

You are just about to start reading the 14th edition of the postal gaming magazine Chimaera, in fact you've started already. It is published, as usual by Clive F. Booth of 71 Clara Mount Road, Langley, Heanor, Derbyshire, DE7 7HS and all it costs you is .75 of a penny per sheet or alternatively .375 per side. You takes yer pick. Alternatively again, the Dippy players amongst you who find the rest of it a bit of a drag can have just the Dippy parts for 1p per sheet. All options are plus postage.

I hope everyone enjoyed themselves today when they tried to ring orders through to me at the office, quite an experience I understand. Don't blame me though for 'twas the Post Offices fault. First they tell us they're changing the number but not to worry because they'll intercept all calls and re-direct them. Oh, they intercepted the calls all right but from what I can make out they just happened to give everyone the wrong number!!!

The cover this issue is the map for Martin Janta-Polczynski's masterly Diplomacy variant 'Gibraltar' for which there are already waiting lists open and for which 3 people already have their names down. The game has several special features which include the following, and is designed for 9 powers.

- \* Canals and Straits which are controlled from provinces!
- \* Islands and island fortresses!
- \* Fortresses were units are self-sufficient!
- \* Multi-fleets and fantastic sea-movement!
- \* A vast choice of victory criteria.
- \* Conditional orders if you help others (i.e. support, convoy.....)!
- \* Ship-building!

Right, now all I want is 6 more 'nałwniaki' (I'm assured that's what they're called in Polish) and we can start. However, I think I ought to point out that only one 'Gibraltar' game will start in these pages and that rather than be disappointed you ought to get your name down quickly.

Now to get down to it. We'll start with a letter.

66. Rufus T: Firefly.

Just forwarding this letter which I received.

Lug

Dear Clive,

We object to you putting the games before the letters, kindly refrain from doing so in future.

Yours,

Richina Scott (Mrs)  
Geoff Neale (Mrs)  
Biggles (Not quite sure)  
Jeremiah Bloggs.

Dear Friends,

I'm sorry that you do not like my putting the games before the other PUBLISH bits and bobs, but if you feel so strongly about it may I suggest that you start at the back and read this way? That way you'll find you get the other bits first. Presto!

What ever you do don't turn over though, 'cos here come the .....

.....GAMES.

ARGOS 1975FH WINTER 1903

ENGLAND (Bullock)	F(Nwy) retreats to BAR. Builds F(Edi), F(Lon).	6
FRANCE (Plater)	Builds A(Mar).	6
GERMANY (Davidson)	No change	4
ITALY (Cousins)	No change	5
RUSSIA (Lovibond)	No change	10
TURKEY (Pratt)	F(Con) disbands. Build A(Smy)	3

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FRIGATE 73/4 1973HB AUTUMN 1911

Duh, I've done it again. Do you know I'm starting to have nightmares about this game. Apologies to all concerned and this time I must take full responsibility for the hold up.

On the day of the last deadline I received a telephone call from Richard amending his orders and I'm afraid that I just stuffed it into my jacket pocket and, well, I forgot about it. It has since come to light however and I have adjusted the positions accordingly. The amended Italian orders read as follows:

A(Bud) s Russian A(Tyr)-Vie.

The stand-off over Vienna was therefore averted and the Russian move into the centre successful. \*\*\*\*\*Orders on file for France and England.\*\*\*\*\*

FRIGATE 74/13 1974DB SPRING 1909

AUSTRIA (Waldie)	F(ION) s Italian F(TYS), A(Ank)-Con, F(AEG) s F(ION), A(Sev) s A(Mos), A(Ukr) S A(Mos), A(Mos) stands, A(Sil)-Mun, A(Tyr) s A(Sil)-Mun, A(Boh) s A(Sil)-Mun, A(Gal)- <u>Sil</u> , A(Bud)-Tri, A(Vie)- <u>Gal</u> .
ENGLAND (Ferguson)	F(Bel) s F(ENC)-NTH, F(Spa-SC)-MAO, A(Mar)-Bur, A(Gas) s A(Mar)-Bur, F(ENC)-NTH, F(WMS) s F(Tun), F(Tun) st. A(Yor) st. F(Edi) s F(ENC)-NTH.
GERMANY (Sharp)	<u>F(NTH)-ENC</u> , A(Bur)-Bel, A(Par)-Bre, F(Hol) s A(Bur)-Bel, A(StP)-Nwy, A(Lvn)-StP, A(War)- <u>Sil</u> , A(Pru)-Ber, A(Kie) s A(Mun), <u>A(Mun) s A(War)-Sil</u> .
ITALY (Lindsay)	F(TYS)-Nap, A(Nap)-Rom, A(Ven) stands.

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RETREATS

English F(Bel)-ENC. German F(NTH)-Lon, A(Mun)-Ruh.

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POLARIS 74/22V ATLANTICA 1

So far I have heard from Duncan Morris, Richard Scott, Richard Walkerdine, Willy Haughan and Steve Doubleday that they wish to continue. Well, actually I haven't heard from Richard Scott on the subject, but I have heard from another source that he will go on. Could you just confirm that please Richard? Steve Doubleday also hasn't contacted me directly, but I've heard rumours that his stomach is to suffer if he doesn't. Again Steve, would you confirm. The only person that didn't wish to continue was Ron Fisher and he has handed his position over to Tony Sturt, 17 Westbourne Avenue, Burnley, Lancashire.

The up to date position I published last time turns out to be not that for it seems there was another season played before Polaris' collapse. Richard Walkerdine has been kind enough to supply the missing information and I publish it here. First though, let me point out that I still don't know how to play. The rules I got from the variant bank were exactly the same as those I already had, i.e. Atlantica 2, not 1. Can someone please help, either with

a set of rules or with details of how it differs from the version I have. Who's got Geoff's file on this game anyway?

The positions:

ENGLAND (Scott) F(HBS), A(Swi), F(MAO), F(ENG), A/F(MAO), F(GRA), F(GSL),  
A(Pri), F(Nfl), A(Lpl).  
GERMANY (Walkerdine) F(Bel), F(Hol), A(Boh), A(Mar), A(Pie), A(Spa), F(BoB).  
ITALY (Haughan) A(Mun), A(Ber), F(Mau), F(Mor), F(His), F(GoL), F(ADR), A(Tyr), A(Yug);  
CANADA (Morris) A(Ven), A(Ken), A(Chi), A(Ont), A(NeY), F(WAO), A(Phi), F(DAV).  
UNION (Doubleday) F(Mon) SC, F(AZ), A(Wis), A(Mld), A(Mis), F(Len).  
CONFEDS (Sturt) A(Ric), A(NoC) A(Ric), F(SAO), F(BAH), A(Cha).  
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Well I reckon that should be about right, but with out map and rules, there's obviously been a bit of guess-work involved. If you spot any that isn't as you think it should be, please contact me as soon as possible. If everything is O.K. we'll restart next issue, always assuming I can get hold of the rules and map myself.

Next season is December 1870.

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#### DAEDULUS SPRING 1901

AUSTRIA (Thorby) F(Alb)-Alb, A(Bud)-Ser, A(Vie)-Tri.  
ENGLAND (Howes) F(Edi)-NWG, F(Lon)-NTH, A(Lpl)-Yor.  
FRANCE (Cook) F(Bre)-MAO, A(Par)-Bur, A(Mar) s A(Par)-Bur.  
GERMANY (Ovens) F(Kie)-Hol, A(Ber)-Kie, A(Mun)-Bur..  
ITALY (Lean) F(Nap)-ION, A(Rom)-Apu, A(Ven)-Pie.  
RUSSIA (Barker) F(StP-SC)-GoB, A(Mos)-Ukr, A(War)-Gal, F(Sev)-BLA.  
TURKEY (Burton) F(Ank)-BLA, A(Smy)-Con, A(Con)-Bul.  
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#### PRESS

##### NUTHATCH-TAG HILL

Rumours that this game will soon be carrying a fifteen page press release are not true; it took me all week to write this much. Of course, if Chimaera ever starts coming out as 'frequently' as Lemming Express does I might just have time.

'CUDDLES'

##### TAG HILL - NUTHATCH

Lemming Express? What's that? .....Oh, I remember!

DOWN FROM THE SINGING MOUNTAINS (1) ((I thought it came from Ducks?))

'Scrub my back for me, Dai'

Dai picked up the sparsely bristled brush off the hearth-rug, dipped it in the blackening water and began gently scrubbing the coal-streaked shoulders of Cousin Gerwyn where he sat, hunched over in the tin bath before the blazing coal-fire (provided free by the NCB, West Wales Division) ((In 1901 ?))

'What do you think then?' he asked, swilling away the suds from the finely muscled back and applying more lather from the bar of Sunshine Soap, 'Shall we do it?'

'Drew, Dai, d'you think we dare?'

'Come on, boyo. Think of it! London.....LONDON! Never been further than Cardiff in our lives. What's the biggest thrill we've ever had so far?'

'Well, there was the chapel outing to Porthcawl. That Myfanwy Thomas .....proper little fireball she was! D'you know, she nearly let me pull down the top of that black bathing suit of hers on Coney Beach?'

'No man, bigger than that.'

'Well .....Swansea beating Wrexham 4-0 last season at the Vetch....'

Dai clipped his cousin over the ear-hole with the back of the scrubbing-brush. 'Here, steady on! That hurt!'

'Come on, bigger than that. Think, man!'

'Gerwyn mused for awhile. 'Well, no doubt, really. No doubt at all. Wales beating Scotland 18 points to 3 at the Arms Park two years ago.'

'Now you're getting warmer. Stand up.' Dai delivered a delicate tap to the meaty left buttock and decorously draped a spotless white bath-towel round the loins of his Cousin.

Gerwyn waxed enthusiastic as he rubbed himself down. 'Yes, that was great! Good beer on the coach ..... Good beer in that pub, - Red Dragon, wasn't it? And that little dolly we sat with - came from Llanelli, didn't she? Maerwen? Ceirdwen? No - Eirwen, - that! sit, Eirwen! I nearly got her to ---'

'That's what I mean, boyo. You nearly, she almost! Here we are, both past twenty-one, and we bloody-well haven't, have we?'

'Well, it's not for the want of trying, Dai'-o .....

'Now, think big. What's better than Wales thumping Scotland at Cardiff?'

'Wales thumping ..... England?' Dai nodded encouragingly '....at Twickenham?! More triumphant nods. 'Long coach-trip, though. Couldn't stand all that drinking.....'

'By train, lad. Cardiff Central to Paddington. Buffet Bar and all. And after the match ..... Ever heard of Soho?'

'In China, isn't it?'

'No, Diew, you are bloody ignorant, aren't you! It's in London. Shows, night clubs and things, loose women --'

'Loose women?'

'Loose women! You can buy them for an evening.'

'Like Blodwen Powell, you mean, behind the pit-baths? But I wouldn't fancy queuing up like that .....

'No, not that. They invite you back to their flats. Come on, think of it! Twickenham with a leak in your button-hole! Half a dozen pints after the match, and then find us a couple of loose women in Soho!

Our first real experience! Mind, we'll have to keep it from Auntie Angharad.'

'Diew, yes. Our Mam would go mad if she suspected something like this. But we'll never get tickets as late as this.'

Dai produced the clincher - two small pieces of card, from his waistcoat pocket.

'Tickets?', Gerwyn queried reverently, taking them in his trembling fingers as the bath-towel slipped unheeded to the floor.

#### TAG HILL

Great! We'll have as much as that as you can come up with ..... please?

#### PARIS

The Emperor greatly grieved at the thought of an ensuing war, has moved a small force into Burgandy, to protect the Frnch wine-marketing industry, and also to help honour the recently signed treaty over Belgium, and to help the King of Belgium (a personal friend of the Emperors) keep the country neutral.

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#### ECHO SPRING 1901 1976AU (Allfrens United?)

Several sets of orders missing for this game so it looks as if the players want to make use of the extended deadline I offered last season. Fair enough, but next issue we definately <sup>start</sup> and I'll be offering a free NMR to anyone that hasn't submitted orders. At the moment I have orders on file for the following, but you may of course change them if you wish. Tony Sturt, Ron Canham, Richard Nash and Luverly Linda.

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I'll make use of this space here to tell you that Martin-Janta Polczynski is offering a prize of some English paper-back books for the first winner of GIBRALTER. Have you got your name down yet? Then hurry!

Oh, hum. Now it's Saturday morning and the post-man has just dropped in several of the orders I was missing. One of the letters is from Steve Doubleday and he tells me that he does not wish to carry on with the Atlantica game. Is there, therefore, anyone that would like to submit orders for the position? If so please drop me a line as soon as possible and I think that under the circumstances we'd better postpone the restart until the issue after next.

Steve's letter has also cocked-up my careful GMing of Kingmaker last week-end. He tells me that he wishes to continue and apologises for his silence of the last few weeks which were due to personal reasons. I accept his explanation and will replace all his nobles on the board (I'd removed them last time and placed them in the Crown Pack), but as the orders are a week late I cannot accept them and all the pieces will stand. Of course, it means I've got to retype the whole report which in turn means a lot of extra time and a lot of wasted paper. Who needs enemies with friends like .....

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BASILISK 1975FS AUTUMN 1903

- AUSTRIA (Howes) A(Ser)-Tri, A(Bud) s A(Ser)-Tri, F(Alb) s A(Ser)-Tri.
- ENGLAND (Meadon) F(NWG)-MAO, F(Nwy)-NTH, F(IRI) s F(ENG)-MAO, F(ENC)-MAO, A(StP)-Mos.
- FRANCE ( ? ) NMR! F's MAO, GoL & A's Spa, Por, Pic all stand.
- GERMANY (Lovibond) A(Den)-Lvn, F(BAL) c A(Den)-Lvn. A(Pru)-War, A(Sil) s A(Pru)-War, F(BAL)-Pic, A(Bur)-Gas, A(Mun)-Bur,
- ITALY (Davies) A(Tyr)-Tri, A(Vie) s A(Tyr)-Tri, A(Tri)-Ser, F(TYS)-ION, F(Gre)-Alb, F(AEG)-Smy.
- RUSSIA (Cook) A(Mos)-War s by A(Ukr), A(War)-Lvn, F(Rum) s AUSTRIAN A(Ser)-Bul.
- TURKEY (Anarchy) F(Ank) & A's Bul, Con stand.

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Retreat French F(MAO) disbands.

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Builds

- AUSTRIA Bud, Ser, (Gre) = 2: lose 1 F(Alb).
- ENGLAND Edi, Lpl, Lon, Nwy, StP. = 5: N/C
- FRANCE Bre, Par, Mars, Spa, Por. = 5: build 1 - owed.
- GERMANY Kie, Mun, Ber, Bel, Swe, Hol, Den = 7: N/C
- ITALY Nap, Rom, Ven, Tri, Tun, Vie + Gre, + Smy = 8: bu.2 F(Nap), A(Ven).
- RUSSIA Mos, War, Sev, Rum. = 4: N/C
- TURKEY Con, Ank, Bul. = 3: N/C

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PRESS

BUDAPEST (at the time of writing).

Come on, Howell bach, put us out of our misery. I don't feel like playing the masochist much longer. Either finish me off, or give me back Trieste and let me help you against those static Turks before Cook spoils the broth for you.

Why I should bother to rescue 'Ellie' when Lovibond won't lift a finger to help me in my time of trouble, God only knows!

SPEECH BY THE TSAR TO HIS PEOPLE.

Friends, countrymen and citizens, don't believe what the enemy propaganda machine tells you, ignore what Berlin radio tells you, it's lies, all of it. Our glorious country is not in a state of collapse, merely rebuilding. Admittedly, we've had to concede a few hundred miles to the English, but what's a few hundred miles? The ein will come - and it will be soon I assure - when our secret weapons will be ready to drive the enemy from our soil. Stick to your lots, countrymen. We can, and stil will, beat them!

And with that, the Tsar abandoned Moscow for Sevastopol.

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COCKATRICE 1975ID SPRING 1904

I have a note from Ron Canham in which he accuses me of hitting the bottle on my birthday and making errors in Cockatrice. However, he doesn't mention what the error was, and I'm damned if I can find one, so I suppose we'd just better carry on as if nothing had happened. (If it was a practical joke Ron, I'll get you for it!!).

