press was supplied by Ron Canham, what's a matter with the rest of you?  
\* \* \* \* \*

Oops, after saying that, I find this:

PRESS

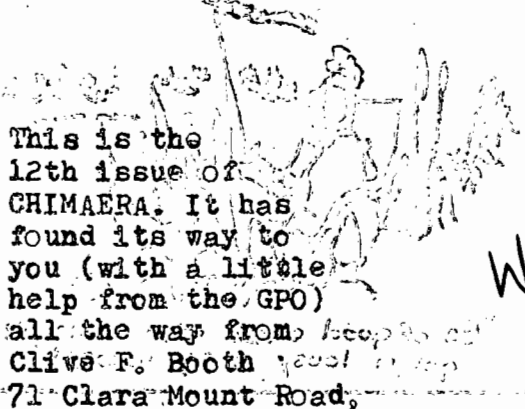
ADVERTISEMENT

Locksmith required. Attractive method of payment. Apply: Mrs. Greystoke, Appleby Castle.

So after hours of labour another Chimaera goes into the home straight. I hope you've all found it enjoyable, I certainly found it enjoyable putting it all together. If anyone's interested Ron Canham has photo-copied D'ppy and Risk maps available at 6p each. Contact Ron if you are. 2 changes of address for you to note: Tony Ball to 27 St. Johns Court, St. Albans, Herts. and Ron Fisher to 83 Earls Way, Euxton, Chorley, Lancs. Aaargh! he's coming this way! Soccerboss rules should be enclosed for players and folks who asked. Dunno how much they'll cost yet, depends how much they cost Bob to copy them. Lot's of talk of an Avalon Hill version of Kingmaker - should be interesting.

DEADLINE FOR ISSUE No. 13 is FRIDAY 5th MARCH. KINGMAKER, SOCCERBOSS, FORMULA ONE - ONE WEEK EARLIER, i.e. the 27th February. (my birthday!!)

Articles and cartoons are solicited.



This is the 12th issue of CHIMAERA. It has found its way to you (with a little help from the GPO) all the way from Clive F. Booth 71 Clara Mount Road, Langley, Hearnor, Derbyshire DE7 7HS UNITED KINGDOM

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