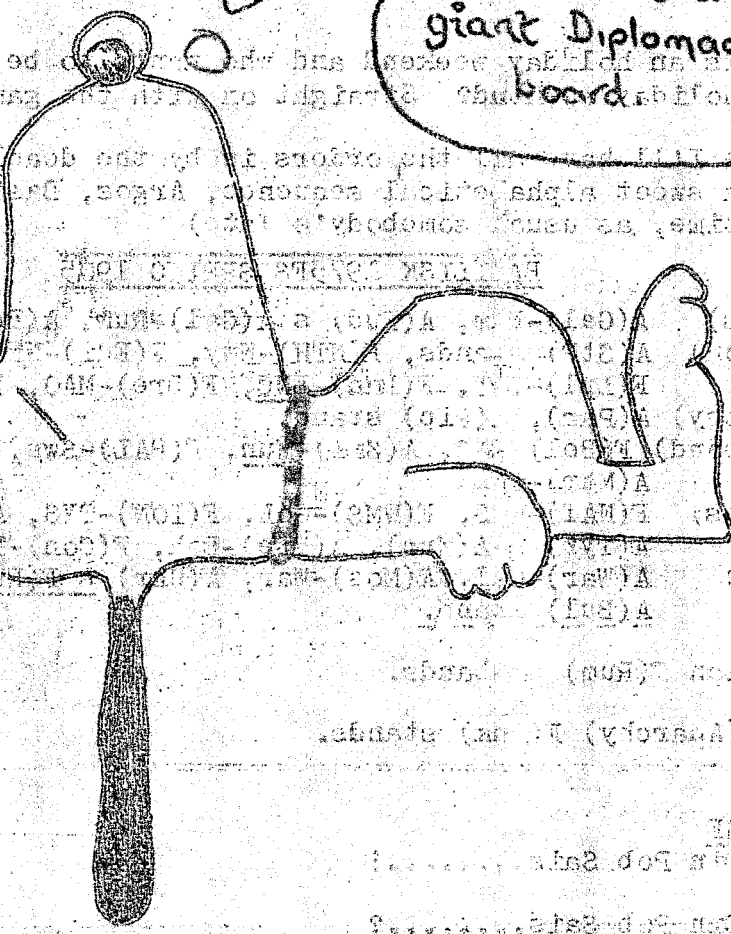


The world is a giant Diplomacy board



Cover Dave Florby

Ladees an' Gennelmen, in your hands, your very hands, now rests the 17th. issue of the postal gaming magazine 'Chimaera', rated fairly and squarely as the best magazine in Europe. Oh, I do like saying that, I'll do it again. The best magazine in Europe, the best magazine in Europe. Trouble is I've had to buy all new hats.

It comes to you every three weeks as regular as clockwork and all it costs is 4p per sheet + postage. No, don't laugh, I know it's funny but some people actually do pay for it, I have to laugh myself sometimes.

The editor is I, and I is me, and me is Clive F. Booth of 71 Clara Mount Road, Langley, Heanor, Derbyshire DE7 7HS. Circulation is now just the top side 80 spread over 3 continents.

This is an holiday weekend and who wants to be stuck indoors producing a 'zine on a holiday weekend? Straight on with the games then.....

(one day maybe I'll have all the orders in by the deadline so that I can do the games in a sweet alphabetical sequence, Argos, Basilisk, Cockatrice etc., but not this time, as usual somebody's late)

BASILISK 1975FS SPRING 1905

- AUSTRIA (Howes) A(Gal)-Rum, A(Bud) s A(Gal)-Rum, A(Bul) s A(Gal)-Rum.
- ENGLAND (Meadon) A(StP) stands, F(NTH)-Nwy, F(Edi)-NTH, F(Den)-s F(Edi)-NTH, F(Lpl)-IRI, F(Lon)-ENC, F(Bre)-MAO, F(Por) s F(Bre)-MAO.
- FRANCE (Anarchy) A(Par), A(Pic) stand.
- GERMANY (Lovibond) F(Bel)-ENC, A(Sil)-Mun, F(BAL)-Swe, A(Bur)-Pic, A(Pru)-Ber, A(Mar)-Gas.
- ITALY (Davies) F(NAf)-WMS, F(WMS)-GoL, F(ION)-TYS, A(Pie)-Mar, A(Mun) stand, A(Tyr)-A(Mun), -A(Vie)-Boh, F(Con)-BLA.
- RUSSIA (Cook) A(War)-Gal, A(Mos)-War, A(Ukr) s F(Rum), F(Rum) s AUSTRIAN
A(Bul) stand.

Retreat: Russian F(Rum) disbands.

Ooops TURKEY (Anarchy) F(Ank) stands.

PRESS

BUDAPEST - ROME

Twll Din Pob Sais.....!

TAG HILL

Twll Din Pob Sais.....?

TAG HILL - ALL

Well, what do you think of it? I've done away with the pretty spacing of issues past to cut down on the amount of space per game. Any comments?

COCKATRICE 1975ID AUTUMN 1906

- AUSTRIA (Sturt) A(Bud)-Gal.
- FRANCE (Scott) F(NTH) c German A(Edi)-Den, F(NWG)-NAO, F(MAO)-NAf, F(Spa-SC)-WMS, F(GoL) s A(Mar)-Pie, A(Ruh)-Bur, A(Gas)-Mar, A(Mar)-Pie.
- GERMANY (Groom) A(Edi)-Den, A(Kie)-Lvn, F(BAL) c A(Kie)-Lvn, F(Den)-Swe, A(Ber)-Pru, A(Sil) s A(Ber)-Pru.
- ITALY (Canham) A(Vie) s A(Tri)-Bud, A(Tri)-Bud, F(Rom) stands.
- RUSSIA (Nash) F(Ank)-BLA, A(Con)-Bul, A(Sev)-Rum, A(Ukr) s A(Sev)-Rum, A(Pru)-Lvn sby A(War), F(StP-NC)-Nwy sby A(Fin).
- TURKEY (Haughan) F(TYS)-Rom sby F(Nap), F(ION)-AEG, A(Ven) stands, A(Con) s A(Rum) (no such unit), A(Ser) s A(Rum), A(Bul) unordered.

VIII

Retreats: Italian F(Rom)-Tus.

BUILDS

- AUSTRIA (Bud) = 0: lose 1 A(Gal) OUT!!!
- FRANCE Bre, Par, Mar, Spa, Por, Bel, Lpl, Lon. = 8: N/C
- GERMANY Kie, Den, Hol, Edi, Mun, Swe + Ber. = 7: bu 1 A(Mun).
- ITALY Vie, (Ven), (Rom), + Bud. = 2: lose 1 F(Tus).
- RUSSIA StP, Mos, War, Sev, Nwy, Ank, Smy, (Rum), (Ber), + Con. = 8: N/C
- TURKEY Bul, Gre, Ser, Tri, Tun, Nap, (Con), + Ven, = 9: bu 2 owed, no home cen.

PRESS

AUSTRIA A(Bud) doesn't give a damn what happens to it

TAG HILL

Just as well isn't it, (wasn't it?).

KREMLIN

The people of Russia have today rejoiced in the news that the Soviet Press Agency is back in business. It's witty columns have been sorely missed by those collecting ~~libel~~ the majority of the Russian peasants. ((The majority of Russian peasants can't read, which opens up the question 'What do they use it for?' As it is generally printed on soft paper that question is easily answered, as is the reference to 'sorely missed' which is obviously due to the rougher paper they have to use for wiping their.....)) During its absence Russian interests abroad have taken a slight turn for the worst up north, but this has hopefully been rectified by a new Frenchip made over the summer.