- AUSTRIA (Sturt) A(Bud) s A(Vie)-Gal, A(Vie)-Gal.
- ENGLAND (Young)NMR! F(Por) stands.
- FRANCE (Scott) F(Lpl)-NAO, F(Lon)-NTH, A(Pic)-Bel, A(Bur) s German A(Kie)-Mun, F(MAO)-Por, A(Spa) s F(MAO)-Por, F(Mar)-GoL.
- GERMANY (Groom) F(Den)-BAL, F(NTH)-SKA, A(Edi) st., A(Kie)-Mun, A(Ber) s A(Kie)-Mun.
- ITALY (Canham) F(TYS) s F(Nap), F(Nap) s F(TYS), A(Tyr) s AUSTRIAN A(Vie)-Tri, A(Mun) stands.
- RUSSIA (Nash) F(StP-NC)-Nwy, A(Nwy)-Swe, F(Swe)-BAL, A(War)-Sil, A(Pru) s A(War)-Sil, F(Ank)-Con, A(Rum)-Ser, A(Sev)-Arm.
- TURKEY (Haughan) F(ION) s F(Tun)-TYS, F(Apu)-Nap, A(Tri) st., A(Ser)-Rum, A(Bul)-Con, A(Smy)-Con.

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 Retreats English F(Por) disbands. Italian F(TYS) disbands, A(Mun)-Boh.  
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PRESS  
BUDAPEST

The Austrian Emperor looked at his Empire, 1 second later he finished. Well he sighed now for my Wonga-bird imitation, hope the fertilizer spreads well. As he started rotating he muttered a prayer that Willy Haughan would start Judo, revenge would be sweet.

ITALY - GERMANY

Sorry! Customs wouldn't allow me to take my A(Mun) into Switzerland.

ITALY - RUSSIA

I hope you are telling the truth.

TAG HILL - NAPLES

Tried to use your cartoon, but couldn't obtain the colours I needed. When I asked the young lady for Penis Red, Tit Pink, Pubic Brown etc., she just hung up on me. I had already got a copy of the cartoon actually, and I dare say that Mick Bullock will recall it. Mayfair, volume 10, No.1 page 105. Actually, I found the picture on page 58/59 much more interesting .....and the one on 57 .....and the one on 93 ..... and the one on ..... oh, this is no good, I'll never get the magazine finished! I'll just have another look at 57 and then get on.

MOSCOW

Reports coming in from the south indicate a sudden change in the attitude towards Turkey this year.

SEVASTOPOL

The reports indicate that a new wave of Turkeymania has swept the RSPCT supporters into hiding for fear of their lives.

WARSAW

Easy pickings and cheap prices seem to be the main reason for the sudden craving - however, there are strong rumours that failure to gain food from any other source (notably the Balkans) had something to do with.

TAG HILL

..... and 60 and 24 and 42 ..... oh, I'm sorry, you carry on.

ST. PETERSBURG

Reports of an English revival appear to be unfounded; rumour suggests that a goal famine in Hungary was the main cause for their decline.

Every picture and cheap price seem to be the main reason for the...  
NORWAY However, there are strong rumors that the...  
Please note that this press is getting too long and boring.

SWEDEN Perhaps if I gave away all my supply centres then it would be only short and boring.

PRUSSIA I should just forget to send in orders? I should just forget to send in orders?

SINIA Then Clive would keep your returnable deposit.  
ANKARA That's true; I suppose that I shall have to win the game to get my

money back.  
RUMANIA That means the press releases will get worse as the game goes on....

BALTIC Anything Leeds can do at Old Trafford I can do.  
RUSSIA - ALL I'm stopping now as I'm getting bored with it and that may cause me to drop out of the game; don't forget that also if you are meant to be affected in a similar manner. Also note that I haven't mentioned Italy yet, this is because we are now allies in our fight to eliminate long press releases.

SMYRNA - MOSCOW What's black and white and floats in the North Sea?  
ANSWER: An Irishman who's been telling English jokes.

FRIGATE 75/23 1975BK AUTUMN 1907

- ENGLAND (Fisher) F(NWG) ms F(Nwy), F(MAO) c. A(NAf) - Bre, A(NAf) - Bre, F(GoL) - Mar sby F(Spa-SC), F(WMS) - Tun.
- GERMANY (Ross) F(Swe) st., A(Gal) - War, A(War) - Mos, A(Fin) - StP, A(Ruh) - Hold, A(Kie) - Den, F(GoB) s A(Fin) - StP, A(Lyn) s A(War) - Mos, A(Bel) - st., A(Mar) - st.
- ITALY (Howes) A(Vie) - Gal, A(Bud) s A(Vie) - Gal, A(Ser) s A(Bud) s A(Alb) - Tri, F(TYS) s F(Tun), F(ION) s F(Tun), F(Tun) s F(TYS), F(Nap) - Apu.
- RUSSIA (Lindsay) A(Ukr) - Sev sby A(Mos).
- TURKEY (Barker) A(Gre) s F(Bul-SC), F(AEG) & F(Bul-SC) s A(Gre), A(ADR) - Ven, A(Rum) s A(Sev), A(Sev) s A(Rum), F(BLA) s A(Sev).

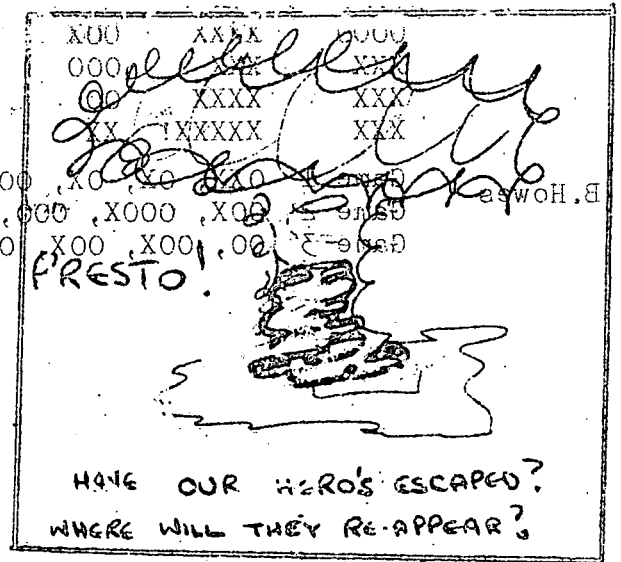
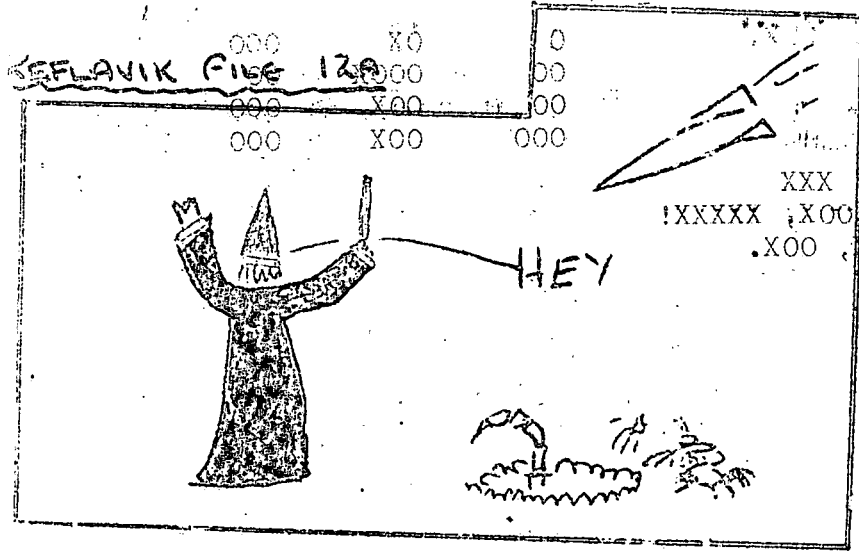
Retreats: German A(Mar) disbands. Russian A(Mos) annihilated.

- BUILDS
- ENGLAND Lon, Lpl, Edi, Bre, Spa, Nwy, Por + Mar = 8: bu.1 A(Lon).
  - GERMANY Kie, Mun, Ber, Hol, Den, Bel, Par, War, Swe, (Mar), + Mos, + StP. = 11: bu.2 A(Mun), F(Kie).
  - ITALY Rom, Nap, Tun, Vie, Bud, Tri, Ser, (Ven) = 7: lose 1 A(Gal) GM.
  - RUSSIA (Mos), (StP) = 0: OUT!
  - TURKEY Smy, Con, Ank, Bul, Gre, Sev, Rum, + Ven = 8: bu.1 F(Smy).

ODEON The management wishes to announce that, due to the pressures of life in 20th. Century Rural England, the makers of the Keflavik File (original) are unable to supply the real thing this issue.

Beware of cheap imitations!





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NEW GAME START

WAR OF THE RING

	00	X00	XX00	XXX00	XXXX000	XXXXXX
MORDOR	00	Ian Drylie, 0	21, Newlands, Letchworth, Herts. SG6 2JE			
ROHAN	X0	Ian Jones, 00	50, Vesper Road, Kirkstall, Leeds. LS5 3NX.			
GONDOR	X0	Les Kennedy, 00	27, Shanliss Park, Santry, Dublin 9, Ireland.			
THE MEN OF THE NORTH.	X	Mike Lean, 000	55BT, Friary Park, Ballabea, Isle of Man.			
THE ELVES	000	Bill Dove, 00	5, St. Annes Road, Godalming, Surrey. G07 1LP.			
THE DWARVES	000	Pete Lindsay, 00	Herkless 13, David Russell Hall, Buchanan Gardens, St. Andrews, Fife.			

The game fee of 75p, plus a refundable deposit of £1 has been deducted from your outstanding credit. The £1 deposit will be refunded to you on your completing the game or on your elimination. If you drop out you forfeit it. The state of your credits after deductions is as follows, if it is a minus figure (bracketed), please top up you sub.

Ian Drylie (-29½), Ian Jones (-56½), Mike Lean (+97), Bill Dove (-1.50½) Les Kennedy (-1.67), Pete Lindsay (-52). This are your credit figures before deductions for this issue.

Six sets of orders by the next deadline and we start then, otherwise the deadline after. I am assuming that unless someone feels strongly about it, we are playing combined Tuile/Laire and Yavie/Hrive seasons. O.K. The best of luck to each.

If anyone wants any extra coloured maps for the game I have a few remaining at 1p each. The full variant, rules and map, is available for 2p. I'm rather disappointed that no-one mentioned the coloured map, for I was rather pleased with it and was contemplating doing the same thing with other variants. Still, if you prefer boring old black and white that's the way I'll do it in future. It costs me less and I can do it in about half the time. Oh, by the way, what year do we start in?

WAITING LISTS	XX0	000	XXXX	00	X000
Regular 2 season/year	00	Diplomacy.....	Bob Howes	0000	GAME FEE 50p.
Mercator III	XX000	P.Nunn, R.Fisher, P.Segal, S.Dagger, D.Morris			
	X00	W.Haughan, D.Wakefield, S.Pratt, M.Roberts,			
	X0000	R.Canham	ONLY THREE NEEDED!!!!		
GIBRALTER...X.....	000	M.Janta-Polczynski, K.Apt, R.Canham		00	£1

If anyone is interested in playing Gibraltar (see page 2) I have several sets of rules and maps that will be issued free if you ask for them.

Don't forget also, that there is a prize of English paper-back books, contributed by the designer, for the first winner.

The Mercator list is filling nicely and we look like having quite a 'star' line up.

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Received from Pete Swanson last week-end was 'The Tangled Web We Weave', the long promised IDA 'novice' handbook. Well worth the wait it proved to be too and I urge all newcomers to the to get hold of a copy of this. People that have been around for awhile will no doubt find it of interest also. It contains, among other things, a glossary of postal Diplomacy terms by Pete Swanson, a piece on some of the famous names by Pete Birks, articles on letter writing, press releases etc and a couple of variants. The handbook is 30 pages in length and sells for 15p plus postage, or, if you're an IDA member, 10p plus postage. For your copy write direct to Pete Swanson, 6 Welford Place, Wimbledon, SW19 5AJ.

One thing I can't understand is Pete's assertion that the word 'zine' is spelt without an apostrophe. I'd always assumed the word to be a contraction of 'magazine' and therefore warranting the apostrophe. If the etymon of the word is different to that, then I'll drop the apostrophe but until someone explains it to me it stays were it is. 'Zine.

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THE NON-DIPLOMACY 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>
Chas Bedford	NMR!	NMR!	NMR!	I. McLaren	00 OXX 0 OXX 00X	0XX 0 XX 000 XXX	000 - 000 000 00XX
M. Bullock	000 00X OXX OX XXX	00 000X 00X 000 XXXXX!	XX OXX OXX XXX XXXX	J. Meadon	OX 00 00X 00X OX	00 00X X 000 0000	XX 00X X 0 000
P. Cook	0 OXX XXX OXXX XXXXX!	000 000 OXX OXX 00X	XX 00 OX XX OX	S. Pratt	00 00X 0000 OXX OXXX	00 000 00X 00XX XXXX	0 OXX 00X OX OX
P. Cousins	00X 0 00X 00X XXXXX!	0000 OXX XXX 00XX XXXX	X 00X OXX 000XX X0000	T. Roberts	000 00 00XX 000X XXXXX!	000X 000 00X 00XXX XXXXX!	000 00 00 00 XXXX
B. Dove	000X 00X 0000 00XX 000X	00 00 0 0000X 00XXX	XX OX 00X 0 XXXX	L. Pomeroy	0 00X 00 00X OXXX	OXX 00 000X 000XX 0000X	00 OX 00 OX 00X
G. Hawes	00 0000 XXX XXX XXX	00X XXXX XXX XXXX XXXXX!	OX 00X 000 00 XX	D. Thorby	000 0 00 00 000	000 OX 000X 00X 00X	X 000 00 000 000
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## THE WORLD OF TEKUMEL

### The Empire of the Petal Throne.

In the last issue, you'll remember, we created a character for ourselves called Ukshen and we made him a magic user. We left him just as he was sailing into the harbour at Jakalla and it is from that point that we pick up the story this time (Story? Well, why not?)

Having manoeuvred his small craft successfully into the harbour, Ukshen eventually manages to tie up to a bustling quay. The noise and the hurley-burley of the coming and goings of the many traders, sailors, merchants and the like is all very bewildering to him and he looks on them in awe, completely at a loss for what to do next. Fortunately though, one of the ports immigration officials has spied his arrival and is already pushing his way along the quay-side with documents in hand. On reaching the boat where Ukshen sits, he introduces himself as Viyr Kaikhra, First assistant to the Jakallan Immigration Officer and he asks to see Ukshen's papers. Ukshen of course has none, for he has come here seeking adventure and fortune after hearing the many stories told around the fires of his village by the Elders. With a sigh the official perches himself on the side of the boat opposite Ukshen and listens patiently to his story. Kaikhra has heard it all before, regularly, 7 or 8 times a month as the small boats with their immigrant crews come ashore, but nevertheless he hears Ukshen out with a friendly ear as he prepares all the immigration documents ready for a signature. The story over, Kaikhra nods and then hands over the papers explaining as he does so that as Ukshen does not have citizenship of the country he would be ill advised to risk wandering unaccompanied even through the streets of the city (The people are very Xenophobic and any foriegn discovered in their midst is likely to be ridiculed. It has been known in the past for this derision to get out of hand and for foriegners to be stoned or, as has happened on one or two occasions recently, for them even to be impaled upon a handy stake!)((If characters wish they may take the risk and wander the city themselves, but with each turn there is a chance of about 17% that they will make some sort of error that will give them away for what they are. If this happens they must suffer the consequences, whatever they may be)).

Once all the forms are signed and stowed safely in his case, Kaikhra turns to Ukshen and asks how much money he possesses. When Ukshen answers only 37K he admits concern that this will not be enough to see him through the days until he is able to find a job. He will now be taken to the Foriegners Quarters at the Tower of the Red Dome and he will have to find 10K each day to pay for his food and lodging. 37K is only going to pay for 3 days and it may well be much longer than that before employment turns up. Kaikhra suggests that as the boat in which Ukshen made his voyage is now presumably no longer needed, he sell this to raise a little extra cash and Ukshen is happy to agree. Fortunately, Kaikhra says he knows of someone who will give a good price and leaving the boat tied where it is he leads Ukshen off alongside the quay-side to seek the buyer. Kaikhra leads the way with Ukshen tagging on behind totally fascinated by the loading and unloading of the ships and the loud heavy trading going on between the groups of merchants standing by the ships they pass. He is further fascinated by the fact that the groups are not in every case composed totally of humans and here and there he catches glimpses of non-human traders of species he has only heard stories of in the past. Here the stick-like Pe Choi, there several of the einy Tinaliya and one of the ugly, ferocious looking Ahoggya. Over there several of the squat, rotund Swamp Folk and around about several others that he can't even put names to. Several times Kaikhra has to wait for his fascinated ward to catch up, but eventually they come upon a stout, middle aged man, sitting upon a newly unloaded barrel, calling to and laughing with the captain of the ship who is leaning over the guardrail. As the stout man sees Kaikhra he raises his hand in acknowledgement but then when he realises that it is for him that Kaikhra is making he extends it in a proffered hand-shake. Kaikhra clasps it warmly and laughing loudly he throws his other arm around the mans shoulders, turning him to face Ukshen. "My friend" he says gesturing towards his ward, "this is Ukshen, who has only today arrived in our city. He has a boat he'd like you to have a look at and perhaps make him an offer for. If you're interested it's tied up farther down the quay" Then turning to Ukshen he says in a voice loud enough for the stout man to hear, "This is Ghresl hiPropnoi Jakalla-

yani, a very old friend of mine and very fair. If anyone will give you a good price for your boat, he will." Ukshen looks to the stout man and extends his hand, but Pranoi just looks him up and down, nods and grunts "I haven't got all day, let's get on and have a look at it. You lead the way".

The three of them move off towards where the boat was left, Kaikhra and Pranoi in front chatting away and Ukshen behind, still fascinated by the goings on of the port and occasionally, because of it, bumping into busy porters and the like when his attention was elsewhere.

When they arrive back at the boat Pranoi looks it over from the quay, and then climbing inside he looks it over again. "Hmmm" he says, "and how much were you expecting for this?"

"Er ..... a 150K?"

"Hah! I'd be lucky to get that for it myself, but I must admit it is well made. Obviously you know a little bit about boat-building. I'll give you 100K".

Ukshen is about to accept the offer when he stops himself, remembering what the Elders had told him about the bartering of the Tsolyani, 'always ask for a little more, they expect you to'.

"Er ....." he started to speak, feeling a little guilty for what he was going to say for he knew that 100K was a very good price. "120K" he stammered.

"Hmm" said Pranoi, looking the boat over once more, "Oh, alright, I haven't the time to argue 120K it is", then turning to Kaikhra "I'll send one of my men down later this afternoon to pick it up, keep your eyes on it until then will you?" He pulled a brown hide purse from his belt as he climbed from the boat and going over to Ukshen he began counting out the gold pieces.

".....108, 109, and 110. There we are 110K."

"We said 120!" stammered Ukshen

Pranoi laughed "I do believe we did" he said and with his huge stomach heaving with laughter he proceeded to count out the remaining 10 pieces. Once Ukshen had stowed them safely in his tunic, Pranoi shook hands with him and wished him every success in his new life. He then turned to Kaikhra pushed a couple of Kaitars into his hand for his trouble and then rolled his huge frame back along the quay towards the ship where they'd met.

"Right" said Kaikhra "now I must get you to the Forieners Quarters and get you registered. Come, and stay close to me, it's a fair way through the city." With that the two of them moved off out of the harbour and out into the city itself. All the time they walked Ukshen was asking questions. Questions about the buildings they passed, the harbour they'd just left, the creatures he'd seen there and so on. Kaikhra answered all with patience, these immigrants were all the same.

When they finally reached the Rest-House in the Foriegners Quarter it proved to be a large, dirty building topped by a huge red dome and standing in litter strewn grounds. A positively nasty looking place.

Once Ukshen was installed there Kaikhra said his farewell and returned to the harbour to await the next lot of immigrants. Ukshen looked about him at the dormitory where he sat and he was appalled by the conditions that met his eyes. Mattresses were thrown on the floor along each of the walls to provide bedding for the inmates and the inmates themselves sat around in small groups talking, smoking, drinking and amusing themselves with some of the simple games found on the planet. The air was stale and reeked of smoke and bad sanitation. On some of the mattresses men lay, obviously ill, but they received little attention from their fellows. For the first time Ukshen began to have doubts about his decision to leave his home and he began to wish he were back there. The wishing didn't help though and the Rest House would be his home until he could find a position for himself and get away. Oh, how he hoped that day would come quickly.

But it didn't. For eight long days he kicked his heels in the Hostel and no one came near seeking the services of a young Magic-user. The little money he had was disappearing fast as he daily forked out 10K for the abominable food and bed. His spirits were now very low and he wished more than ever that he had not made the journey over the sea. But then, on the ninth day he was called by the Hostels warden and taken before a smallish man in flowing red robes who was accompanied by two battle-scarred warriors of huge stature who towered above him and who Ukshen took to be his guards.

The smaller man introduced himself as Ilteys hi Qyshu Ohuk Jakallayani and the two warriors as his companions, Dyoghëykh and Hailmhaling (actually they are his employees, but they have been with him so long now that he looks upon them more as companions). He is a proficient Magic-user having attained the rank of Bradrāgu, and his reason for visiting the Hostel is that he is seeking a young magic-user of spirit to train under him as an apprentice. He briefly tells Ukshën of this and then proceeds to find out something of his background, ambitions and character by way of very direct questions. The two warriors had taken themselves way to a corner of the room and they sat chatting together as the questioning went on. Qyshu was very impressed with what he gleaned from Ukshën and when he considered he had heard enough for the time being he put his proposition. Would Ukshën enter his employ as an apprentice? He was offering him a monthly salary of 100K plus free food and lodging and probably with a few other perks too. ~~Ukshën was not allowed to give his answer then though for Qyshu insisted that he accompany him back to his home on the eastern side of the city where he must spend the night has his guest, sleeping on it. In the morning he would take the answer.~~

Ukshën's mind was already made up that he would accept the apprenticeship, for he was well aware that the offer was a good one and that he was fortunate indeed to have come across what appeared to be a very good master. However, he heeded Qyshu's and did not commit himself immediately. He got together his few clothes and possessions from the dormitory and joined Qyshu, Dyoghëykh and Hailmhaling for the journey across the city. He was glad to be leaving the Tower of the Red Dome behind and he hoped that he would never have to return.

As they walk through the busy streets, Qyshu points out some of the buildings of interest they pass and fascinates Ukshën with some of the recent history of the city. At one large house he stops the party and pointing up to a window on the second floor, tells that 42 years ago that was the very room where he was born. His father had been a high official in the city and had ensured that Qyshu had received everything he wanted as a child. As they walked on Qyshu continued the story. At about the age of 11 he had discovered that he had psychic powers and, unbeknown to his parents, he had started to regularly visit a local magic-user-cum-illusionist who had taught him much. He loved magic and eventually he rejected the civic career his father had in mind for him and turned his hand more to what he loved.

He was 16 years old when his father discovered what was going on and an almighty row ensued. It resulted in Qyshu packing his bags, leaving home, and moving in with his magician friend, Kharsan. Since that day, until his death, his father had never forgiven him and had never had another word to say to him. His mother, however, had kept in touch by letter and the occasional clandestine visit and shortly after his father's death in an accident on one of the cities building sites, Qyshu had convinced his mother that she should come and live with him. That was 17 years after his original departure from home and in the intervening years he had visited with the magician Kharsan many lands and participated in many adventures which had brought him great wealth. ~~Old age had now caught up with Kharsan though and a little over two years ago he had died quietly in his sleep.~~

Qyshu had become very fond of him over the years they had been together and he saw him as the father he had lost. Out of respect to him he vowed to find and teach an apprentice everything he knew, the way Kharsan had taught him.

The warriors Dyoghëykh and Hailmhaling had for the last six years been employed first by Kharsan and then Qyshu and they had been through many adventures together, both in this country and in some of the neighbouring ones. Like Ukshën they had come to Tsolyanu seeking fortune and adventure and they had been picked up from the same hostel as that which Ukshën had just left. Originally there had been two others with them but these had been killed in a particularly bitter battle with bandits in the northern mountains as they returned from an expedition into the The'nu Thendraya peaks a year ago.

Dyoghëykh and Hailmhaling had now advanced to the level of Dritelan in their profession as fighting-men and on attaining the next level they would be applying for citizenship of Tsolyanu. Qyshu had already said that he would speak for them when the time came and he was quite confident that they would be accepted.

The party had by this time walked almost across the city and Ukshën could see the eastern wall up ahead. Dyoghëykh and Hailmhaling then began to relate to him some of the adventures they'd seen and to dwell on some of the unpleasant situations they'd from time to time found themselves in.

stuff thought Ukshen, but it all sounded a little frightening! The tales passed the time quickly and soon the party were at the home of Qyshu, which proved to be a large and stately residence set in its own grounds and within sight of the eastern city wall.

Once inside, after being introduced to Qyshu's aging mother, Ukshen was given a good meal, the best he had had for many a day. Many more stories were told that evening before the roaring fire until finally it was time to retire and Ukshen was shown to his room. It was a long time before he fell to sleep however, for the day had given him much to think on. Before dropping off, he resolved that in the morning he would accept the apprenticeship offered by Qyshu.

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Well, now I sit back and wait for the letters of protest, although obviously I hope that there won't be too many. If there aren't then part 2 of the adventures of Ukshen will follow with the next issue. You have been warned!

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67. Richard Nash.

In answer to John Piggott, people do not pay a 50p fine; they can criticise as much as they like in the 'zines outside those in UKDA. Editors can do what they like with their own 'zine, so long as they agree to abide by paragraph 6. Perhaps if you read the proposals instead of making cutting remarks with no facts to back up your statement it might help. I have never at any time criticised the NGC in one of its own 'zines. Should I ever do so I shall feel obliged to become a member of the NGC. At least when I make out proposed rules for others, I abide by those rules myself. In the same way you can waffle away to your content if you want, since this is not an UKDA 'zine. I also don't talk about the dictate of the NGC. I merely quote what other people have said on the subject, as I agree that I am not qualified as some to express an opinion on the subject. If the allegations did not appear as quotations, that is only due to a typing error.

You are uneconomic with respect to the last Dipcon. I would appreciate it if you didn't attempt to make generalisations about points made on a specific subject. For you to suggest that I use lies and innuendo is nothing more than hypocrisy on your part. Anything I have said in the last few issues has been perfectly justified and if you will care to read the proposals you will see that this is so. Also I suggest you get a copy of 1901 aat, and ask Mick the same questions about the NGC; in his case he is perfectly right also.

To Paul Cook I say that many of the questions were not sensible and didn't deserve an answer. I also agree with Phil's remark last issue; I wonder who thought he had?

Having said all that, the UKDA idea has been dropped as from now, you'll be glad to hear. The reason for the lack of patience on my part was due to the fact that I had to have a positive or negative response from all by the end of February as that was the time limit set by those organising the support from this venture. Since the answer is a definite no, the idea is dropped as from now. I haven't had time to write to Dave Ross or

or Paul Barker for the things I said concerning their letters, but I hope that they don't think it was anything personal. I had to be very abrupt in order to get either a positive or negative response. To Paul, I enjoyed your second letter very much and agreed with every word of it.

Finally, I think that your cartoon last issue summed it up in a nutshell Clive; I for one am pleased to drop the idea.

RICHARD NASH.

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68. Pete Swanson.

A few issues ago you asked for comments on Fifth Column when it was to fold. I suppose that these aren't complete without the story of the late FC, the only known fake zine (!!)) produced in Britain.

The idea originated one morning after a small get together at Richard Walkerdine's house (poker game before the days of perpetually millionaire stakes). Richard and I were discussing ways to introduce more of the insane spirit into the hobby, and the idea of a fake zine was discussed, among many other projects.

Soon afterwards, Graham Jeffery (publisher of the now folded Der Krieg) and I decided to do a fake magazine. But we wanted to do one with a difference. All fakes in the past were of the ridiculous satirical kind. We wanted to do an exact fake - one which would be indiscernable from the real thing. The format would be a replica, the moves would be wrong of course, but they would be highly likely.

We picked FC as our 'victim' since it was produced on an identical typewriter to mine, its format was both simple and fixed and it came out regularly and in a small enough size to make it economical. Issue 26 was to be the target.

When issue 25 appeared, we immediately set about preparing the moves and press. The editorial and bits and pieces were also quite easy, and we typed the whole thing in Richards style. We printed it on white foolscap, just like FC.

Richards efficient turnaround meant that FC was received on the Monday or Tuesday after the Friday deadline. So after having stamped and addressed the copies to players and subscribers (we guessed quite a few of these) we set out to Reading to post them on Saturday afternoon. Hopefully, many of the Dippy community would receive two FC's on Monday morning, and would not be able to tell the correct one!

It was fortunate that Richard was a little late with issue 26, so our fake was the first to arrive. It fooled almost all who got it. However, Simon Rooke belted over to Richards house on Monday evening with a copy of the fake, demanding to know what was going on with his moves. So, our visions of Scott having 40 phone calls about wrong orders without knowing what was going on, were destroyed. Still, he had many enquiries from his players, and he was never quite sure who did it, even though he suspected me from the beginning.

These are the sort of things we need more of in the hobby - keep it original and ridiculous!

PETER SWANSON.

Oh, I like it! and I concur wholeheartedly with your last paragraph. Who wants to be serious? I want to enjoy my hobby, and that sort of prank is what I love. Anyone else got any stories about ridiculous japes in the hobby? I remember that at about the time I joined the hobby, there was a bit of talk about Duncan Morris travelling the country, posing as someone else to obtain information in a Third Age game. I never did find out the true story, but I'd like to. Duncan?



69. Duncan Morris.

If you would please print the following statement in your letters section, as I am truly sick of the misrepresentation going on in the UK press.

'The situation in Rhodesia is quite. Despite what you may have read, we have not invaded Mozambique, nor has Cuba invaded Rhodesia. The real truth is that Samora Machel's government is undergoing a major internal power struggle, and seeks to draw attention away from it by accusing Rhodesia of invading Mozambique. The last harvest in that country was a total failure, and to avert mass famine (and unrest), Machel seeks to get massive UN aid.

It would seem to me that I am safer out here, with no urban terrorism, than I was in London. Twice I was nearly hit by IRA bombs, and today I hear of another commuter train bomb. Contrary to popular opinion abroad, there is very little racial conflict here, unlike South Africa.

On the one hand, the UK government says that Rhodesia is a British colony, and then, in another breath claims that the UK has no responsibility to UK citizens in the event of war! If that is their feeling, why not give us recognition: or is it UK policy to recognise true racial murderers such as Khmer Rouge, Idi Amin, Pathet Lao, Samora Machel, etc .....

Having vented my spleen, I feel a lot better!

DUNCAN MORRIS.

70. Paul Cook

Richard Scott's making selfish and stupid suggestions again I see. Tell you what, I don't like the Dip section of your gaming 'zine, so how about not sending me that part, huh? Silly isn't it?

PAUL COOK.

Well at first I did think it was silly, but after a little thought I couldn't see why not. The only problem would be in remembering which bits went where, but that certainly wouldn't be an unsurmountable problem. In fact some overseas subscribers already get one part of the magazine by airmail with the rest following surface. I don't think you're serious Paul, but if there is anyone who is they can certainly have just one section of the 'zine. Only stipulation I make is that the price would be 1p per sheet not .75p. I think that's reasonable.

71. John Piggott

Richard Scott's comments are way off the beam. He makes the all too common assumption that this hobby is necessarily about playing postal games. It isn't: as the varied content of Chimaera attests, it's really about producing magazines; and the inclusion of games, of whatever sort, is merely an excuse to bring the mags out.....

All the same, it's interesting to see the generic differences inherent in various breeds of fanzine. The typical SF 'zine, for instance, concentrates far more on long articles, and 'zines in this field are of much greater length and longer frequency than the Dippy field. Many SF 'zines totally eschew discussion of SF - imagine a Dippyazine without Dippy! And then there are the repellent products of the comic fans, which for the most part are vehicles for the trading of comic collections at inordinately high prices; as a contrast, the few mystery fanzines I've come across seem to have large sections devoted to the swapping of books, mags etc. More contact between Diplomacy and SF fandom in particular - at present there is virtually nil! -



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would be no bad thing for either branch.

JOHN PIGGOTT

A few months ago at the time I was starting up Chimaera, I would have disagreed vehemently with your comments that the hobby is about producing magazines. To me then, the games were the important thing and Chimaera was intended to be no more than a carrier of them, something like Courier. However, when the Frigate orphans came they wanted to talk .....and talk .....and talk. Letters came flooding in at an unbelievable pace and, well, Chimaera just took off. All I had to do was hang on. Now, just as you say, it's the magazine bit that's the attraction, and the games, for me, are secondary. I would never have believed it.