In order to cut down on the cost of our press releases to our weakened capitalist allies, the Poliy-Bureau (8th wonder of the world) have decided to put all our news in one egg basket and not to lock the door before the chickens have bolted or the horses have hatched. May-ingleash is gould, iss itt nutt? N.Ireland dialect will be used from now on to confuse everyone. Un thon bay whur oy dasstungwash fur yon Skuts dalek. (And this is where I distinguish from the Scottish dialect).

MOSCOW

The BBC would like to apologise for the interference on vision...it is merely due to a technical fault. Irish definition of above excuse - thon fella hasn't torn i'on.

ASSA MARRA - BORING PRESS WRITER

I quote from one of your letters "you stab me in this game and I'll get you in Norse/Dip 2". Have you seen the latest situation? I'm open to offers, perhaps even to those connected with this game.

VATICAN - TURKEY

Message understood and agreed.

FRIGATE 74/13 1974DB AUTUMN 1910

- AUSTRIA (Waldie) A(Apu)-Rom sby F(Nap), F(ION)-TYS, F(ADS)-Alb, A(Tri)-Ven, A(Pie) s A(Tri)-Ven, A(Tyr)-Mun sby A(Boh), A(Sil)-Pru, A(War) s A(Sil)-Pru, A(Gal)-Sil, A(Ukr)-Gal, A(Mos)-StP, A(Lvn) s A(Mos)-StP.
- ENGLAND (Ferguson) F(Tun)-ION, F(WMS) stands, A(Gas)-Mar, A(Bur) s German A(Mun), F(Bre)-MAO, A(Pic)-Par, F(ENC) stands, F(Swe) stands, F(NTH) stands.
- ITALY (Lindsay) F(TYS)-GoL, A(Rom) ms A(Ven).
- GERMANY (Sharp) A(Nwy) s A(StP), A(StP) s A(Nwy), F(Hol)-NTH, A(Kie)-Den, A(Ber) s A(Mun), A(Ruh) s A(Mun), A(Mun) stands, A(Bel) stands.

Retreats: Italian armies Rom and Ven disband.

SOCCERBOSS - early scores: (15 mins played) Bolton 0 v West Ham 1, Brentfd 1 v Everton 0, Man U 0 v Ipswich 1, Watford 1 v Liverpool 0, MPBU 1 v Allfrns 0, Ilford 2 v Workington 2 !!, Liverpool 1 v Brentford 0, West Ham 1 v Leeds 0, Satans 0 v Peover 1, Allfrens 0 v Luton 1 !!

BUILDS - Winter 1916.

AUSTRIA Vie, Bud, Ser, Tri, Gre, Bul, Rum, Mos, Sev, Smy, Con, Ank, = 16: bu 2
 War, (Mun), + Rom, + Nap, + Ven. F(Tri), A(Vie).
 ENGLAND Lon, Lpl, Edi, Mar, Bre, Por, Spa, Tun, (Den), + Swe, + Por = 10: bu 1 A(Lon).
 ITALY (Rom), (Nap), (Ven). 0: lose 1 F(GoL).
 GERMANY Kie, Hol, StP, Ber, Nwy, Bel, (Swe), (Par), + Mun, + Den = 8: N/C.

FRIGATE 75/23 1975BK AUTUMN 1908

ENGLAND (Fisher) A(Lon)-Bel cby F(ENC), F(SKA)-Den sby F(NTH), A(Bre)-Par,
 F(MAO)-Gas, F(Mar)-GoL, F(WMO)-GoL,
 GERMANY (Ross) A(Mos) stand, A(StP) s A(Fin)-Nwy, A(Gal)-Ven, A(Bur)-Par,
 A(Bel) stands, A(Ruh) s A(Bel), F(Hol) s F(Den)-NTH,
 F(Den)-NTH, F(Swe) s A(Fin)-Nwy, A(Kie)-Den, A(Fin)-Nwy.
 ITALY (Howes) F(Apu)-ION, F(ADR) s F(Apu)-ION, F(Tun) s F(Apu)-ION,
 F(TYS)-GoL, A(Ven)-Pie, A(Ser) ms A(Bud).
 TURKEY (Barker) A(Sev) s A(Rum), F(BLA) s A(Rum), A(Rum) s A(Bul)-Ser,
 A(Bul)-Ser, F(Gre) s F(EMS)-ION, F(AEG) s F(EMS)-ION,
 F(EMS)-ION.

Retreats: English F(NTH)-Edi.

Builds - winter 1908

ENGLAND Lon, Lpl, Edi, Bre, Spa, Por, Mar, (Nwy), = 7: lose 1 F(Gas).
 GERMANY Kie, Mun, Ber, Hol, Den, Bel, Par, War, = 12: bu 1, A(Mun).
 Swe, Mos, StP, +Nwy.
 ITALY Rom, Nap, Tun, Vie, Bud, Tri, Ser = 7: N/C.
 TURKEY Smy, Con, Ank, Bul, Gre, Sev, Rum, Ven = 8: bu 1, A(Con).

THE KEFLAVIK FILE 14:

"How can I get out of my own head?" screamed Lindsay as he slumped backward onto his own retina.

"Simple" said a confident Sobieski, "somebody is messing this press release about. Think clearly now, is the image of what's outside obscured within your eye? If you were lying on your back, looking up at the sky, on a summers day, you wouldn't see little Fishers float across your vision, would you? Anyway, this is too stupid to be happening....isn't it?"

Fisher took the initiative and with a quavering falsetto bellow, (?) (overloud for the benefit of those reading this transcript) said "Hey, you up there, if you want this set-up to continue, you had better get us out of this mess."

"SURE" echoed a new voice, reverberating around Lindsays cranium, "try the Dislocator again".

Pulling himself together, the robed eccentric swept his hair behind his shoulders with one hand, whilst he fumbled with the Dislocator with the other. "Damn!" he shouted, "this is my pocket calculator, now where's that... here it is!" he said withdrawing his hand from his robe again.

Sobieski had a funny feeling that this had all happened before.....

WHERE ARE OUR HEROS OFF TO NOW? THE MAKERS OF PETE LINDSAY (Advt) ACCEPT NO RESPONSIBILITY FOR HIS ASSOCIATIONS WITH BUTLINS REDCOATS. WHO NEEDS FRIENDS WHEN YOU CAN SEND THEM A FREE 'CHIMAERA' WITH EVERY ISSUE OF THE 'KEFLAVIK FILE'.

SOCCERBOSS - latest scores (30 mins played)

Mid-week	Saturday
Leeds 1 v Newcastle 0	Newcastle 1 v Man Utd 1
Watford 2 v Liverpool 1	West Ham 2 v Leeds Utd 1
Ilford 3 v Workington 2	MPBU 1 v Sporrans 0
Peover 0 v Derby Cty 2	Workington 0 v Derby Cty 1
	Satans 1 v Peover 2

No change in the other scores.

ARGOS 1975FH WINTER 1904

First of all the errors, ahem....Italy has a fleet in Piedmont, not an army as reported. Italian A(Tyr) was a ghost unit, a mirage, and has disappeared from whence it came. France only has one build, not two.