Thinking back to the beginning of Chimaera there, made me recall the very first issue produced, the one distributed with 1901 aat. What I've never told anyone before is that I produced flyers for two magazines initially and that Chimaera very nearly came out called something completely different. I realised immediately that with the spirit-dupers ability to reproduce pictures easily, I was on to a winner but I wanted some picture or series of pictures that would become associated with the 'zine. The choice was between Boot (dear ol' brown eyes) and Rupert the Bear! We all know who won, but I even went so far as producing a Rupert Bear mock-up before the decision was reached. I still think I've got the original kicking around somewhere, 'The Nutwood Gazette' it was called. It had a picture of Rupert in a tree on the cover beneath which were the words 'Hoorah' shouts Rupert Bear with glee, A new 'zine of Diplomacy!' Yeuck!!, I'm glad I picked Boot.

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72. Steve Doubleday.

With regard to Paul Cook's comments in Chimaera 13, which was another superb issue .....Chimaera along with Greatest Hits and Yggdarsil, is one of the few 'zines which I actually read from beginning to end .....I'm afraid that Paul has omitted to read the textual evidence. The ordinary people couldn't have given a damn about the war, and most of them didn't take much of an active part in the war. Indeed, for the normal people it was business as normal, except in the particular localities where the battles took place. The particular occurrence to which he refers shows the influence of the King, not the influence of the common people. It is all very well to talk in terms of adding a few bits on for the King; what is in fact being postulated is a whole new rules structure which would involve a massive amount of book-keeping. I wouldn't be against this, or Ron Canhams additions (if they were properly and comprehensively worked!) but I can't see a GM being able to sustain the necessary interest to keep the game going. I don't think it would add a particularly large amount of enjoyment to the postal game. The only way that I would be prepared to tolerate such a massive work load (because the population figures would have to be worked out on an historical basis) would be to actually research into the effects that different types of castles, monetary systems, trade etc. would have had on the military action and then legislate a completely new rule structure to cope with it all. There is no point in showing that because something happened one should introduce a completely different order of complexity into the game. The game would become a different game altogether. Personally speaking, I would be prepared to undergo the tremendous workload only if I were doing a degree in the period and wanted to get to know how the factors affected the outcome and also to help as a tool to stimulate my research into the period. I sure as hell wouldn't be prepared to do it just for a gay little game, ducks.

STEVE DOUBLEDAY.

73. Steve Pratt.

I have some sympathy for David Tant's viewpoint on the 'ARGOS' game. It's very annoying as a player to be continually held up - on the other hand there was little else you

would do. The first hold-up was due to Ron supposedly not receiving the relevant issue of Chimaera and the next hold-up to enable players to diplo-me with the standby - nothing in that against your house rules.

Richard Sharp's plea for less drastically enforced deadlines however, leaves me quite cold. Let me cite a recent example: Tony Ball (in a victory statement in a recently finished 1901 game) states that a co-player phoned him and told him of a stab. Tony then phoned the GM - after the deadline - and changed his orders. In this case Mick allowed a player a distinct advantage over the other players. Most unfair - I wonder if Tony would have put up such a good performance in that particular game without this GM assistance? Mick Bullock is widely regarded as one of the strictest GM's - I wonder what advantages are squeezed out of the rest of us? As far as I'm concerned deadlines should be more not less drastically enforced. I, for example, never accept changed orders after the deadline. Similarly, I never accept even a first set of orders posted after the deadline. As I see it the GM's job is to preserve impartiality. If one or more players is aware of an option of phoning in late orders - that other players do not know about - then the GM is allowing those players an advantage over the rest. Anyway with quick-turnaround 'zines late orders are a dreadful inconvenience. Further more I suspect there is a rule of human nature operating here. If you rigidly enforce deadlines players soon get to know this and rarely miss. If you are flexible, players take more liberties and will occasionally miss - the GM is, therefore, always pushed into accepting just more than he is prepared to. I think the efficient players should be rewarded for their efficiency and the inefficient ones penalised for their sloth.

STEVE PRATT.

You're right of course, Steve, but my problem is that I'm so easy going. If orders arrive the day after the deadline I just haven't the heart to throw them out. Once I've GM'd though, that's it and no further orders are accepted. I do however, always wait an extra day before GMing games for which I have orders missing (if I hadn't this time some of the games would have been look-pretty sick). There's always those of course, that do expect too much, like Soccerboss orders 4 days after the deadline and Kingmaker 1 week and a day!! At the last Soccerboss deadline even Dave Tant's orders didn't arrive until the Saturday, so you see it's possible for anyone to miss.

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74. Iain Drylie.

I thought that it was about time that I wrote. I have sat back and watched everyone else make fools of themselves in your letter column and it is time that I made a fool of myself in it. I have no devastatingly important points to raise about the way postal gaming is organized except one: You all take it too bloody seriously! All the fuss and bother about the UKDA idea, for example. The hobby has a few problems, obviously, but these will sort themselves out as people get more experience.

IAIN DRYLIE.

A man after my own heart and looking back over what I've typed already, I reckon a little bit of levity is what's needed here! By the way Iain, I love your letter heads.

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75. Martin Edwardes.

This is a letter from a dormant subscriber (or doormat subscriber), hereinafter referred to as subber. Or to put it another way, 'Speaking as a mentally ill, Anglo-Irish Transvestite.....

The last issue of Chimaera was really good - had me rolling in the aisles. It also had me trampolining in the vestry, pogoing in the apse and vaulting over the alter. There go your catholic and high church subbers.)

Yours is the most amusing of the games mags I recieve, even funnier than Harold Wilsons game of 'Kingmaker'. Keep it coming!

I enjoy your articles on 'Petal Throne' and am even considering buying a set, despite the exorbitant price. (Exactly who is fooling whom over this manufacture/import costs affair? The actual game must cost less than £2 to manufacture and package, perhaps another £3 for import costs. So who gets the other £10.25 - and wouldn't you like to make over £1,000 by selling 100 games?) While I'm on about Petal Throne I would like to point out that the manufacturer could have bulk bought percentile dice and included a set of them at cost with the meagre contents of their box, so saving a few pennies for their customers - who says entrepreneurship is alive and well? Nonetheless, if the game is as good as your reviews suggest it to be, then it is worth getting.

MARTIN EDWARDES.

76. P.Bannister.

I think that D&D and Petal Throne are both worth buying. I think D&D or even Dungeon! are good for starters, and eventually I shall buy PT. From your articles I see it is better than D&D, slightly. In your defense against David Ross you said that if Professor Barker finished his novel it would sell. I don't know though, PT is complex and expensive (£12-90 - £17.00) and the public might not buy it. You don't have to have 'Outdoor Survival' or 'Chainmail' to play.

Eventually I plan to buy Chainmail, PT, Warriors of Mars and War of the Wizards, Dungeon! etc (I own D&D, Blackmoor, Greyhawk, the dice etc.) From TSR you can buy PT posters. All in all, I think you're right and I hope you continue the PT series.

P.BANNISTER (12)

What have I done? All these people ready to dash out and part with no small amounts of money on my recommendation. You must remember that it is only in my opinion that PT is better than D&D, there are others who think otherwise. In Europa 12/13 Andrew Holt states that he is 'not enthusiastic' about the game and that he sees it as only a more developed D&D in a totally unfamiliar environment. I know also that Dave Allen doesn't like it because of the large amount of non-player characters that are necessary in the early stages. On the other hand I'm not on my own in liking the game and in Europa there are also several favourable responses.

I didn't actually say that if Professor Barker finished his book the game would sell. I said that if the book sold (the way Lord of the Rings does) then the game would sell. Imagine if Tolkein had produced a middle earth game of the same ilk. I think it would have sold at even double the price asked for Petal Throne.

That being said, PT is still very expensive for what it is, as is D&D and as is TSR review. At least they seem expensive to me and I'd appreciate it if someone could put me straight as to why they should be.

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77. Dave Ross.

I agree with your assesment of 'Exploration'. The equipment was pretty but the game was too simple. I got rid of mine at the Games Day auction where it was the only game to have two sets up for auction. That must mean something

DAVE ROSS.

78. Richard Nash.

On your comments at the end of the 'Exploration' review, I agree that as the rules are at present it is basic and simple as you said, but it still requires a certain amount of intelligence to play it ((All games do)). I think that you didn't follow what I meant about my ratings. I said that the ratings correspond with the American rating system; what I meant was that the titles of the ratings correspond with them. My complexity rating for France 1940 would be 9; and for Sorcerer about 8.5. It is about as complex as Monopoly - which would also get a 6 on my scale.

My ratings are based as follows:

- 1 - 5: An increasing amount of skill and/or complexity with little room for variation.
- 6 -10: Again, increasing in complexity, but in this case the game rules are open to interesting and more complex variants - i.e. they are not unchangeable.

For that reason the L'attaque rating was 4, and the Exploration 6; the rules for the former game are rigid and provide little for variation without changing the game itself, while the latter's rules are able to be adjusted where desired. Therefore if you want a game with a certain amount of skill and no room for variation then take one with a complexity rating of 5. Chess would have a rating of 5 on my scale, but a skill rating of 10, while the game of Kingmaker, with its rules open to many variants, would have a complexity rating of 9 and a skill rating of 8. Hence my rating of 6 doesn't say much for Explorations complexity.

RICHARD NASH

\*\*\*\*\*  
79. Martin Edwardes.

I think it's about time you Norvners ad a lessn on tawkin propa. Stick this in yer lugs fer sathen:

Er Madge	: Queen Elizabeth II
Fawn awfa lorr'innit	: An object of dubious legality.
Noah chuns	: Little possibility of success.
Oity Toity Oik	: Upper class person, or ordinary Chelsea housewife.
Weh-za pub?	: Were is the public-house?
Wes-sen	: City of Westminster.
Weuz robbed	: This seasons description of a football match by a West Ham supporter.
Wotcha	: Conventional greeting.
Wozzama-ha	: Is there anything wrong?

I've avoided rhyming slang as it's something we do just to confuse the Norvners.

MARTIN EDWARDES

'Sfunny but every time I go down the smoke, not very often these days, everone seems to talk with an American accent and wear bright shirts and trousers

80. Paul Cook. (Isle of Wight)

Bleedin' Grockles	: A native of the Isle of Wight expressing displeasure about the tourists in a pub/swimming pool/shop etc.
Oi'm confishcaking this bloody fing 'ere.	: I'm taking this article away, and not giving it back

PAUL COOK.

Keep 'em coming, and I won't say no to a bit of rhyming slang. How about a little something from Geordie land? Anyone up the feel like it?

We might as well have a little more Derbyshire whilst we're on the subject.  
THE TEN COMMANDMENTS (Derbyshire version)

1. Tha mun speak rey't Durbyshire. This is fost an' biggest commandment.
2. Tha mun nivver speak B.B.C. Inklish nor ewt instead a' Derbyshire.
3. Nivver coss an' swear - except when tha canna 'elp it.
4. Mark on t'calender aw fairs, feasts an' well-dressins an' go to aw tha con.
5. Mind what yer dad an' mam says or yer'll cop it round ear-'ole.
6. De nobody in - unless tha con gerraway wi'it.
7. And not so much womanising either, specially if she's wed and er owd man knows thee.
8. Pinch nowt.
9. Speak the truth, the whole truth, an' evverythink but the truth.
10. Danna go on pinin' for thi neighbours lawn-mower nor 'is best tablecloth nor colour telly nor 'owt what's is. When 'e's out, grab 'em

(from 'The Derbyshire Drawl' by Peter Wright)

\*\*\*\*\*

81. Linda Pomeroy.

To Bob Howes in answer to his lovely letter issue No.15 Chimaera. ((15? That's next issue! Don't tell me I've printed the reply before the letter! Perhaps you mean 13?))

Dear Bob,

No need to wait until October to get to know me. Come to our ScotDipCon on April 30th.

I like your idea about paying my game fee in the next game and then combining to help me win. You Sir are quite obviously a gentleman. All you male chauvanist pigs playing in Echo take a couple of pages out of Bob's book and be nice to me else I'll stab ya' all!!

But, I ask myself, what are all those favours you want in return? Knights of olde received their ladies handkerchief which smelt of the ladies perfume. I'll despatch a box of Kleenex pronto. 'Devon Violets' O.K.? Actually I only use Charles of the Ritz perfume! If you had any other kind of favor in mind I would like to remind you Wink is six foot tall (that's why my husband didn't fight him!!!)

I look forward to playing Dip with you and anyone else you can persuade.

Lots of Love and Kisses etc., etc.

LINDA

\*\*\*\*\*

82. Mike Lean

I would be very interested to follow a Dippy game such as Bob Howes suggests with 6 fellows falling over each other in order to allow a mere woman to win. She couldn't lose. (I'd volunteer myself but if I tried to woo Linda my wife would object).

MIKE LEAN.

\*\*\*\*\*

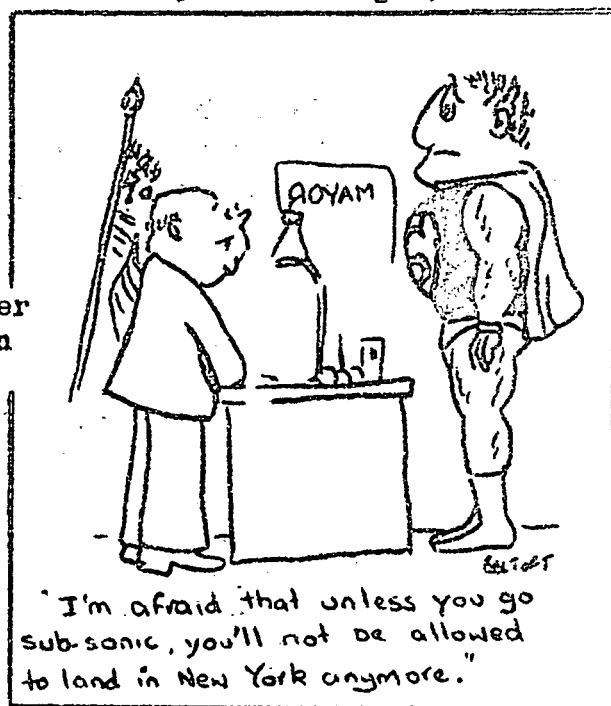
Well you guys, what about it? A Dolchtoss record for the quickest ever win?

\*\*\*\*\*

Right, now for this issues jokes (and I warn you, they get sicker). First, of course

LINDA POMEROY

An Irish navy goes for a job on a building site. He goes to see the foreman and asks what the wages are "£15.00 per week"



'That's not very much' said Paddy.

'Ah' said the foreman 'But we do have one or two perks. We have this 'young lady' on the site in that little hut over there and you are entitled to spend 15 minutes a day with her'.

'Great!' said Paddy 'I'll take the job'.

The next day, mid-morning the foreman comes to Paddy and says 'Your turn now'. Paddy rushed over to the little hut where he was told to lie down on the couch. The 'young lady' then proceeded to 'massage' him. This continued every day for the rest of the week, until finally Paddy complained to the foreman about it.

'Ah' said the foreman 'This site is like all other building sites, you've got to work a week in HAND!'

RICHARD NASH A sports car driver came tearing along a country road just as two farm hands on a tractor drove out of a field and stopped in his path. The driver swerved, ploughed through a hedge, skidded across the field, tore through another hedge and came back onto the road.

Jimmy took the pipe from his mouth and remarked to his friend on the tractor: 'It's a good job we got out of thon field before that fellia came along!'

Then there was the deaf woman with 19 children. Every night her husband asked her, 'Will yer go to sleep or what?' And she said 'What?'

Then there was the hospitable woman who tried to make her visitors stay to tea saying, 'Of course it's no bother. Now, Jimmy, run down to Mrs. Jameson and ask for the loan of a loaf, a quarter of tea, a half-a-pound of butter and some jam!'

MARTIN EDWARDES Q. What's green and eats nuts?

A. Syphilis. ((Yeuck))

RAIN DRYLIE Q. What's black and white and screams as it turns?

A. A nun on a spit. ((YYYYeuck))

What is black and white and red all over?

A. A penguin playing with razor blades.

ME A huge Irish navvy is walking along

the street with a duck on a lead, when a man going in the opposite direction stops and asks, 'What have you got a gorilla on a lead for?'

The navvy, very perplexed, says,

'That's not a gorilla, it's a duck!'

'Who's talking to you?'

\*\*\*\*\*

Next issue rather than having a flood of jokes on different subjects I'd like them to all be on, er, let's see .....THE CHURCH. O.K.? No holds barred.

For starters how about this sign that appeared in a church:

'We regret that the box marked 'FOR THE SICK' must be restricted to monetary contributions.'

\*\*\*\*\*

VARIATIONS ON A THEME DEPT.

BOB HOWES

I forbear to comment on your version of Phonetic Scrabbull, or 'English as she is spoke and wrote in our modern Compehensive Schools' Scrabble. After all, it is the way my kids used to play the proper game anyway, AND the way certain editors run their Dippy 'zines.

Nonetheless, the mention of 'Scrabble' made me recall a version I played several years ago which could, I feel, be adapted for postal play.

It is called 'FOURBOARD SCRABBLE', but could, I suppose, be five or



six board Scrabble if so desired. Let us consider the 4-board version.

There are 4 players and 4 Scrabble boards. The latter are in a four-square formation, and are designated Board A (top left), Board B (top right), Board C (Bottom right), Board D (Bottom left). Each player is allocated one of the boards as his 'special board', and his letters will be taken from his own personal 'bag' to replenish his rack to 7 tiles after every play.

For the opening play each player lays his selected word on his own special board. These plays are notified to the GM, who keeps a record of points scored by each player throughout the game.

From the second play onwards, each player now submits a 'play' for each of the 4 boards, endeavouring to place the highest scoring combination of letters from his rack on each board. Any combination of letters on his rack can, of course, be used on any board. A player is allowed to opt out of making a play on one of the boards only, and can make a fifth play consisting of a letter exchange of any quantity provisional on his play on the board failing to score 10 points.

The GM collates the plays submitted on each board by each player. The highest score on all 4 boards inclusive is credited to the player submitting the play and his letters are placed in position on that board. Both that player and board are now eliminated from the reckoning. The highest score on the remaining boards is now discovered, and the relevant player and board eliminated as above. The process is repeated by the GM with the third and fourth boards contested between the remaining 2 players. If any player has opted for a letter exchange in preference to a low score, this play is accepted.

In the event of equality of highest score on one board by two or more players, the successful player shall be (i) the player who scores on his own 'special' board, failing which, (ii) the player who scores on the board adjacent to his own board, or, failing which (iii) the player who scores on the next board to his own in a clockwise direction.

The GM details the score accorded to each player, which will probably, but not necessarily, consist of a play on all four boards. He will allocate replacement tiles to each player from their personal 'bags' (these will not be divulged to the other players), he will detail the accumulated scores for each player, and the state of play on each board.

The normal rules for scoring apply, with letter values, etc, the same as in the 11f game. A target score would determine the winner. A 7-letter play will succeed on any board, even if it is not the highest score. Chambers 20th Century Dictionary would be the arbiter on valid words. Players would be expected to send fullest details of their plays on each board, - squared paper would be useful for this - and to quote the page in Chambers where they claim questionable words are to be found.

Invalid plays would be eliminated automatically by the GM. NMR's would be treated as NMR's, and the GM will invite a stand-by player to submit provisional orders in case of a second NMR, with the stand-by taking over if the original player defaults a second time.

This game would need a dedicated and experienced GM/Scrabble man, as it would entail careful and detailed analysis. But it would be of considerable interest to an enthusiast, and the players would find the novelty of searching on 4 boards for good 'plays' a fascinating exercise.

I enjoy 'Scrabble', but I flinch away from the professional expertise shown by such players as Richard Sharp. I would also probably flinch from the caustic criticism of such experts, but would none the less like to hear their views. After all, you did ask for 'Variations on the Norm' and I feel this game is no more ridiculous than my original 'Postal Backgammon' idea (- and a couple of Editors seem to be taking that on .....without asking my permission, too! I'll sue, blast them!

An even more provocative game would be for 5 players on 4 boards with board ownership allocated before each play (one to be boardless each time). Other readers may have even merrier modifications to offer.

\*\*\*\*\*  
Thanks Bob, for the article, worthy of another free issue I think. I like Scrabble very much myself, but look upon it very much as a two player game. I don't play now as much as I used to (in fact I never play now, due to a sad lack of opponents compared to every lunch time in the past) but I used to find that our



games became tactical battles, something you would lose with the multi-board version. Anyone else care to comment ..... or to try the multi-board version?

As for Fernet Scrabbl, I'm pleased to say that there will be a game starting with this issue of Chimera, between Chas Bedford and Paul Cook. We'll run two games consecutively so that each player will make a play in alternate games with each deadline. The games have been designated Pink and Green, for obvious reasons, as the participants will see. With this issue Chas and Paul will both receive blank photo-copies of the Scrabble board along with a card showing their initial letter draw. Please write in on the photostat (in the normal starting position) your first word, then strike out the letters you have used from the card and re-write the ones you are left with on the next line. Return the whole lot to me by the next deadline and I'll decide whether the play is legal or not. If it is I'll allocate you tiles to replace those you've used and then forward the photo-copy board onto your opponent, with his 7 tiles, for his play to be added etc. etc. I hope that's all clear. Paul, your first play will be in the GREEN game and Chas, yours in the PINK. No game fee for this and no deposit. The best of luck.

Where were we? Oh, yes. Variations on a theme.

RON CANHAM  
KINGMAKER

This variant is easy to try but contributes an amazing change to the game. Simply regard all the rivers with white dashes (those used to indicate boundaries of squares) as impassable, except where the road crosses them. Thus, the only way to pass them is around the end or over a bridge, indicated by a road.

Normal movement on land or road is the same.

This has the effect of cutting off the south of England, except at London and 2 east of Bristol. Wales is cut off almost completely, with the only entrance by Chirk.

It makes hiding in forests much safer and pursuits across country much more exciting.

The rivers are so conveniently placed that I imagine Andrew McNeil planned them for a similar rule. My friends and I play this rule every game.

MONOPOLY

I expect everybody who has played Monopoly has tried some variant or other, mostly simple additions, to inject excitement into a game that is overplayed. The most popular that I have come across are these:

FREE PARKING: All fines and similar payments to the bank, (not payment for property or houses) are placed in a central pool. The next player to land on the Free Parking square takes the lot. Any more that is added is collected by the next player to land there.

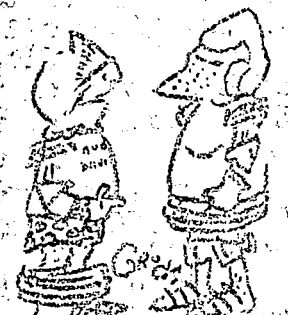
This has the purpose of adding a life-saving cash bonus, being won at random, and much bigger than the 'gifts' Chance and Community Chest part with.

An additional rule is to allow a player landing on 'Free Parking' the option of not leaving for up to three moves. The effect is to allow a period of respite from the clutching landlords, without resorting to jail. The player rolls the dice first, then decides. Of course, on the third turn the player has to leave and abide by the square he lands on.

DOUBLE SALARY ON GO: Stolen from the careers pay-day. Anyone who lands on GO collects double salary £400, but any player passing GO only takes the regular £200.

This again adds more cash to the game. Giving a lucky player more opportunity and removing some of the stalemate that experienced players tend to force.

HOUSES AND HOTELS: One variant I have seen, but never fancied playing, is one that allows unlimited building. Thus, rent on Mayfair with three hotels and two houses would be £6,600. A killer isn't it!



Have you got a couple of spare rubbers?

If you were in Mickleover last week-end the cartoon might mean something.

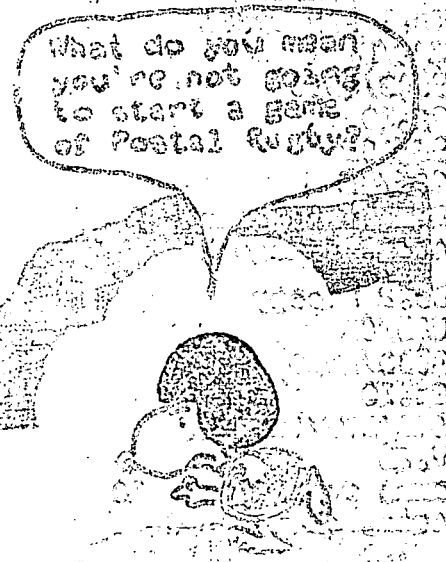


**THROWING DOUBLES:** Another variant I used to play was any player throwing doubles with the dice, has the choice of remaining on the square landed on or ignoring it and throwing again.

One final thought by me, especially if the Marketing Director of Waddingtons is reading this. I have often wished that models of the game produced for foreign markets were available in England. Buying exotic places with exotic currencies would add some excitement to an evergreen game that is unavoidably overplayed because of its popularity.

While on the subject of Waddingtons, I played a game of Totopoly the other week, on a new set, and I didn't like it a bit. They have hacked the training ring about so much that the game no longer interests me in this format. Give me my old set anyway.

Ta, Ron, I'd give you a free issue but be damned to forking out air-mail to Switzerland! Remind me when you get back, please. Monopoly is a game I never play now, having played and played over the years until I'm sick of the sight of it. I wasn't aware that the presentation of Totopoly had been changed and I must make a mental note to have a look inside the box the next time I see one.



#### POSTAL RISK:

If we play we're going to have to use Will Haven's postal rules, which he'll now let me reprint. Before I go to the trouble though can we just have a head-count of the people that still definitely want to play? I shall want a minimum of 6 before even entertaining the idea.

#### OUTDOOR SURVIVAL:

I've thought a little on the possibility of introducing a postal game based on the AH game 'Outdoor Survival' and if the Kingmaker game had folded I was going to run this in its place. I'll detail briefly the sort of thing I had in mind.

The GM would draw up a large map of a section of wilderness containing varied terrain composed of forest, swamp, clear, desert, rough and 3 types of mountain. Only the GM would be aware of the complete map, and it would be revealed to each of the players little by little as they progressed across it.

The game would take the form of a race from the eastern edge of the map to the western and the first player to complete the crossing would be the winner (or alternatively if no-one survived the rigours of an outdoor existence, the last one to expire).

Each player would start from a different point on the eastern edge of the map and would be unaware where the other players were to begin. Each would have a blank hex sheet to be forwarded to the GM each turn and any new terrain that came into the players line of sight after each turn would be drawn in by the GM. Players would all commence in A1 health and would all of a movement factor of six to be spent in any way they wished, either hunting, searching for water, moving, seeking shelter, building shelter, avoiding carnivorous animals or even ambushing other players.

Players must have food and water every day (or turn) and to go without for two or more days would more than likely bring about a reduction in their 'life level' and consequently in the 'movement factor' they have available. There are 13 such life levels, on the 14th you're dead! Players can regain lost life levels by standing still on a food or water source for one or more turns but they must make the decision as to whether or not they can afford the time or whether they ought to risk crossing the next mountain ridge etc first. Other features of the game would include storms that would from time to time blow up forcing the players to make a decision whether to try and walk through it to pick up time on their opponents or whether build a shelter and sit it out. There would also be areas on the map where particularly vicious animals dwelled, and

players would have to decide whether to skirt these areas and lose time or risk hurrying through. Briefly, that's it. I've got a set of rules pencilled out roughly but unless I get a lot of interest I won't publish. Does anyone fancy a game?

RICHTHOFENS WAR

Before we continue with the moves for this turn, let me tell you that the chatter of machine-gun fire did indeed ring out this time. Results as follows:

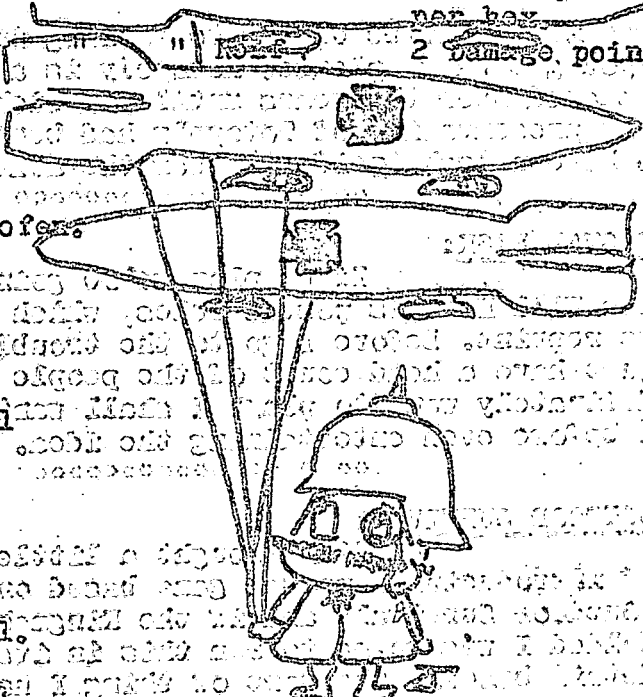
Richthofen firing on Brown

miss

Luber

5 damage points + CRITICAL HIT! Brown's aileron cables are fouled and his aircraft may not turn more than 1 hexside per hex

2 damage points.



Now the moves:

GERMAN AIRCRAFT

Fokker DR.1's

Jon Lovibond.

No.1. M. Von Richthofen.

T32/NE

3800

Sp 9

NE6/SE1/SW1

X27/SW

Remaining ammo - 11

Acc. damage 0

No.2. Fritz Luber.

V29/NW

3800

Sp 9

NW1/E2\*/SE2/SW1/NW1

U28/NW

remaining ammo - 11

Accu. damage - 0

No.3 Wilhelm Rolf.

W27/NW

3800

NW1/W3/SW1/SE1\*

ammo remaining 12, Accumulated damage 2/

No.3 UFO

W26/E

3700/3950

Sp.10

Accumulated damage - 0

ALLIED AIRCRAFT

Sopwith Camels

Carl Jennings

No.1. Roy Brown

W29/E

3800/4050

Sp.10

3E/4SE

S26/SE

Remaining ammo - 9

Accu. damage 10

No.2 Snoopy

U28/SE

3800/4050

Sp.10

SE1/NW2/turn V.

V.28

ammo remaining - 10

Accu. damage - 0

Jon, Wilhelm Rolf had insufficient movement points remaining to make the last turn you ordered and so moved 1 extra hex SE. In Fritz Luber orders you turned to W2 but when I did this the following orders made no sense. I therefore amended it to E2 which I'm sure it should be.

Carl, with Brown getting shot up this time it meant that he was unable to perform the manoeuvre you ordered. I therefore made the first turn and then let him fly in a straight line.

With the next turn Snoopy is in position to fire on Wilhelm Rolf and Fritz Luber is in line to fire on Snoopy. Dare Luber fire though? For if he does, he runs the risk of jamming his guns!

GAMES SHOP

Graham Boak has the following games that he would like to receive offers for (around about half the 'new' price). If you're interested contact Graham direct at 2 Cecil Court, Cecil Street, Lytham, Lancs. FY8 5NF.

i/ FLYING CIRCUS

ii/ FREDERICK THE GREAT

iii/ PUNIC WARS (played only once)

iv/ Combined Arms (unplayed)

v/ WORLD WAR 1 (unplayed)

vi/ OIL WAR (played once)

It seems no-ones interested in exchanging 'Creature Features' with me. I wonder why?

Week 6.

TRANSFERS

Ilford Town to Luton: Goodman (HB) for £60,000 (into reserves, colour )  
 Ilford Town sign unknown player for £20,000: Pat Holland (F) into team at 9  
 colour )  
 Red non-leaguer to Everton for £126,000. Name Portnoy, into team at 3  
 Blue non-leaguer to Luton Town for £91,000. Name M.Verges, into team at 4.  
 Yellow non-leaguer to Brentford for £151,000, name Mansley (F) into team at 11.  
 West Ham to Man.Utd: Upjohn (B) for £20,000 (into reserves, colour )  
 Walton Cloggers to Watford: West (GK) for £101,000. (Colour , into team at 1)

RESERVES PROMOTED TO FIRST XI

EVERTON: W.R.Dean to 7. LIVERPOOL YOUTH: Gibbons to 7.  
 Hamilton holds his place at 9. WATFORD: Josceylyn  
 holds his place at 5. NEWCASTLE: O'Reilly holds his  
 place at 9. IPSWICH: Burley to 2, Scanlon to 11.  
 LEEDS: Bremner to 6, Lawson to 9. BRENTFORD: Ormand  
 to 6. ALLFRENS: Neekins to 11. SATANS BASTARDS:  
 TPKS holds his place at 6. MPBU & BBLU: W.Haven to 1.  
 ILFORD: Cassalls to 2. PEOPER CELTIC: Deakin to 3,  
 Dog face Riley to 5. WALTON: Toyabee to 8. BOLTON:  
 Higgins to 5.