ENGLAND (Bullock) Builds A(Edi), A(Lpl), F(Lon) 9
 FRANCE (Plater) Build A(Mar) 7
 GERMANY (Davidson) Removes A(Mun) 2
 ITALY (Cousins) No change 5
 RUSSIA (Lovibond) Remove F(SKA) 8
 TURKEY (Pratt) No change 3

DAEDALUS 1976AO AUTUMN 1902

AUSTRIA (Thorby) F(AEG) s Italian A(Tun)-Smy, A(Gre) s Russian A(Rum)-Bul, A(Ser) s Russian A(Rum)-Bul, A(Bud) s Russian A(Ukr)-Rum, A(Tri) s A(Ser).
 ENGLAND (Howes) A(Bel) s French A(Gas)-Bur, F(SKA)-Den, F(Swe) s F(SKA)-Den, F(NTH) s F(SKA)-Den, A(Yor)-Lon.
 FRANCE (Cook) F(MAO)-IRI, F(ENC)-Lon, A(Pic)-Par, A(Gas)-Bur, A(Mar) s A(Gas)-Bur.
 GERMANY (Ovens) A(Bur)-Bel, A(Ruh) s A(Bur)-Bel, F(Hol) s A(Bur)-Bel, A(Den) s Russian F(GoB)-Swe, A(Mun) stands.
 ITALY (Lean) A(Tun)-Smy, F(ION) c A(Tun)-Smy, F(EMS) c A(Tun)-Smy, A(Ven)-Apu.
 RUSSIA (Barker) F(Arm) s F(Sev)-BLA, A(Rum)-Bul, A(Mos)-Lvn, F(Sev)-BLA, F(GoB)-Swe, A(Ukr)-Rum.
 TURKEY (Burton) NMR!!! F(BLA), A's (Bul), (Con), (Ank) all stand.

Retreats: English A(Bel)-Pic, German A(Den)-Kie, Turkish A(Bul) and F(BLA) annihilated.

BUILDS winter 1902.

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

PRESS

STOP PRESS: DAEDALUS TO GO INDEPENDANT

Game to be run as sub-zine to Chimaera

In a shock move last night, the players in Daedalus voted overwhelmingly for their game to be made into a sub-zine in its own right. A spokesman for the game told our reporter, "Well, it stands to reason, doesn't it? Ours is the only game that has its press listed as a separate item in the index ((Keflavik File?)), and we've got all the best players in this game, so why shouldn't we have our own sub-zine?" When asked what would happen if Clive Booth refused to give the game a sub-zine of its own, he replied, "In that case, we'll start sending in silly orders, and even sillier press. Booth will be made to look a fool in the eyes of his readers".

The proposal was put to the players at a meeting in a small house in north London. The exact voting was:--

In favour 1
 Against 0
 Abstained 6

The fact that only one of the players in the game actually attended the meeting was said to be 'irrelavent' by their spokesman, who went on ((and on, and on, and on, and...)) "If they can't be bothered to turn up, they don't deserve a vote. I should like to point out, by the way, that everyone who was present at this meeting voted in favour of the motion, and

VI

the only abstentions came from those who couldn't be bothered to come." When asked if the other players had been told that the meeting was going to take place, the spokesman, who asked not to be named, refused to comment. When Clive Booth, the editor and publisher of Chimaera was told about the vote he burst into tears, and was unable to give any comment. We believe the change will go ahead as planned.

NUTHATCH

Hi there, I'm the new editor of this section of Chimaera, although Clive will still be running the game, so all moves and press should be sent to him, not me. Anyway, on with the game.

And now, your favourite serial, brought to you this week by the makers of Atomic Krispies, the breakfast cereal that goes Snap, Crackle and Kerpow!

DOWN FROM THE SINGING MOUNTAINS 4

On the return bus journey from Clydach conversation between the two boys was subdued.

"What d'yew think she meant, then?" whispered Gerwyn.

"Drew, how should I know", muttered Dai. Silence for several minutes. Then Dai spoke again, "One thing for sure, she meant something! The old Lady knows everything, the old Witch!"

"Aye", said Gerwyn, "She had to, married to old Grand-dad. Real devil he was, so I've heard from our Mam."

"Shingles?" Dai was speaking to himself really, listing the skin-ailments which his limited medical knowledge allowed him. "Scarlet Fever? German Measles? Must be something like that if it is spots on the belly."

"S-s-s-h....." said Gerwyn, looking furtively around at the other passengers. They both knew instinctively that whatever the unknown ailment might be, it was a taboo subject not mentioned in general conversation.

The week-end passed,....Monday, Tuesday, and on Wednesday they broke the news of the proposed venture to their respective Mams. Chance of a lifetime, two unexpected tickets, instant decision to purchase, knew Mam wouldn't mind, most of the Rugby Club were going, etc., etc. The Mams objected, but were ultimately convinced that their boys would be in good company. Relief all round, and a few warning glances from Gerwyn were sufficient to keep young Myfanwy quiet.

Thursday evening in the Working Mens' Club, the cousins were watching the usual quartet of domino players, and drinking their pints of bitter. The conversation took a torrid turn.

"So Gwynfor Powell's got the Clap again, them?"

"Aye, silly fool. Keeps on messing about with those tarts down Port Talbot."

Two pairs of ears pricked up.

"Young idiot asks for trouble." It was old Griffiths the Chemist speaking as he placed a double-blank on the table.

"No sense, no sense at all", Twm Rhys tapped the table.

"Covered, he is...Nasty, very painful." Evan Roberts tapped the table. Dai and Gerwyn exchanged glances.

"Well, you can't sow your wild oats with these loose women without reaping the whirl-wind." Arfon ap Howell, family baker and sidesman at the Methodist Chapel, tapped the table.

"My game," said Griffiths the Chemist, "placing his last domino on the table. "Yes, he's a young fool. No damn use him coming to me after he's got it, expecting me to give him a cure, just because he's scared to go to his GP. I keep telling him, "Take precautions, boy" I say, but he doesn't listen! Mucking about with these loose women without taking precautions....."

The boys finished their drinks and left the club, wending their way back up the hill in the crisp winter evening.

"That's it then, boyo" said Gerwyn.

"Aye, that's it. What Evan said. Clap, he said, didn't he? That must be Gran's Spots on the Belly, or something like."

"Sounds nasty. Think we'd better call it off, don't you?"

VII

"Diew, no! Not bloody likely!", Dai said emphatically. "You heard what Old Griff said. We'll have to get some of those 'precautions' he was on about. I'll pop in and see him tomorrow when we come off shift."

NUTHATCH

Right, now Daedalus is going into the Mastermind market. Insteaed of setting a code, or choosing a five letter word, I've chosen a five word saying, and you have to find out what it it is. In order to help you a little, I'm going to give you the first letters of the words, i.e. the initials of the saying. K.B.A.L.S. Right, off you go. Game fee is 3 supply centres, the whole lot going to the winner. Now back to Clive.....

TAG HILL

Klive Booth Attracts Looney Subscribers??

VIENNA - MOSCOW

Can't you keep that idiot in St.Petersburg quiet, *darling?*

TRIESTE - VENICE

I couldn't read your last letter, the envelope was full of champagne (hic!).

AEGEAN - IONIAN AND EASTERN MED.

Hello, sailors!

AUSTRIA - TAG HILL

Is that what they mean by No Moves received?

TAG HILL - AUSTRIA

No, I think it's called a 'Full Supporting Cast'.

AUSTRIA - ITALY

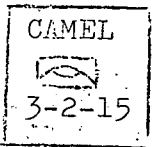
Did you hear about the Irishman who had three children, one of each?

TAG HILL - AUSTRIA

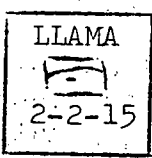
You've not, by any chance, got an Irish father and a brother and sister, have you?

VIENNA - ST.PETERSBURG

I'll see your camel, and raise you two Llamas.



to



"If I should ~~die~~ be stabbed think only this of me: that there's some corner of a Devon field that is forever....."

Hang on Joe, Lamas come from Tibet and are only 2-1-13's - unless they are Welsh, in which case they are Llamas.

TAG HILL

Sorry to report a typing error in last seasons report. The Turkish built in 1901 mysteriously converted itself to a F last time when it should have remained an army.

ECHO 1976AU SPRING 1902

- AUSTRIA (Dove) NMR!!!! A's Vie, Tri, Bud, Ser & F Gre stand unordered
- ENGLAND (Pomeroy) A(Nwy)-Fin, F(Bar)-StP-NC, A(Edi)-Nwy, F(NTH) c A(Edi)-Nwy.
- FRANCE (Sturt) A(Bel)-Hol, A(Bre)-Pic, F(Mar)-GoL, A(Spa)-Mar, F(Por)-Spa-SC, A(Par) stands.
- GERMANY (Canham) F(Swe)-s A(Den), A(Den) s F(Swe), A(Hol) stands.
- ITALY (Lindsay) A(Ven)-Tyr, A(Rom)-Ven, F(Tun)-ION sby F(Nap).
- RUSSIA (Pringle) F(GoB)-StP-SC, A(Mos) s F(GoB)-StP-SC, A(Ukr) s F(Sev). F(Sev) stands.
- TURKEY (Nash) F(Smy)-AEG, A(Arm) s F(Rum)-Sev, F(Rum)-Sev, A(Bul)-Rum, F(Con)-BLA.

PRESSLUVERLY LINDA LONDON reports:

Her Majesty notes his Imperial highness the Kaiser was so interested in Swedens Porn he forgot to order builds. Tut tut!! Or is he perhaps thinking of what he's going to do to me if and when he gets to England!!

TAG HILL - LLL

Actually, I have a letter from the Kaiser in front of me in which he talks about 'Boobs' in the game. Obviously he's got sex on the mind.

RANTINGS AND RAVINGS FROM GERMANY

"Have you ever been angry with yourself? Really, violently angry? Know what I mean? Like when you look at your game and think; what's that fool Booth playing at. Then realising you are the fool. I cannot express myself strongly enough in words. I shall take it out on the nearest brick wall."

TAG HILL - GERMANY

If you look back to Chimaera 15, page VII, you'll see I did warn you that something like this was going to happen.

POPE - WHATSERNAME

The I.O.U.'s must have been Clives, or at least the one purporting to be from me anyway. I'm not allowed to do that sort of thing - I'd be excommunicated (Ouch!)

ANKARA - LONDON

Did Clive only send you 5 bits of paper Linda? He sent me 7! Didn't know what he was on about thoughsomething to do with Wombles or Wembley and giant-killers; reminded me of Jack and the beanstalk. I didn't give him anything though.....

Postscript. It wasn't really you Clive, was it? Not another hoax remnant of Chimaera 11? I mean the Chimaera 11 didn't get to Wembley by beating Derby; then again they weren't beaten by Southampton either.....

CHANGE OF TOPIC DEPT.,

Reports that England is intent on stripping Russia (of his supply units) have been circulated concerning the loss of certain supply units in the north and south of the country. Turkey naturally denies any part in the venture, being content on taking the country apart at every opportunity in an effort to get to see the Queen of England at Moscow. It was under the large clock, wasn't it? And you did say that you would have the Crown Jewels with you.....

TURKEY - ALL EXCEPT ENGLAND

Anyone interested in buying a set of jewels: going cheap, very rare species. Apply to Ankara. (You didn't read that Linda, now did you? - Oh, you are terribly, terribly naughty.....)

REDICULE DEPT (or Sale of the Century Dept).

All of you are requested to read episode one in issue 64 of 1901 aat, game 1901 How. Otherwise this may seem confusing. A lot has been said of Nicolas Parsons, but the crowning glory of his career came when he won the British screen awards Best actor award for his part in the epic cartoon series Captain Pugwash, where he played the infamous hero. Nicolas is best remembered for his forgetfulness on T.V, especially on names. More next time, when you will all know what I'm talking about.

EDITORS NOTE

'1901 and all that', for those that don't know, is the second best 'zine in Europe. Chimaera is the best. Oooh, I do love saying that and I've got another 11 months yet to reign. Bet you get sick before I do.

SOCCERBOSS LATEST SCORES - 45 minutes played

<u>Midweek</u>		<u>Saturday</u>	
Watford	2 v Liverpool 2	Liverpool	2 v Brentford 0
Ilford	3 v Workington 3	Newcastle	2 v Manchester Utd 2
		West Ham	3 v Leeds Utd 1
No change in the other scores.		Workington	1 v Derby Cty 2

FRIGATE 73/4 1973HB SPRING 1913

ENGLAND (Ball) A(Vie)-Bud, A(Ukr)-Rum, A(Mos)-Sev, F(NTH) c A(Edi)-Den,
 F's Hol, Kie, BAL, GoB & A's Sil, Pru, Lvn all stand.
 FRANCE (Walkerdine) F(ION)-EMS, F(Tun)-ION sby F(TYS) and F(Nap),
 A(Rom) s A(Ven), A(Tyr)-Tri sby A(Ven), A(Gal) s English
 A(Vie)-Bud, A(Mar)-Fie, A(Boh)-Vie, A(Mun)-Tyr, A(Par)-Bur.
 ITALY (Sharp) F(ADS) s A(Bud) - Tri, A(Tri)-Vie, A(Bud)-Tri.
 RUSSIA (Cousins) A's Sev, Rum, Bul. F's Gre, BLA all stand NMR!!!!!!!!!!!!

 Retreats: Italian A(Bud)-Ser

There was an error in adjudication last time in that Naples was shown as being Italian owned when it was in fact French. Italy therefore loses F(Apu) for 3 and France built A(Par) for 12. Players were advised by postcard.

PRESS
TRIESTE

If this is going to be yet another Walkerdine 2-way draw, could we call it off now? There's no defence - there never is. I propose concession to England-France, with Russia-Italy =3rd.

TAG HILL

Votes on the above proposal with your orders for the next deadline please.

POLARIS 74/22V ATLANTICA FEBRUARY 1871

My adjudication of the last issue has been questioned in respect of my disallowing the landing of the English Army at Halifax. The move failed because a) its support from the Gulf of St. Lawrence was cut by the Canadian Fleet in Montreal, and b) because the army itself was stood off by the Canadian Army from New York that attempted to land, via convoy, in the same space.

Chas Bedfords cartoon below sums up this game beautifully, don't you think? Moves are over the page.



ENGLAND (Scott) F(GSL) ff A(Pri)-Hal, F(Nfl)-s F(GSL), F(ENC) s A(Bur)-Bel, A(Bur)-Bel, F(Bre)-MAO, A/F(NAO):A(dis)-Gnd (Gnd frozen!), F(NAO)-HBS, A(Pri)-Hal, F(GRA)-Dav (Dav frozen), A/F(WAO):A(dis)-Bos, F(WAO)-s A(WAO)-Bos.

GERMANY (Walkerdine) A(Tyr)-Aus sby A(Bch, A(Mun)-Tyr sby A(Pie), A(Mar) s A(Pie), A(Por) s F(Spa-NC), F(Spa-NC) s A(Gas), A(Gas) s F(Spa-NC), F(Bel)-ENC sby F(Pic).

ITALY (Haughan) A(Yug)-Aus, F(ADR) s A(Ven); F(GoL)-Tus, F(Mor) s F(Mau)-Cen, F(His)-SAO.