MISCELLANEA

No orders received from Newcastle, Walton C and Satans.  
 Man Utd's Erskins has scored 5 goals so is #1 level  
 The Leeds team total of 36 last week was CORRECT,  
 as was the 32 of the week before. I can't explain  
 without giving away details about the team.  
 Liverpool: the 'off-form' of Walker a while back was permanent.  
 Watford receive a loan of £50,000 from the central pool (I hope there's enough  
 in there) to be repaid with 10% interest within 2 weeks.  
 Allfrems Utd. obviously lost the £25,000 on the European tour because they didn't  
 turn up for the fixtures.  
 Sporan Acad's reject the European offer.  
 Charles XII nominated Captain of Peover Celtic.  
 Allfrems Leger, Workingtons Howe, and Satans Dr. Who settle their differences  
 with the clubs.  
 Guess what? Mercer regains the Everton captaincy.  
 GM to WEST HAM: I've no idea who Fisher and Goddard are. Can you enlighten me?  
 Watford have no reserve HB available and so play with 10 men.  
 Woods is nominated captain of Ipswich and R.Knee of Workington.  
 Workingtons Skillon is correctly Skillon and Whahett, Whakett. Alports full  
 name is Algernon Alport (AA?)

UNSETTLED RESERVES SEEKING TRANSFER

Bolton Wanderers:	Stevens	(B)	Scouts report:	G
Leeds Utd. :	Harman	(F)	" "	G
Watford :	B. Downes	(F)	" "	G
West Ham Utd. :	Falkner	(GK)	" "	G
Sporran Acad :	D. Copperfield	(HB)	B. (injured)	

\*\*\*\*\*

Willy Haughans suggestion that the price of an unknown player should be the same as that of a green player has been adopted and will be used henceforth. Just for the record, did you realise that there is a 62% chance that an unknown player will be green, compared with 12% each for the other colours?

\*\*\*\*\*

Now brace yourselves, because it's results time.....

Division 1

Attendance

Bolton W. (38) (0) 1 v Leeds Utd (40) (0) 0 24,000

T/M Dave Tant T/M Tony Sturt

Leeds Oram injured, out 6 weeks. No sub nominated.

Langtons 79, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000

Everton (41) (0) 0 v Liverpool (41) (0) 0 27,000

T/M Bob Howes T/M Mick Bullock

Evertons Lawton injured, out 4 weeks. Royal subs.

Manchester Utd (45) (2) 5 v Brentford (44) (0) 2 51,000

T/M Alan Owens T/M Steve Pratto

Jonze 4, Hall 15, Dennison 46, Rawlinson 55, Finch 56

Harrison 54, Bates 58

Man Utd's Joyce booked. Brentfords Finch sent-off, suspended 3 weeks.

Newcastle Utd (35) (1) 3 v Ipswich Town (42) (0) 1 27,000

T/M Steve Plater T/M Ron Canham

Barroclough 36, Smith 50, Beaumont 75

Barroclough 84

Ipswich's Beattie has good game

West Ham Utd (48) (0) 0 v Watford (31) (0) 0 30,000

T/M Richard Wakerdine T/M Peter Cousins

West Hams Gosseyn sent-off, suspended 3 weeks. Watford's Scullion has good game

+ 1.

Division 2

Luton Town (40) (1) 2 v Luton Town (40) (0) 0 30,000

T/M Paul Cook T/M Michael Groomas

G. Worst 36, Truman 82

MPBU's Peel booked.

Workington Reds (42) (2) 2 v Walton Troggers (43) (0) 0 24,000

T/M Willy Haughan T/M John Meadon

R. Plant 12, Buzzard 39, Devonshire 61

Peover Celtic (43) (4) 4 v Ilford Town (40) (0) 2 21,000

T/M Howell Davies T/M Laurence Parrott

Peover's Charles XII booked. Peover's third goal came from penalty.

Iveagh 25, Ward 26, 40 Haskall 57, P. Holland 75.

Kennedy (P) 38.

Satans Bastards (32) (1) 1 v Derby County (43) (1) 1 24,000

T/M C. Bedford T/M Andy Davidson

The Phantom Knicker Snatcher 20, Begg 42.

Satans Mephistopheles injured, out 2 weeks. No sub. Derbys Marsh has poor game

- 1.

Allfrens Utd. (47) (3) 3 v Spornan Acad. (37) (0) 0 30,000

T/M L. Kennedy T/M Ian McLaren

Beard 2, Kennedy 17,

Dougan 30.

Allfrens Kennedys sent-off, suspended 3 weeks. Spornans Weller injured, out 3

weeks.

The numbers after the scorers's name relate to the time of the goal, so you can now all relive the matches yourself. Wow! and recall being the best as the fastest scorer of the day was Allfrens Beard who had the ball in the back of the net after 2 minutes. Surprise result, Watford's 0-0 draw away to mighty West Ham who are now beginning to lose touch with leaders Manchester Utd.

Division 1

Attendance

Bolton W. (38) (0) 1 v Leeds Utd (40) (0) 0 24,000  
 T/M Dave Tant T/M Tony Sturt  
 Leeds Oram injured, out 1 week. No sub. nominated.  
 Langton 29,500 (7) 1 v HULL 29,000 (5) 1 v Walsley 29,000  
 \*\*\*\*\*  
 Everton (41) (0) 0 v Liverpool F. (41) (0) 0 27,000  
 T/M Bob Howes T/M Mick Bullock  
 Evertons Lawton injured, out 4 weeks. Royal subs.  
 \*\*\*\*\*  
 Manchester Utd (45) (2) 5 v Brentford (44) (0) 2 51,000  
 T/M Alan Owens T/M Steve Pratten  
 Joyce 4, Hall 15, Dennison 46, Rawlinson 55, Finch 56, Bates 58  
 Harrison 54, Bates 58  
 Man Utd's Joyce booked. Brentfords Finch sent-off, suspended 3 weeks.  
 \*\*\*\*\*  
 Newcastle Utd (35) (1) 3 v Ipswich Town (42) (0) 1 27,000  
 T/M Steve Plater T/M Ron Canham  
 Barroclough 36, Smith 50, Beaumont 75  
 Barroclough 84  
 Ipswich's Beattie has good game  
 West Ham United (48) (0) 0 v Watford (31) (0) 0 30,000  
 T/M Richard Walkerdine T/M Pete Cousins  
 West Hams Gosseyn sent-off, suspended 3 weeks. Watford's Scullion has good game  
 + 1.

Division 2

MPBU's Peel booked.  
 \*\*\*\*\*  
 Luton Town (40) (1) 2 v Luton Town (40) (0) 0 30,000  
 T/M Paul Cook T/M Michael Groom  
 G. Worst 36, Truman 82  
 \*\*\*\*\*  
 Workington Reds (42) (2) 2 v Walton Cloggers (43) (0) 0 24,000  
 T/M Willy Haughan T/M John Meadon  
 R. Plant 12, Buzzard 39, Devonshire 61  
 \*\*\*\*\*  
 Peover Celtic (43) (4) 4 v Ilford Town (40) (0) 2 21,000  
 T/M Howell Davies T/M Laurence Parrotts  
 Peover's Charles XII booked. Peover's third goal came from a penalty.  
 Iveagh 25, Ward 26, 40 Haskall 57, P. Holland 75.  
 Kennedy (P) 38,  
 \*\*\*\*\*  
 Satans Bastards (37) (1) 1 v Derby County (43) (1) 1 24,000  
 T/M C. Bedford T/M Andy Davidson  
 The Phantom, Knicker, Snatcher 20. Begg 42.  
 Satans Mephistopheles injured, out 2 weeks. No sub. Derbys Marsh has poor game  
 - 1.  
 \*\*\*\*\*  
 Allfrens Utd. (47) (3) 3 v Sporrans Acad. (37) (0) 0 30,000  
 T/M L. Kennedy T/M Ian McLaren  
 Beard 2, Kennedy 17, Dougan 30.  
 Allfrens Kennedy sent-off, suspended 3 weeks. Sporrans Weller injured, out 3 weeks.  
 \*\*\*\*\*

The numbers after the scorers name relate to the time of the goal, so you can now all re-live the matches yourself. Wow. Fastest scorer of the day was Allfrens Beard who had the ball in the back of the net after 2 minutes. Surprise result, Watford's 0-0 draw away to mighty West Ham who are now beginning to lose touch with leaders Manchester Utd.

Week 6.

TRANSFERS

Ilford Town to Luton: Goodman (HB) for £60,000 (into reserves, colour )  
 Ilford Town sign unknown player for £20,000: Pat Holland (F) into team at 9. colour )  
 Red non-leaguer to Everton for £125,000. Name Postnoy, into team at 3.  
 Blue non-leaguer to Luton Town for £91,000. Name M. Verges, into team at 4.  
 Yellow non-leaguer to Brentford for £151,000, name Mansley (F) into team at 11.  
 West Ham to Man.Utd: Upjohn (B) for £20,000 (into reserves, colour )  
 Walton Cloggers to Watford: West (GK) for £101,000. (Colour , into team at 1)

RESERVES PROMOTED TO FIRST XI

EVERTON: W.R. Dean to 7. LIVERPOOL YOUTH: Gibbons to 7.  
 Hamilton holds his place at 9. WATFORD: Josceylyn holds his place at 5.  
 NEWCASTLE: O'Relli holds his place at 9. IPSWICH: Burley to 2, Scanlon to 11.  
 LEEDS: Bremner to 6, Lawson to 9. BRENTFORD: Ormand to 6.  
 ALLFRENS: Neeskens to 11. SATANS BASTARDS: TPKS holds his place at 6.  
 MPBU & BBLU: W.Haven to 1. ILFORD: Cassalls to 2.  
 PEOVER CELTIC: Deakin to 3, Dog face Riley to 5. WALTON: Toyntee to 8. BOLTON: Higgins to 3.



MISCELLANEA

No orders received from Newcastle, Walton C and Satans.  
 Man Utd's Erskine has scored 5 goals so is +1 level.  
 The Leeds team total of 36 last week was CORRECT, as was the 32 of the week before. I can't explain without giving away details about the team.  
 Liverpool: the 'off-form' of Walker a while back was permanent.  
 Watford receive a loan of £50,000 from the central pool (I hope there's enough in there) to be repaid with 10% interest within 2 weeks.  
 Allfrens Utd. obviously lost the £25,000 on the European tour because they didn't turn up for the fixtures.  
 Sporan Acad's reject the European offer.  
 Charles XII nominated Captain of Peover Celtic.  
 Allfrens Leger, Workingtons Howes and Satans Br. Who settle their differences with the clubs.  
 Guess what? Mercer regains the Everton captaincy.  
 GM to WEST HAM: I've no idea who Fisher and Goddard are. Can you enlighten me?  
 Watford have no reserve HB available and so play with 10 men.  
 Woods is nominated captain of Ipswich and R.Knee of Workington.  
 Workingtons Shillon is correctly Skillon and Whahett, Whakett. Alports full name is Algernon Alport (AA?)

UNSETTLED RESERVES SEEKING TRANSFER

Bolton Wanderers:	Stevens	(B)	Scouts report:	G
Leeds Utd. :	Harman	(F)	"	G
Watford :	B. Downes	(F)	"	G
West Ham Utd. :	Falkner	(GK)	"	G
Sporran Acad :	D. Copperfield	(HB)	B (injured)	

\*\*\*\*\*

Willy Haughans suggestion that the price of an unknown player should be the same as that of a green player has been adopted and will be used henceforth. Just for the record, did you realise that there is a 62% chance that an unknown player will be green, compared with 12% each for the other colours?

\*\*\*\*\*

Now brace yourselves, because it's results time.....



MATCH REPORT FROM THE MPBU & BBLU REPORTER

MPBU were the first on the field, and started on the pre-arranged plan to gain crowd support. They started off by kicking signed footballs into the crowd, then Mrs. Maude Klisson started to throw kisses after them. Mrs. Richina Scott had just thrown in her shirt and was unclipping her bra to throw that too, when the referee stepped in and reminded the MPBU that the match was already 30 minutes late, and would they mind awfully if they could get on with playing football now? After a snap conference the team reluctantly agreed.

During the pre-match warm up, unknown to the MPBU team, the Ilford players had sneaked onto the pitch and cunningly disguised in their new style strip of grass green with camouflage brown thrown in, in case a dog came onto the pitch, could not be seen at all except the panky goalkeeper that is, who was wearing a bright pink shirt with blue and cream spotted shorts.

With the MPBU team now totally baffled at the shortage of players, Ilford had no trouble in taking an early lead, when an unseen Kinder burst through the middle and put the ball past a bewildered Bankz.

In the 15th minute Fred Peart drove the ball through a packed MPBU defence (it was the only way they could think of stopping Ilford scoring) and into the net. This was just too much for the Ilford fan, and he invaded the pitch.

It was now that MPBU hit on a winning formula - a machine gun - and Beafort was carried off seriously injured wounded, but only after all the remaining Ilford players had been covered with his blood - all except the substitute that is, who, on seeing the fate of his comrades had hid and could not be found, leaving Ilford with only 10 men - all of whom could be seen.

With the main hurdle in MPBU's path cleared, they had no trouble in getting back into the game, when a hopeful ball by Georgie Worst hit Scott on the tit, and rebounded into the net.

But it was the second half that proved to be the decisive one and, after only two minutes of it, MPBU were a goal ahead, the equaliser came when Hawkes presented Knight with a great chance and Knight hit the ball so hard at the goalie that both he and the ball were in the back of the net before they had realised what had happened! What turned out to be the winner came when Hawkes did a brilliant solo dribble ((his mother wiped his chin)), which left his shirt soaked through and the Ilford defenders too disgusted to tackle him for fear of touching him. With no opposition he scored an easy goal.

Apart from this the match was pretty eventless, until the last five minutes when Ilford attacked. Wheeler it was who tried to get round Bankz. But the Italian goalkeeper, being temperamental at the best of times, couldn't stand the sight of a nasty, dirty Ilford player in his nice clean goalmouth, particularly with that horribly muddy ball! And he promptly floored Wheeler with a right to the jaw.

Haskall it was who took the penalty, but he was so terrified at Bankz's possible reaction should the ball hit his nice clean white woodwork, that he shot miles wide!

At the end of the game both fans invaded the pitch and shot the referee and strangled one of the linesmen. However, it was reputed that the other linesman got away, although a spokesman for Ilford later denied this, saying that he had been recognised at the station and chucked underneath a train!

All in all an enjoyable game and we look forward to the return bout.

THE TOWN GROUND

What's green with white stripes, got two wings but can't fly?

A football pitch. Ta-raaaaah.

GOODISON REPLIES TO ANFIELD

Normally, we wouldn't acknowledge their presence. Like the Americans of the pre-Nixon era and Red China. It doesn't exist! But as one of the collaborators in the formulation of this particular 'Soccerboss' game, I feel justified in trying to reply to the gripes of the Liverpoolian manager, old what's

his-name, - Heffer?

Clive would be the first to admit that our game has loop-holes (which are still being discovered) and has room for improving modifications. But all Clive's answers to the complaints about the 'chance' factor are completely justified. Pleasing all of the people all of the time is an impossibility - Dickie Scott's sour gripe in the last issue is proof of that, but in the particular instance of 'Soccerboss' the grumbles are coming from an enthusiastic player who, so far, is having no luck at all. I know how he feels, because I too feel hard done-by, and my annoyance is not that my results are poor (indeed, apart from my 4-0 thumping at Old Trafford I have been fairly lucky with the match-play rolls), but that a/ every week I cannot get into the transfer market because my bids aren't high enough, and b/ that West Ham and Man Utd are getting all the luck imaginable with 'international duty' and 'good game' incident cards, which means the strongest teams are improving without even having to work on it! None the less, I still think the luck element will even itself out over the season.

Here we have old thingummy - Cowalip? - grouching because his results are all wrong for an above average team, but the league tables after 5 matches prove that he is the exception to the rule of 'strength' bringing success. In Division 1 the top 3 teams are Yellow, Red, Yellow and the bottom teams, Green, Blue, Green, with Liverpool in between. In Division Two there are 2 Red teams and a Yellow in the top 4 and only Derby County (and of all teams that must prove Clive's integrity!) could claim to be in the same unhappy run of ill-fortune as Liverpool.

My fear, voiced several times to Clive when we formulated these rules, was that Soccerboss would become another game like Monopoly, in that successful teams with a lucky initial player-draw (like West Ham and Man Utd) would get stronger and stronger, whereas weak teams would get weaker, and that interest would not be maintained over a full year's game-playing by the regular losers, and drop-outs would ultimately take place, or, at the best, these team managers would complain. We agreed that the 'chance' element was vital to keep the enthusiasm flowing, and I think the luck will change soon for Mr ... er..... Bollocks? (and the same to you!)

Anyway, if he will insist on playing his youth team in with the big boys, what can he expect? Who does he think he is, Bill Shankly? The crowds are staying away in their masses this week from Goodison Park, for a local Derby too. Pretty rotten, I call it.