CANADA (Morris) F(Dav) shivers in the grip of winter, A(NeY)-Gpe, A(Mld)-Ken, A(Chi) s A(Mld)-Ken, A(Phi)-Mld, F(Mon-SC)-GSL, F(Che)-Ric.

UNION (Anarchy) A's Wis, Mis stand.

CONFEDS (Sturt) NMR! A's Ter, Ric, Ges: F's BAH?SAO all stand.

Retreats: English F(ENC)-Wal.

Builds) March 1871

ENGLAND: Lon, Lpl, Ice, Edi, Ire, Bre, Gnd, Par, Nfl, Pri, = 13: bu 2
(Por), +Bel, +Hal, +NeY. A(Lpl), A(Lon).

GERMANY Mun, Ber, Kie, Hol, Swe, Den, Nwy, Spa, Mar, (Bel), = 11: bu 1
+Por, +Aus. A(Mun).

ITALY Nap, Rom, Ven, Gre, Tun, Mor, Mau, His, (Aus) = 8: bu 1 A(Rom).

CANADA Tor, Mon, Chi, Phi, Bos, (Hal), (NeY), +Mld, Ken = 7: N/C

CONFEDS Jac, Cha, Lou, Cub, Ric = 5: N/C

UNION AZO, Man, (Mld) = 2: N/C

FRODO 'WAR OF THE RING' YAVIE 3019

MORDOR (Drylie) 3A(MMo)-Ith, 2A(DMa) s 3A(MMo)-Ith, 2A(Udu)-Dag,
2A(Isn)-WEm, 2A(Wil)-NWi, 2A(Ere)-Riv, 2A(Ett)-MGu,
A(Umb)-Har.

ROHAN (Jones) A(Wol)-Fan, 2A(Edo)-WEm, A(Rau) s Gondor 2A(Ith)-Ano.

MEN OF THE NORTH (Lean) 2A(Car)-Rhu, A(WRh)-DGu, A(Shi) stands.

GONDOR (Kennedy) 2A(Ith)-Ano, A(Pel)-Har, A(Pin)-Ise.

ELVES (Dove) NMR!!! 2A(BrL), A(Riv), A(Esg) stand unsupported.

DWARVES (Lindsay) 2A(EMi-II)-MGu, A(Bar)-Bree.

Retreats: Elven A(Riv) disbands.

BUILDS Hrivé 3019.

MORDOR MtG, Mor, Isg, Udu, Bdu, MMo, Umb, (DGu), +Riv, +Ith, = 10: bu 2
+NWi. A(MMo), A(Udu).

ROHAN WEm, EEm, Edo, +Fan = 4: bu 1, A(EEm).

GONDOR DAM, MTi, Pel, +Ano, +Isn = 5: bu 2, A(MTi),
A(DAM).

MEN Dal, (Esg), (Bre), +DGu, +Rhu, +Shi. = 4: bu 1, A(Dal).

ELVES Lor, Mir, (Riv), +Esg. = 3: N/C.

DWARVES ELu-III, Ere, +Bre. = 3: bu 1, A(ELu-II).

NEUTRAL Beo, CDu, Duñ, Har, Tha, Wld. = 6:

TAG HILL

Mordor cannot build in Mount Gundabad as the Great Goblin has not captured a new centre. Although the rules aren't too clear on the subject I am assuming that only Goblin armies may formed by Mordor in Mount Gundabad. Although the name of the province, Mount Gundabad, suggests that it is mountain it is not marked so on the map, nor is it listed as such in the province table, so apparently any unit may enter.

At the joining of the provinces West Emnet, East Emnet, Eastford and Rauros, not too clear on the map, the following provinces are connected: Edo & EEm, EEm & Efo, EEm & Rau, EEm & Efo, Edo & Efo, Efo & Rau.

If an army moves with the ring please specify it does so or I shall assume it is left in the vacated province.

RING TRANSFER: No transfer - remains in Shire.
 ROHAN army in Fangorn Woods converts to ENT army.

PRESS

No dateline....

"Gandalf?"

"Yes?"

"Do you know where we are?"

"No"

"I do"

"Oh?"

"I've been here twice before"

"You mean.."

"Yes"

"In which case, any moment now..."

"Put your hands up you brutes!"

The Stainless Steel Rat turned slowly to face the newcomers.

"Hello Rikki, hello Cyril" he replied wearily.

GORGON SPRING 1901

Nowhere near 7 sets of orders for this game so the start is definitely held over to the next issue. Four people decided to make use of the extended deadline I offered leaving orders on file for Germany, Italy and Russia.

NEW GAME START

MERCATOR III

CHIMAERA DESIGNATION: HYDRA.

Hydra? Well a Hydra had a lot of different heads to it and so as this game, they are as follows:

				<u>CREDIT</u>
ARGENTINA	Ron Fisher,	83	Earl's Way, Euxton, Chorley, Lancs.	(£2.45)
AUSTRIA	Kedge Neuman	10	Burton Road, Hornsea, E.Yorks HU18 1QY	£1.29½
BRAZIL	Ron Canham	48	High Street, Ipswich, Suffolk, IP1 3QJ	(.25)
CHINA	Mike Roberts	56	Willowfield Drive, Marlpool Gardens, Kidderminster, Worcs.	.55
ENGLAND	Doug Wakefield	115	Acre Lane, Cheadle Hulme, Cheshire	(.96½)
FRANCE	Duncan Morris		Computer Bureau, Box 8038, Causeway, Salisbury, Rhodesia.	£1.91
GERMANY	Gary Porter	237	Markfield, Courtwood Lane, Croydon, Surrey. CRO 9HW	.41½
INDIA	Stephen Pratt	15	Craneford Close, Twickenham, Middlesex	(£1.35½)
ITALY	Bernard M. Crisp	62	Chestnut Grove, Franche Estate, Kidderminster, Worcs.	£1.00
JAPAN	Clive Waterhouse	54	Cypress Grove, Hainault, Ilford, Essex. JG6 3AJ	£1.35
RUSSIA	Paul Segal	29	Heath Hurst Road, London NW3	(£1.40½)
TURKEY	Stuart Dagger	27	Cameron Way, Bridge of Don, Aberdeen	(.48)
U.S.A.	Pete Nunn		Green Ridges, New Barn, Lyminge, Folkeston, Kent CT18 8DX	(.53½)

The figure in the right hand column is your Chimaera credit figure after deduction of the £1 game fee and the £1 deposit, but excluding the cost of this issue. Bracketed figures are red and it would be appreciated if the people with them could pull them back into credit before we start.

We will commence the issue after next (19) so that you can all ensure you have the correct maps to hand. We will be playing on the modified map of which I do not have spare copies available. They should be available from one of the variant banks at the following addresses:
 Will Haven, 4 Victoria Street, Chorley, Lancs.

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Dave Allen, 11 Alma Heights, Off Cavendish Way, Mickleover, Derby DE3 5BJ.
Walter Luc Haas, Postfach 7, CH-4024, Basel 24, Switzerland.

WAITING LISTS

Regular 2 season year Diplomacy R.Nash, Lee Johnson, Jan Johnson
Game fee 50p + £1.00 deposit

Gibraltar M.Janta-Polczynski, K.Apt, R.Canham,
Game fee £1.50 + £1.00 deposit I.Drylie, P.Segal.

To the people that have had their FREE copy of the Gibraltar rules and who have no doubt studied them, are you going to play or not?

PASSWORD nee MASTERMIND

A turn out of 11 for the very first Chimaera Password game (note, not Mastermind), which is quite good. Still room for more though if anyone wants to make a late entry. Send me your first guesses along with a s.a.e. and I'll let you have scores back in time for you to get your next guess in by the deadline. Let's see, 11 people at a £1 a head game fee gives a first prize of £11, now don't you think that's worth playing for? Yes, it is but as the game fee is only 15p it means you've got to burn your brain up for a meagre £1.65. First guesses:

	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>		<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>
M.Bullock	-	0	OX	I.McLaren	-	0	0
G.Hawes	X	00	OX	R.Nash	00	0x	OX
B.Howes	X	0	0	J.Piggott	-	X	0
L.Johnson	-	X	000	S.Pratt	0	0	0
L.Kennedy	0	0	-	D.Tant	-	00	X
M.Lean	0	00	00				

Some interesting words selected there as first guesses, if I were a psychologist they'd no doubt tell me a lot about you. To be fair I'll tell you that I haven't used 4 letter words with an S stuck on the end to provide a five letter. The words selected are all genuine five letter words (though I don't say they're not plurals) and there was no special system used in selecting them. I just put pencil to paper and wrote down the first three five letter words that came into my head. Now if you were a psychologist no doubt they'd tell you a lot about me.

Must just point out that Bob Howes is out here to reclaim the Mastermind title he feels was unfairly taken from him last time. My fault I'm afraid, I fed him duff information!

Everyone, please keep a note of your guesses and answers, I intend printing only scores for the current round in each issue of Chimaera to save space (and time).

FERNETIC SCRABBUL

Yet another seven letter word from Chas in game 1, this time 'DEMAGOD' with the D running from WEESAL to make WEESALD (equivocated). In game 2 the seven letter words still elude Paul and the best he could manage was MHANECL (Manacle) using the A of BATERIE. Scores now:

Game 1 (Pink)	Bedford	161	v	Cook	18
Game 2 (Green)	Bedford	72	v	Cook	28

Chas asks in a letter 'How much license are you going to allow in mis-spelling. I could for instance justify GHOTI as a phonetic spelling of 'FISH'. GH as in laugh
O as in women
TI as in nation

As a matter of interest WEESAL is an anagram WEASEL. Did Paul not notice or was he just entering into the spirit of the game?

Well Chas, GHOTI as FISH is O.K. by me just so long as you continue

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to provide proof as you did in this game. I've no doubt that by the time these games finish we'll have introduced a whole new range of words into the English language.

RICHTHOFENS-WAR

German Aircraft - Fokker Dr.1's
Jon Lovibond

No.1 Manfred von Richthofen
R33/NE 3800/4100 Sp.9
NE2/NW2/Turn E End V31/E
Ammunition 11 Damage 0

No.2 Capt. Fritz Luber
Fires on Snooply-hits, 2 damage points
Guns Jam! Can not be fired again!

AA28/SE 3800/4100 Sp.9
SE1/E3/Turn SW End Z25/SW
Ammunition 9 Damage 0

No.3 Capt. Wilhelm Rolf
S29/NW 3800/4100 Sp.9
NW1/NE3/Turn NW End X25/NW
Ammunition 12 Damage 2

English aircraft - Sopwith Camels
Carl Jennings

Capt. Roy Brown
S30/NW 4050/4300 Sp.10
NW1, W2, SW1, Turn SE End S33/SE
Ammunition 9 Damage 5

No.2 Snooply
Z28/SE 3600/3850 Sp.10
SE4, Turn NW End V28/NW
Ammunition 9 Damage 2

No.3 Rhys Davies
U27/SE 4200/4450 Sp.10
SE1, W2, NW3 End W29/NW
Ammunition 10 Damage 0

FORMULA ONE

Er, no this isn't the Formula One game, not the Chimaera one, that comes later. This is another due to start in the very near future and needing one more player to get underway. Can't tell you very much about it at all except that it's NGC and deadlines are probably weekly. If you're interested get in touch with Dave Tant, 32 Nursery Avenue, Bexleyheath, Kent, DA7 4JZ, but hurry, there's only one place left so someone will have to be disappointed.

SORCEROR

Positions are still available in a multi-player 'Sorceror' game to be run through Chimaera but GM'd by Kedge Neuman, 10 Burton Road, Hornsea, East Yorks HU18 1QY. If you're interested contact Kedge direct or if you're writing to me, mention it and I'll get in touch. Might even play myself if time allows. Which scenario are you planning Kedge?

SOCCERBOSS

Half-time scores.

Div.1 Mid-week

Watford 2
v Liverpool 2

Div 2 mid-week

Ilford 3
v Workington 3

Saturday

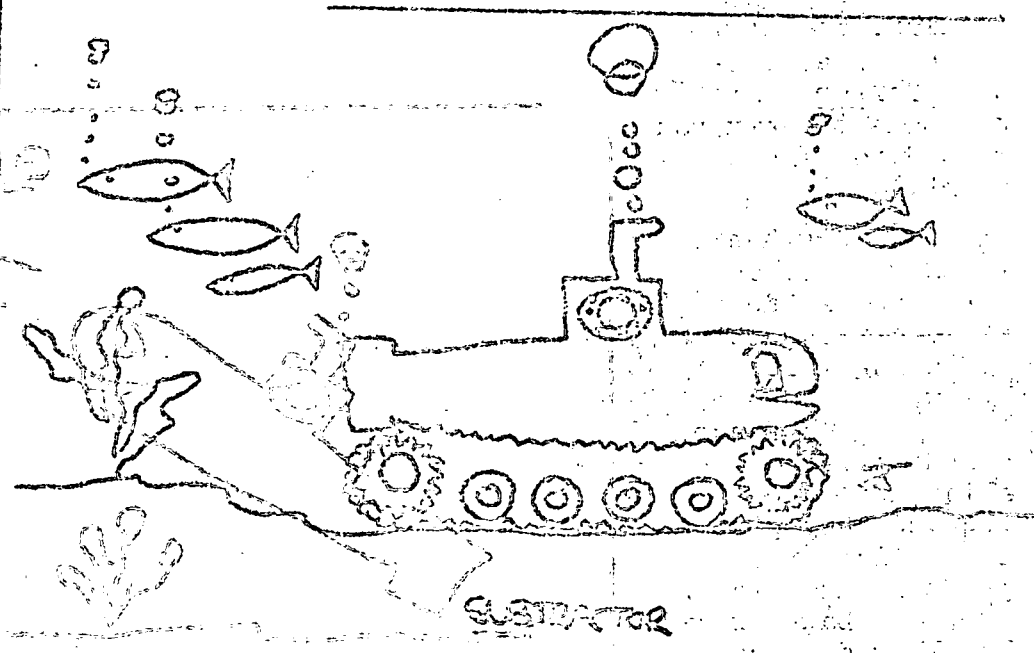
Div 1
Liverpool 2
v Brentford 0

Newcastle 2
v Man Utd 0

West Ham 3
v Leeds Utd 1

Div 2
Workington 1
v Derby Cty 2

No change in the other games.



EN GARDE

GM - Allan Ovens

I have 5 interested parties for En Garde at this time, but I don't wish to start until there are 6 or more, so there are just a few additions and clarifications of the rules and a brief outline of the first 5 players this time.

Clive F. Booth takes the character Don Diego Delavega whose physical attributes are: STRENGTH 11 CONSTITUTION 9 EXPERTISE 14
ENDURANCE 99 MILITARY ABILITY 2.

Don Diego Delavega is the bastard son of an impoverished Baron, making him a nobleman with an initial fortune of a paltry 36 crowns and no regular allowance. I think it's the moneylenders for you Clive!

((Can I be a highwayman?))