One or two people have voiced worries that with the continual flow of 'class' players into the league from lower divisions we will soon have a situation where everyone is playing with the Yellow dice. Well, worry not for it won't happen. Firstly because the price of the players is continually increasing and there'll come a time when they're out of reach of the pocket of most and secondly, that although the match and training incident cards were split 50/50 between good and bad when we started you obviously haven't read rules VII (ii) and IX (ii). In other words, if too many teams are getting too good, the rate of off-form players may increase. In fact it may have happened already, I'm saying nowt.

GM to GOODLISON

Nobody noticed so I'm not going to mention it.

Heh, heh, I bet they're all looking for something now thought

It looks as if Mick Bullock is starting up a 'too much Soccerboss in Chimera campaign'. With six pages again this time I might join him. Anyone else?

Just this little bit to fill up and as I certainly don't intend starting another page, there are things that are going to have to remain unsaid and queries unanswered. Apologies to the people affected.



If anyone else has any games they'd like to buy or sell or exchange drop me a line and it'll get a mention in the next issue.

Now, at about the time when I usually check through the stencils and write up the books, I've got the whole of Kingmaker to re-type. Grrrrr.

### KINGMAKER

I have not heard from Dave Pollard and so his pieces are returned to the CROWN pack. They are: Grey, Le Lucas, and 30 Burgundian crossbowmen.

Next, the 'Screw the GM' department.

AUDLEY and Edward of Lancaster were of course in Coventry lader, no, still wrong. They were in Canterbury, not Coventry.

Last turn the plague struck Plymouth and Exeter, they're on the same plague card - simply a typing error.

Can't imagine what I was thinking of giving Bishop of Norwich to Fitzalan last time to allocate and can only suggest I was confusing Herbert with Clifford who Fitzalan did kill last time (if you can understand that!) I would, however, draw your attention to page 17 of the rule book, paragraph 12 which states: "If he decides to remove them from play (captured nobles) he is allowed to retain for distribution among his own nobles any Bishop, Ship, Mercenary and Town cards". I'm not wrong all the time see! Oh, rule iv/, page 3 states "There is no restriction on the number of Bishop, Mercenary, Ship or Town cards which each noble may hold". U.K.? If any of you are still using the old rule book I suggest you send 25p to Mr. Hall at Philmar for one of the new ones.

Grey is 3 south of Appleby not Masham.

**YOU MUST DETAIL EXACTLY THE ROUTE YOUR NOBLE TAKES ON A GIVEN MOVE. OTHERWISE HE WILL STAND.**

Richard Nash, 3 Fort William Drive, Belfast 15, Northern Ireland, has taken over the faction abandoned by Phil Murphy and renamed it "Men United are Supreme Society".

The following cards are returned to the Crown Pack (see first paragraph above):- Grey, Le Lucas, 3- Burgundian Crossbowmen.

N.B. I WILL NOT ACCEPT ORDERS DEPENDENT ON THE ACTIONS OF OTHER PLAYERS. I've said that before actually, but somebody wasn't listening!

### TURN 7

- AUDLEY Earl of Wiltshire, Archbishop of Canterbury stays in Canterbury with Edward of Lancaster.
- BEAUFORT Duke of Somerset, takes the King and moves to Farnham where he successfully lays siege to the castle. (But the bird had flown!)
- BERKELEY Still sits in Berkeley.
- BOURVIER Earl of Worcester, Admiral of England boards Le Margebat and sails to 1 north of Norwich.
- CLIFFORD Moves by road to St. Albans where he bumps into Stafford and .....  
..... Oh, dear, not again! See below.
- COURTENAY Earl of Devonshire, Marshall of England, Bishop of Lincoln moves to 1 east of Fotheringhay.
- CROMWELL Stays in Tattershall.
- FITZALAN Earl of Arundel, Chancellor of the Duchy of Lancaster, Archbishop of York, grumpily appeases the peasants at Chirk.
- GREYSTOKE Earl of Salisbury, Bishop of Carlisle arm in arm with Percy travels to 3 south of Masham where they happen upon Neville confused by the signposts, Battle follows, so see below .....
- HASTINGS Moves to Belvoir Castle.
- HOLLAND Earl of Westmorland goes with Beaufort to Farnham and helps with the siege.
- HOWARD Dashes to Wells.
- MOWBRAY Duke of Norfolk puts down the peasants in Chirk.

NEVILLE Earl of Warwick moves to 1 west of Towton where he sits by a sign post, because he can't understand it (no diagonal movement allowed). He hasn't been there long when along come Greystoke and Percy. You'd better see below.

PERCY Earl of Northumberland, Bishop of Durham goes with Greystoke to 3 south of Masham, where he has a bit of a dispute with Neville.

POLE Duke of Suffolk, fights the French at Ipswich.

ROOS Stays at Helmsley 'cos he can't move diagonally.

SCROPE Stands 1 SW of Lynn.

STAFFORD Duke of Buckingham, Chancellor of England moves to St. Albans just in time to meet Clifford coming down the road. See below.

STANLEY With a "Umph" and an "Ergg" launches his ship, quickly throwing a tankard of mead over it. As he stands back to admire his handywork the ship Le Rose sails into port ramming Stanley's ship and sinking it. "Never mind" says the captain, "we're here to take you to the mainland". "Hooraay!" says Stanley.

(GM: Hmm, but you haven't actually said whether you board or not have you? I'll take it you do, but please try to be explicit in future.)

TALBOT Earl of Sarisbury, Warden of the Cinque Ports sees Howard to Wells. Little to draw.

Le Christopher moves to 2 west of Beaumaris (it can't move from there to St. Davids as there's a line right in the crease of the board).

Le George Stays at Corfe.

Le Margerat Sails to 1 north of Norwich.

Le Michael Puts into Beaumaris.

Le Rose Stays in Douglas.

Le Swan Stays in Colchester.

Le Trinity stays at Corfe.



Stafford and Clifford meet at St. Albans where their forces clash in battle. Clifford's force is overrun and Clifford taken prisoner. Will Stafford please advise me with his next set of orders what he wishes to do with his captive, either kill him or release him. Oh, by the way, in pleading for mercy Clifford admits to belonging to the faction.

In the quare 1 west of Townton Percy and Greystoke meet and defeat the forces of Neville. Neville is taken prisoner. Will Percy or Greystoke or both please advise me what they wish to do with their captive, either kill him or release him. If they went to ask for ransom, Neville's faction is .....

Beaufort holds Farnham. O.K.?

PRESS  
ADVERTISEMENT

Urgently required; material for a new action packed novel to be titled "The NMR disease". It is hoped to be made into a dramatic TV series starring Telly Savalas as Theo, the mad professor who tried to turn the Kingmaker game into a boring standstill. The epic struggle by Commander Bond to overcome the menace to our survival is certain to be one of the most moving (not standstill) stories of the decade. Anyone wishing to give details of their forces to enable the book to be published should send them to the Secretary of the Men United are Supreme Society as soon as possible.

Epitaph: Telly Savalas is well remembered for his epic performance in Helen of Troy as the Greek who began the war. For was his not the face that launched a thousand ships?

C.B. (For the uneducated, the ships LEFT Greece)

TAG HILL I don't understand.

**END OF TURN ACTION**

Appearing on the scene this time are Grey & Cromwell, Berkeley and Scrope at Rockingham, Tattershall, Berkeley and Masham respectively as usual.

Storms at sea: Le Margat to Ravensburn, Le Christopher to Caerharvon.

Plague: LONDON. No effect.

Piracy: Fitzalan to Arundel. Beaufort and the King to Corfe.

Plague: COLCHESTER AND IPSWICH. No effect.

Here ends turn 7 of Kingmaker, all that remains is to give you your secret information:

Turn 7 (not 150)

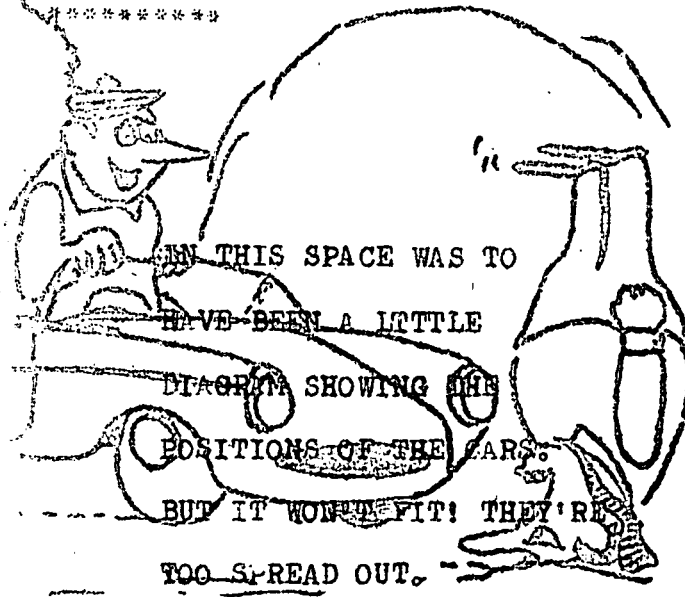
Turn 8 (not 100)

Screw the GM Department, over to you.

Red would not grumble too much with this play, if the penalties were kind to him. He had anticipated the possible banking, his provisions would probably have been exactly as FORMULATED.

Well there you have it, personally I think new things are being kept in mind, but it's up to you to keep the pace.

Y-Hoves	140	100	B40-44	Brake wear 1
O-Canham	160	140	B37-40	Brake wear 1
G-Crun	60	100	E27-29, C30-32	
R-Groom	60	100	E25-30	Tyre wear 1
B-Nash	140	120	E38-43	Tyre wear 2
Bu-Taylor	100	160	B29-36	
Y-Hoves	100	80	B47-48	
O-Canham	140	120	B41-46	Tyre wear 1
G-Crun	120	100	E33-39	
R-Groom	100	120	E31-37	Superb Driving
B-Nash	120	160	B46-52, C53	Spin-off B41.
Bu-Taylor	160	140	B27.....	



As the orange force up like... usual amount of movement this time... haven't been able to get a full amount... because of an unforeseen situation arising. This time it was a slip in the front of the Abbey Curve. Last issue Bob came up with a solution the NMR problem and I'm pleased to say you've all agreed that his new rule should be adopted. This time he's turned his hand to formulating a rule to cover just the sort of situation that as occurred above and during last issue with Red. I'll let Bob explain in his own words:

Drivers are asked to provide provisional orders to cover any foreseeable hazard that may occur. Failure to do so will give the GM the right to make the best possible move under the circumstances to enable any car to continue and only in the case of an impossible or totally unfair moves will the race be halted.

In any session, a car negotiating a corner at a safe speed, which is baulked and fails to reach the 'Corner Hazard' square, and for which the subsequent selected speed would be BLUE.

Well, what do you think of the brakes... In any session, a car negotiating a corner at a safe speed, which is baulked and fails to reach the 'Corner Hazard' square, and for which the subsequent selected speed would be BLUE.

entail an automatic spin-off penalty, will have its speed reduced to take it through the corner at 40mph above the safe speed and will incur penalties resulting from the dice throw. If a third move is required to complete the session, the GM will increase or decrease the speed by the same mph as that originally intended by the driver.

e.g. from the situation that arose last time. **RED CAR** (from Spin-off)

Turn	St. Spd	New Spd	Move	Tactic	Card
Turn 6	60	100	E21-22	E23-24 baulked	
Turn 7	60	100	(not 120)	E25-30 (dice throw for penalties)	
Turn 8	100	140	E31 etc	(not ?160)	

Red would not grumble too much with this play, if the penalties were kind to him. If he had anticipated the possible baulking, his provisional moves would probably have been exactly as shown anyway!

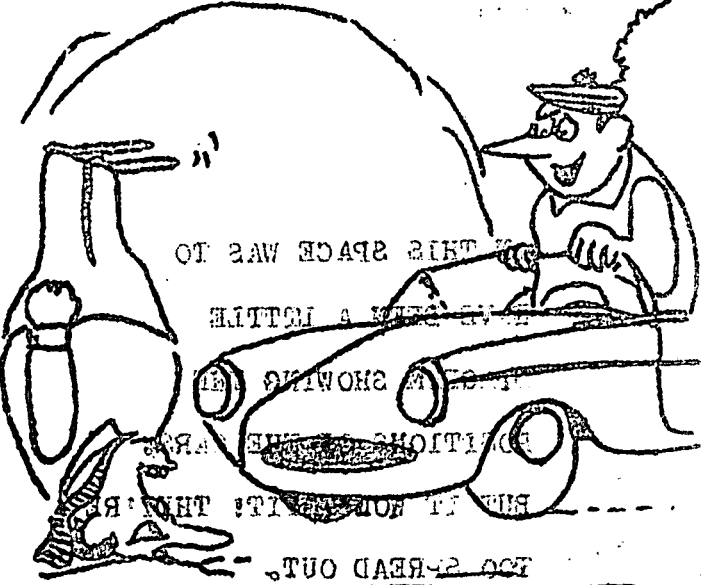
Well there you have it, personally I think we ought to try anything that will keep the game flowing, but it's up to you whether we adopt the rule or not. Once we've got the little queries like this sorted out Bob has offered to type up and copy an up to date set of rules for each of the players, so don't worry about having odd rules all over the place.

**PRESS**

**PARSNIP TO RACE CONTROL** (during Coffee-break on 14/10/68)  
 Luvverly Linda can cum fer a rawl in me Aycat any owld toime - any owld toime at all. 'Pomeroy' cums from t'French "Pomme a Roi", or "Royal Apple", which proves 'er to be an absolute pippin 'oo 'as t'roit culcheral background, just loik oi 'as, - H'agriculcher, 'Ortioulcher.  
 Sorry 'byowt orl them spin-offs. The Aycart's oil is a mixcher of Casteroil an' Cow-dung which me Chief Mechanic, Ber 'Tater' Bassett, concocts in the still 's's got behind the pig-stoy. I's oil's spillin' that on t' track. Gawd 'elp t'others!

**THE ORANGE FLAVOURED CAR**

As the climate hots up the Orange car takes on a delicate Tangerine colour. He turns on the juice eating up segments of the track and peeling round the corners. The driver looks like he's got a pipe about something. He's holding up a card which says 'Don't take the pith out of my driving!



**TAG HILL**  
 Suggest you write to Phil Stutt for a copy of Jaffadrew.

**ITALY-RUSSIA**  
 Please get back to 1901  
 Cockatrice, I'm in 1904.  
**GERMANY-TURKEY**  
 HALLO! HALLO! HALLO!

Halloo! halloo! Well, we are playing in ECHO!  
 Well, what do you think of the brakes now...!

STATE OF THE CARS	tyre wear	brake wear
YELLOW	3	0
GREEN	1	0
BLACK	4	1
ORANGE	3	0
RED	1	0
BLUE	0	0

phew!!!

## DEMOLITION DERBY

Rules for play  
devised by

BOB CHAPMAN

1. This a game for eight players, each player controlling a car designated by one of the following colours - White, Yellow, Orange, Red, Green, Blue, Purple, Black. The cars race round the track illustrated on the attached sheet.
2. Unlike Formula 1, the cars do not move on the spaces marked on the track, but on the lines (similar to Scalextric, slot car racing). The track is divided into 26 numbered sections, movement of cars is made by a series of one section movements either forward or diagonally. The one section movement occurs in the order in which that one section would be completed on a time scale (see table below.). Each section of track represents 10mph. Tactic cards are amalgamated with speed, so that a car travelling at 80mph and having a +4 card played for it, is virtually doing 120mph and has a movement for that turn of 12 sections. Cars may accelerate by 30mph per turn.  
TABLE OF MOVEMENT for order in which cars move:  
12-11-10-9-8-7-12+6-11-10+5-9-12+8+4-11-7-10-12+9+6+3-11-8-10+5-12-7-9-11-12+10+8+6+4+2-11-9-7-12-10+5-8-11-12+9+6+3-10-7-11-12+8+4-9-10+5-11-12+6-7-8-9-10-11-12-ALL AT ONCE
3. The centre line of each car corresponds exactly with the track line on which the car is standing. The body of the car occupies the spaces on either side of the track line, in such a way that it is not possible for two cars in the same section of track to occupy adjacent track lines.  
In order to overtake a slower moving car in lane 'C', a car must be able to move to lanes 'A' or 'E'. (For the exception to this rule, see rule 7 - spinning)
4. There are five different type of Tactic Cards, and eight of each type. The five different cards are:- +1, +2, +3, +4 and 'Superb Driving' (take one corner at any speed). Tactic cards will be drawn by the GM, and each player advised of his cards only. No player may hold more than 2 identical cards.
5. Each car as a limited number of wear points as follows - White 20, Yellow 21, Orange 22, Red 22, Green 23, Blue 23, Purple 24, Black 25. Wear points are deducted from this total each time a car is in collision or exceeds the safety speed at corners. 10mph over the safety speed = 1 wear point, 20mph over the safety speed = 2 wear points, 30mph over the safety speed = Spin (immediately that a car spins, its speed is reduced to zero, and it is turned to face the opposite direction).  
Cars may decelerate by 10mph per turn without penalty, however, reduction in speed by 20mph = 1 wear point, by 30mph = 3 wear points, by 40mph = 5 wear points, by 50mph = 7 wear points.  
Cars that exhaust their limit of wear points cease to move, and remain stationary where they 'died'.
6. Baulking and collisions. (see diagram 1) Where a car is baulked and cannot make the one section movement, the GM shall reduce the speed of that car to the speed of the car baulking, or if two or more cars are baulking, to the speed of the faster(est) moving car. If a car is baulked by a car or cars moving at a slower speed than that car, then a collision is deemed to have taken place. Wear points are deducted for collisions in the following way:- 1 wear point is deducted from the total of each car in collision for every 10mph difference in speed (for the purpose of calculating wear, Tactic Cards are ignored).  
In diagram 1, Orange is baulked by Yellow, Red is baulked by Green, and the speeds of both cars is reduced to 40mph. Wear points are deducted as follows - from Yellow 1 wear point (collision with Orange), from Orange 1 wear point (collision), from Red 3 wear points (reduction in speed by 20mph + collision with Green)

Note that only speed is used to calculate wear points, not number of sections moved.