Peter Charlton ((Who?)) is playing but hasn't named his character yet. His physical attributes are:

STRENGTH 9 CONSTITUTION 10 EXPERTISE 8
ENDURANCE 90 MILITARY ABILITY 5

He is a gentleman and the son of a wealthy father. His initial fortune is 550 crowns with an allowance of 110 crowns per month.

Andy Davidson takes the character Andre Davidson (surprised?)
STRENGTH 8 CONSTITUTION 15 EXPERTISE 10
ENDURANCE 120 MILITARY ABILITY 4

Andre Davidson is another bastard, the son of a very wealthy Marquis. His initial fortune is 675 Crowns and his monthly allowance is 113 crowns.

John Piggott Character as yet un-named
STRENGTH 11 CONSTITUTION 8 EXPERTISE 10
ENDURANCE 88 MILITARY ABILITY 6 SOCIAL LEVEL 2

Commoner, 2nd son of peasant. Initial fortune 10 crowns, allowance 0.

Dave Allen Character as yet un-named
STRENGTH 10 CONSTITUTION 10 EXPERTISE 12
ENDURANCE 100 MILITARY ABILITY 3

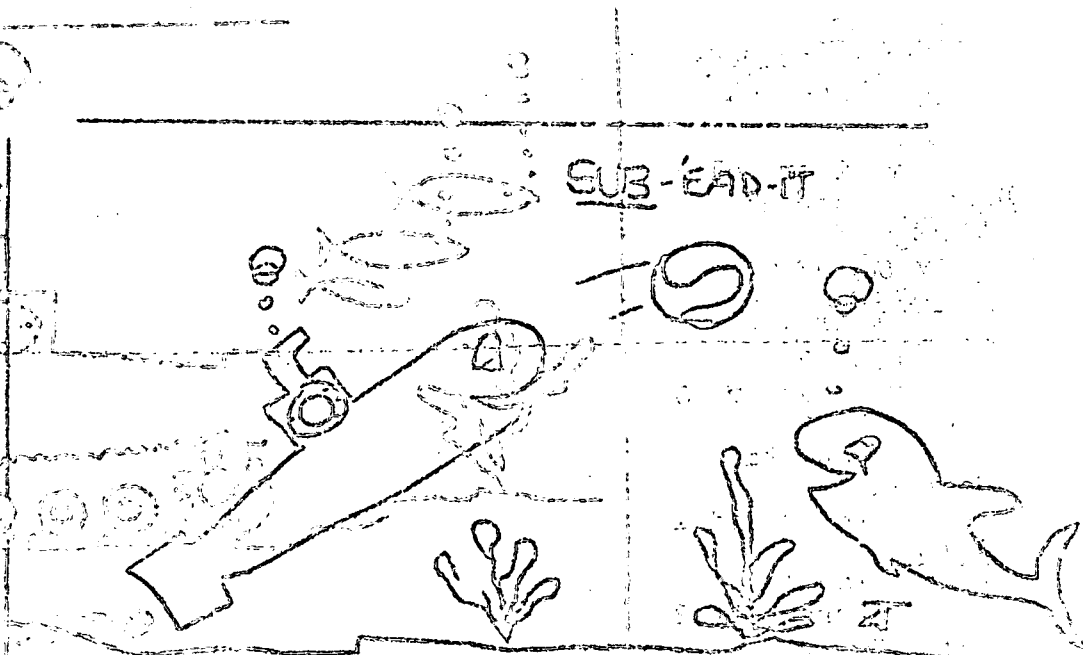
Commoner, 2nd son of a very wealthy merchant. Initial fortune 500 crowns, allowance 100.

((Allan, we have another player in Gary Porter, which gives us the six you wanted to make a start.))

My thanks to Andy Davidson for several ideas and questions which are among those below.

Two-handed swords will not be allowed in duels because they give the wielder too great an advantage.

Daggers will be allowed in duelling, as an addition to the primary weapon.



Of course, to throw a dagger at an opponent while duelling would be a dastardly, disgraceful act and the perpetrator of such a vile deed immediately drops 2 social levels and is permanently expelled from his club. He may join other clubs.

If a character surrenders when fighting a duel, this is normally accepted by his opponent. However, his opponent may decide not to accept the surrender and kill him. In such a case he suffers the stigma of social disgrace and drops four social levels.

When joining a frontier regiment the character becomes eligible for promotion within that regiment, but reverts to his normal rank when returning to his own regiment.

Frontier regiments are always considered to be fighting defensive engagements unless specifically noted by the GM.

A character may join any regiment in any rank up to major on payment of the appropriate fee and with the necessary die roll and qualifications. However, when a regiment contains a player character, no officer positions may be purchased by another player seeking entry unless a vacancy exists due to war or resignation.

The game will start in December and there will be two seasons of the year in which the regular army campaigns. These are Spring and Autumn.

The above are additions and amendments to the rules. I will welcome any further suggestions and have no reservations about altering the basic game.

Andy suggests that I be the King. I must admit I was thinking more of the position of God, but on reflection for the purpose of the game I will be Louis XXXV. My rule will be benevolent but autocratic. In other words, I hope I will make the game go as the players wish, but my word is final.

The game fee will be 50p for me to pay for the odds and ends necessary for record keeping, plus anything Clive wants on top. There will be no deposit as the drop-out will not spoil the game unless he reaches ministerial rank, which is most unlikely for anybody uninterested enough to drop-out.

Deadlines will be the same as for Soccerboss. All orders and press to be sent to me c/o Supply Squadron, RAF Sydenham, BFPO 801 and I will adjudicate and send on to Clive. Everybody is warned that mail tends to take an extra day to reach me out here.

So will a few more players please contact me as soon as possible. We have an exciting game ready to play and all we need is you.

Telephone numbers: I can be contacted at work on Belfast 58477, Ext 420 and at home on Holywood 4130. Charges are the same as any trunk call in Great Britain.

ALLAN J. OVENS.

I received my book of rules for the game the middle of last week, and it's one of the nicest rule-books, appearance wise, that I've ever come across, in fact it's definitely the nicest. It can be obtained from SIMULATIONS PUBLICATIONS U.K., Crown Passages, Hale, Altrincham, Cheshire WA15 9SP for £2.00 or from GAMES WORKSHOP, 15 Bolingbroke Road, London W.14. but they haven't yet published a price. When you eventually get the rule book I hope you'll join the game.

Allans game fee of 50p is OK by me (fancy having to pay to play in my own magazine!), I'll add it to your credit Allan! They'll be nothing extra for my services in typing, printing etc., except for a monthly payment of 25 Crowns to Don Diego Delavega. No? I don't think it's unreasonable and if you don't pay I'll slap you right across the face with my glove, sweetie.

PRESS

DON DIEGO DELAVEGA - ANDRE DAVIDSON

I'm not surprised you tell everyone your a bastard, I wouldn't admit to my father being a big tent either. (well, all these French words look the same to me).

DON DIEGO - ALL

CITY PAGE 2

INVESTORBOSS

Three weeks into the game and still one place open - cost still 40p. Also, three of the appointed managers haven't sent any orders yet - if I don't hear from them by the next City Page deadline (about a week before Chimaera) we'll have to use standbys. PLEASE SEND YOUR ORDERS DIRECT TO THE GM.

Since the game started, the economic situation could hardly have been less helpful - sterling down 2.4%, interest rates rising, the stock market wavering. Those funds fully invested have probably been at a disadvantage to those that haven't started - should we give the late starters a penalty!?