7. Spinning. (see diagram 2) A car may be ordered to spin another car; it is successful if it reaches a position diagonally behind on an adjacent lane, and moving faster than the car it is attempting to spin, and with move in hand to complete the manoeuvre. In diagram 2, Purple may attempt to spin Blue, if it has been specifically ordered to do so, but Black may not spin Purple as it is not in an adjacent lane. Immediately that a car has been spun, its speed is reduced to zero, and it is turned to face the opposite direction occupying the lane immediately adjacent to its original lane, the lane from which the 'attack' came. The car ordered to do the spinning occupies the space left vacant by its victim. (Note that this is the only occasion on which two cars may occupy adjacent lanes in the same section). The speed of the attacking car is reduced to that of its victim, and wear points are calculated for the collision in the usual way. In diagram 2, Purple successfully spins Blue, Blue's speed is immediately reduced to zero, and he faces the opposite direction on B26, Purple's speed is reduced to 30mph and he occupies A26, from which he can move to A1 or B1 should there be any move remaining that turn. Both cars lose 1 wear point.

8. Recovery from spin. Recovery from a spin takes place on the following move. It is a two part move carried out at a speed of 20mph. On the first section of movement for cars travelling at 20mph the spun car is turned to face the proper direction, and when all cars move one section forward, it moves ahead one section. For all calculations speed is deemed to be 20mph. No tactic cards may be played on this turn.

9. Shunting. (see diagram 1) A car may be ordered to SHUNT another car; it is successful if it reaches a position immediately behind that car, in the same lane, travelling at a faster speed, and with move in hand to complete the manoeuvre. The speed of the car doing the shunting is reduced to that of its victim, and it does not move forward on the move that the shunt takes place. The car being shunted is pushed straight ahead on the move that the shunt takes place; its speed remains the same providing that it is not baulked.

In diagram 1, Red has been ordered to shunt Green; when Red is due to move, his speed is reduced to 40mph and he remains on E1; Green is shunted forward to E3 but his speed remains at 40mph. Wear is calculated in the usual way - Red loses 3 points (reduces speed by 20mph + collision), Green loses 2 points (collision). Note the situation if Orange is ordered to shunt Yellow. For Yellow to move straight ahead he is baulked by white, and the situation would end:

Yellow B4 40mph 2 wear points, Orange c2 40mph 1 wear point, White D4 30mph 1 wear point.

10. Spinning and shunting may only take place if specifically ordered, the victim must be clearly stated. At all other times cars will attempt to avoid collisions, even if this contravenes lane preference. However, cars may be specifically ordered not to avoid collisions on any move, in which case slower moving cars will not be able to evade. When ordering a spin or a shunt it is not necessary to specify in which lane or in which section this manoeuvre should take place, the GM will make the necessary adjustments to lane preference in order that the manoeuvre may succeed. Orders should be written thus:

SPIN G = spin Green, SHUNT W = shunt White, XA = don't avoid collisions.  
(Note, B = Black, Blu = Blue).

11. The game will be run on a weekly deadline. Each moves orders should be written thus: Speed; Route of Preference; Tactic Card (if any); Written instructions. Each lap of the track takes approximately 5 turns, a five lap race would be more than adequate to find an outright winner. Winning criteria would be either first car to complete 5 laps, or last car left in running order, whichever comes soonest. A period of between 2 and 3 weeks will be allowed between Gamestart and first move deadline, to allow for driver 'discussion' etc.

12. In the event of no orders being received, the car affected will continue in a straight line as far as is possible (the GM adjusting the route to suit conditions, avoiding collisions etc.), reducing speed by 20mph per turn (and incurring the usual wear points) until the car comes to a halt, where it remains until the original driver submits new orders; or the race ends.

DEMOLITION DERBY - The track showing starting positions and wear limits.

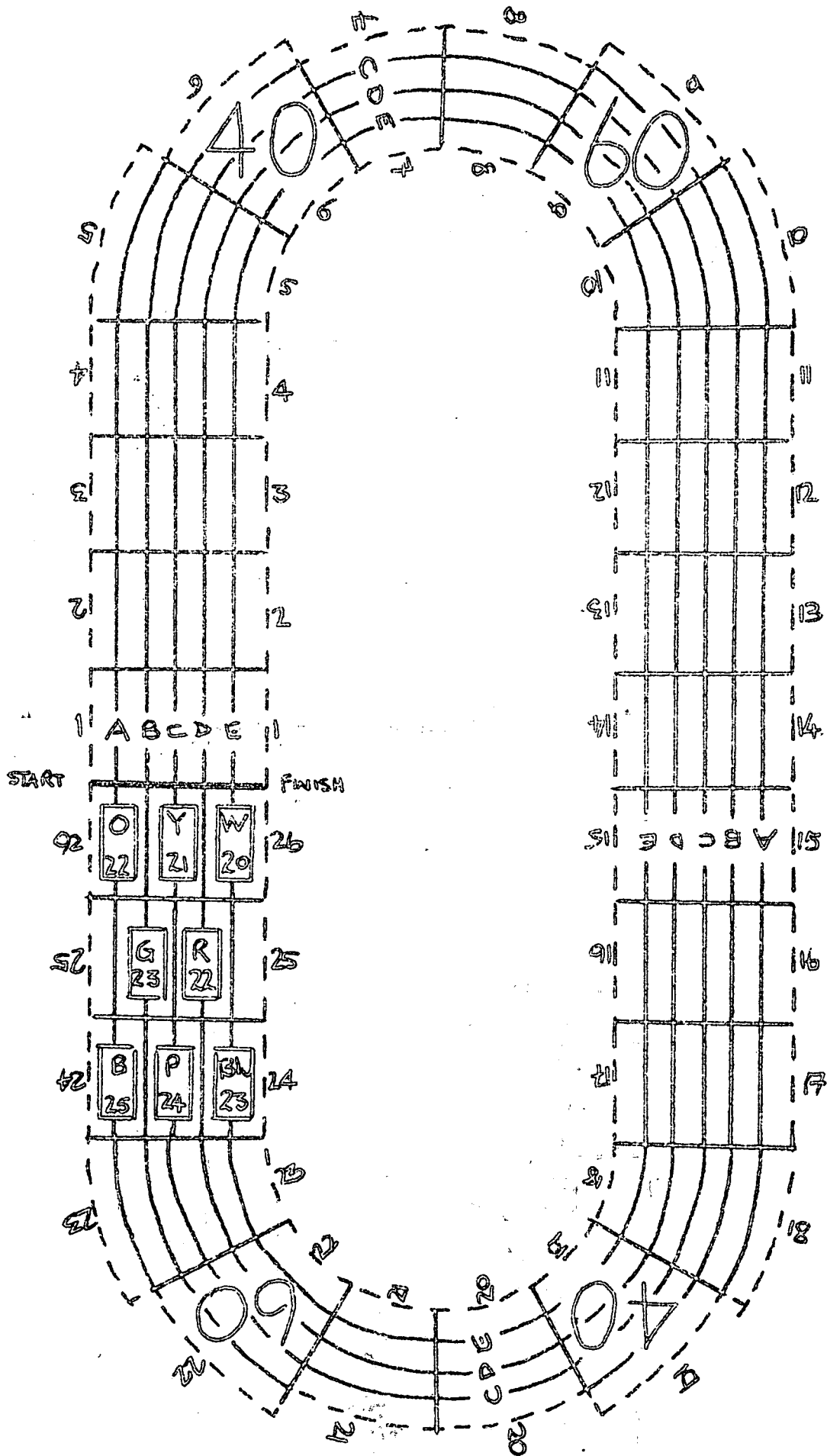


DIAGRAM 1

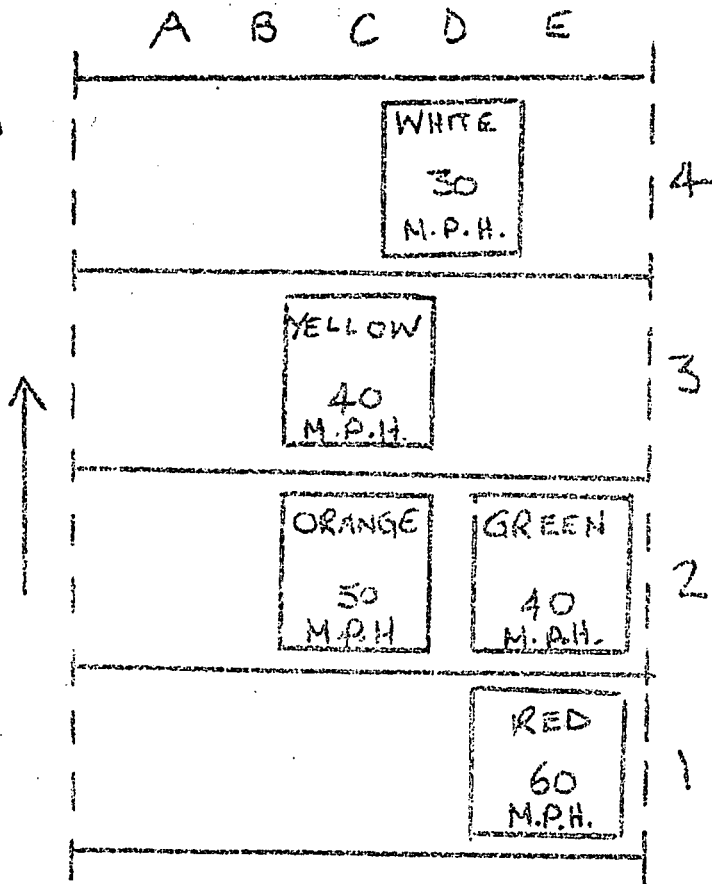
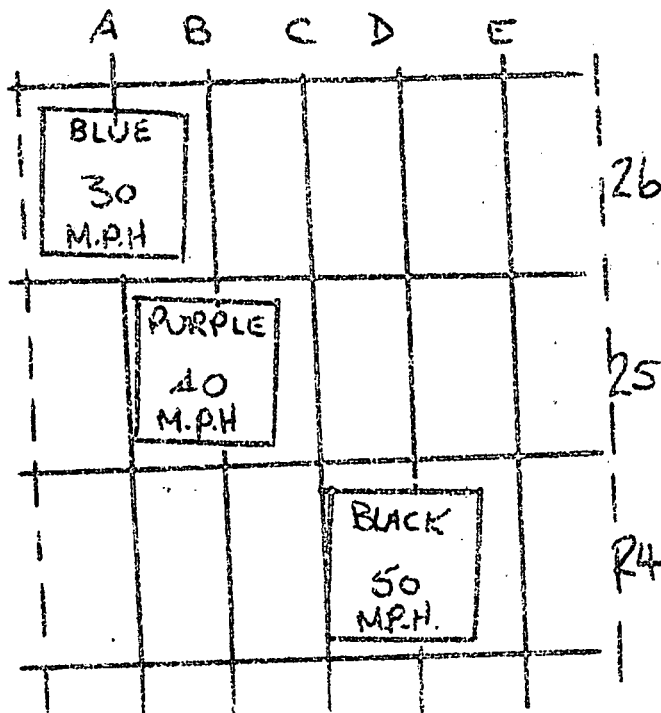


DIAGRAM 2





CONCORDE - ALL

At this rate the game will take 2 years for me to win: if you all stand in conditional orders to cover unforeseen circumstances which may affect your car then I can win the race a lot sooner. There aren't that many things that can happen anyway so it isn't too difficult.

TAG FILL - CONCORDE

How do you submit orders to cover unforeseen circumstances? If you force them to write conditional orders, they're not unforeseen!

CONCORDE - PARSWIP

I think the NMR rule that you suggested is a definite improvement especially the idea of driverless cars! I am in favour of it.

ANNOUNCING THE 'MAD POLICY' 'ZINE POLL

Richard Walkerdine has set the date for the next MP 'zine poll for sometime in April (can't remember the date), so I suggest you get your votes in as soon as possible: anyone that receives 3 or more 'zines is eligible to vote and may do by writing to Richard at 43 Chapel Grove, Addlestone, Weybridge, Surrey. KT15 1UG.

You vote by rating the 'zines you receive from 1 to 10 with 1 being pathetic and 10 excellent. If you enclose a stamped, addressed envelope with your votes, Richard will send you a free copy of MP in which the results are published. Please, if you're eligible, VOTE. I shall be very disappointed if Chimaera doesn't scrape into the top 10 and it may just be your vote that makes the difference. If you're interested last years top ten were: Dolchless averaging 8.06 votes, Mad Policy 7.83, 1901st 7.68, Fifth Column 7.39, Superior 7.00, Greatest Hits 5.75, War Bulletin 6.75, Relief 6.7, Lemming Express 6.41 and Frigate 6.3. Several of those 'zines now no longer exist so there's certainly room for a new boy up there. Don't forget, VOTE, VOTE, VOTE.

READERS

Well the Arnold by the river teaser was cracked almost by return of post by Bob Chapman so I owe him a free copy of Chimaera. Dave Thorby also hit on the right answer, but as I did say first correct solution I'm afraid he gets nothing for it. I got some wonderful answers (wrong answers) and if I wasn't pushed for space I'd publish some of them. The correct answer was that Arnold was really Hans Christian Andersons 'Ugly Duckling'. Easy wasn't it? No new teaser this time, but I may have one for next issue. As for others:

LAS VEGAS/LEFT ARM

Alan Owens: 30)N, 31)Y, 32)N 33)Y 34)N 35)N 36)aN, bNcYdY, 38) aY, bN, cN  
Jim Lawson: 1)N 2)N 3)N 4)- 5)N 6)Y 7)N 8)N 9)N 10)Y 11)Y 12)er, Y 13)Y  
14)N 15)N 16)N 17)N.

\*\*\*\*\*

Oops, just spotted I've missed Michael Grooms press from Formula 1. Sorry, I'll include it next time.

\*\*\*\*\*

Enclosed with this issue is Bob Chapman's game 'Demolition Derby'. I hope you all enjoy it. It is primarily intended as a postal game and for those of you interested Bob is prepared to run a trial game for no fee. It would be run on a game card method with the card being shuttled between the GM and player, all you have to do is enclose a s.a.c. for the return.

Bob, if you get a game started we'll publish periodical progress reports in Chimaera if that's O.K.

Anyone that tries the game on a 'tiff' basis let me know how you get on and let me have your comments. I'll forward them to Bob, who I'm sure would like to receive them. Bob's address by the way is: 61A Barry Road, Paignton, Devon, TQ3 3QL.

\*\*\*\*\*

COPIES

Alan Owens, March 27 onwards - c/o Supply Squadron, RAF Sydenham, BFPO 801.

If you write to Alan, please make sure that your address is shown on the outside.

RON CANHAM: from March 24th until April 4th. Schüpfgraben 4, 6374 BUOGHS,  
Switzerland.

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If it wasn't a quarter to midnight on a Sunday night, I'd put a drawing in here.  
But it's, so I'm not.

DEADLINE FOR ISSUE 15. FRIDAY 16th APRIL 1976.  
SOCCEROSS/FORMULA ONE/KINGMAKER 1 WEEK BEFORE. I.E. 9th.



This is Chimera 14.  
From Clive F. Booth,  
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