Over the last three weeks only two new funds have started, bringing the total invested up to six. The J.S. Investment Corp. has invested its remaining deposit balances and gilt edged investments in equities. The portfolios of these funds are:

(% fund)	J.S. Inv. Corp	Hornchurch Cyclops PF	Surrey Supreme
On deposit	9	0	40
Industrial			
Ords	89	21	32
Financial			
Ords	2		20
Mining Ords	0	30	8
Commodities	0	49	0
	100%	100%	100%

Also, Swinging Securities has invested £5,000 in 3½% War Loan. J.S. Investments sold £5,000 worth of 3½% War Loan (thinks, commission rates on put-through deals??)

Tips. (Absolutely no guarantees)

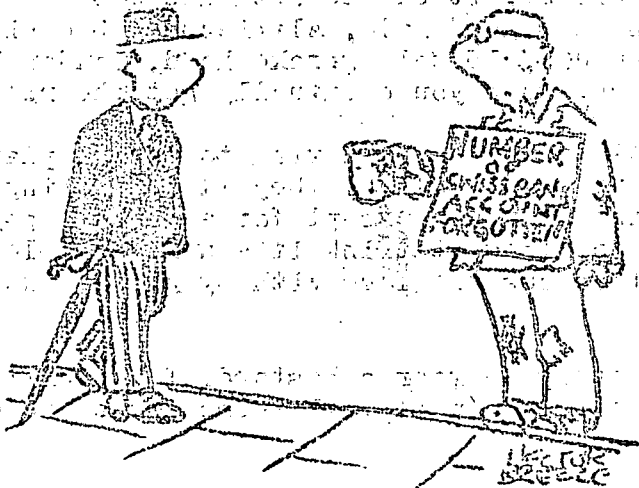
Insurances: especially General Accident, C.E.Heath, Stenhouse/ Housebuilders/ Stores: buy ASDA, Quicksave; sell Cavenham/Chloride/Dalgety/Bodycote/ Laird Group/Land & House Investors/ good quality Property Companies/ sell ICI rights.

STOP PRESS!

First orders received from U.K.D.A. Pensions: 30% into financial equities, 70% remaining in cash. Only two sets of orders now awaited. One place still open - write to the GM today.

GM: Ian McLaren, 156 Agar Grove, London NW1.

P.S. Anyone for North Sea Oil? See letters.



Soccerbosa - 60 minutes played.

Mid-week

Watford 2 v Liverpool 3
Luton T. 0 v Satans B's 1
Sporran 0 v Walton C. 1

Saturday

Liverpool 3 v Brentford 0
Newcastle 2 v Man Utd 4
West Ham 4 v Leeds Utd 1
MPBU & BBLU 2 v Sporrans A. 0
Workington 1 v Derby Cty 3
Walton C. 0 v Ilford T. 1

No change in the other games.

Is there one of us reading this that it hasn't happened to? You know what I mean? You've sat down for a hour or so one evening and composed a beautiful letter, not a word out of place, you've stamped it and then the last thing at night taken the dog for a walk and dropped it in the post-box. 'There', you think to yourself, 'that'll tell him when he gets it'.

But it doesn't always end there does it? You get up to breakfast the following morning and there on the table is a letter! 'Oh, no!' you think, 'Surely it can't be another of those.....'

LETTERS THAT CROSS

Dear Mr Armstrong,

Where the !*!??*@!! is your so called magazine? I haven't had sight of it now for nearly six weeks and I think it is disgusting that a so called editor of a three weekly magazine should treat his subscribers in this way. Maybe you even intend disappearing from the hobby altogether now that you've ripped off subscriptions and game-fees from everyone. I wouldn't be surprised, you've always struck me as being that sort.

Even in the days when you did take the trouble to publish your magazine was crap and I won't be sorry to see the back of it. If you were planning on sending me any more, just stuff them will you!

Yours in anger,
S. DOFF

The next morning something like this arrives.....

Dear Stan,

Sorry to be so long in writing but I've had a terrible job in getting the magazine sorted out. You may have heard already on the grapevine that I had a fire at my home and that most of my files, typewriter and duplicator were destroyed. I've had a nightmare of a job ringing around and writing to everyone for replacement orders but I've eventually managed to get on top of it. Everything is now in hand, the magazine will appear next week-end.

I've just had to write to you in advance though for I just can't wait to give you the good news. In the international Mastermind competition I'm running in the 'zine you've got out with a brilliant 4-4-4!!, an unbeatable score and so the first prize of £10 is yours!! I'll forward you the cheque when I send the magazine, but in the meantime, heartiest congratulations!

Yours,
MIKE.

Or maybe it's game related correspondence that suffers.....

Dear David,

Is it too much to ask you to answer my letters? What have I ever done to the GM to possess him to put me into this Kingmaker game with you? Next time I hope I get into a game with someone with a little more intelligence, interest and common courtesy than you have shown.....the Brook Bond chimps would be an improvement.

Your attitude makes me puke, why get involved in a game in the first place if you don't intend seeing it through? I'm sick to the teeth with you and your sort and as far as I am concerned you can do what you like with the game. In my orders to the GM I have ordered that Richard of Gloucester be killed and that of course means that as Henry is now the only remaining noble Dave Smith has won. I see no reason for continuing the game any longer.

Yours, Robbie.

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Dear Robbie,

I have considered your proposal carefully and am pleased to advise you of my full acceptance. As you say unless we pool our forces there is no way in which we will be able to stop Dave Smith.

My nobles Percy, Stanley and Bourchier are at this moment rushing south to Wells and will be with you by next turn. Percy and Bourchier are Bishops of Norwich and Lincoln respectively and they will be pleased to conduct the ceremony of the coronation of Richard of Gloucester, the last remaining threat to Henry.

With only two royals remaining it is becoming apparent that I have no chance of winning the game and so I will throw in my lot behind your faction. If I cannot win, I shall do my utmost to see that you do. Long live King Richard!

By the way, apologies for the lateness of this letter but my mother has recently died and I have been away from home for the last couple of weeks.

Yours,
DAVE,

Dear Brian,

Did you see that idiot on T.V. last night talking about the postal Dippy hobby? Where do these producers find them? I didn't catch his name but it was obvious he had no idea at all about what he was talking. I should think he hasn't been in more than one game and he probably got knocked out of that in 1902. It makes you wonder what sort of people we share this hobby with, doesn't it?

Now about our alliances in J & F games and as long as we don't fall out it would seem that we're home and dry. I propose the following.....

Yours,
BRUCE.

Dear Bruce,

Did you see me on T.V. last night? I'd have let you know in advance that I was going to be on, only it was all arranged so quickly.....

Yours,
BRIAN.

Dear Cyril,

Many thanks for the bottle of home made wine that you forwarded to me last week. I know I said that I wanted it for Christmas but some of my relatives dropped by yesterday and so we tried some of it. Not quite to my taste at first I'm afraid, but it does rather grow on you. The others couldn't get used to the taste at all and I finished it off myself whilst watching T.V. Quite enjoyed it once I'd acquired the taste, don't suppose you've another bottle of the same stuff spare have you?

Yours,
DOUGAL.

Dear Dougal,

I'm glad that you're not going to drink that 'wine' until Christmas. You'll die laughing when I tell you what's happened.

My fathers a vet you see and it seems that he left a urine sample from old Farmer Blacks prize bull in our fridge for storage and my mother, silly old thing that she is, parcelled it up and sent it to you thinking it was my wine.....

Yours,
CYRIL

It must have happened to you, I know it's happened to me so how about a few entries from other people for the next issue, either factual or fictional. It doesn't matter.

OUTDOOR SURVIVAL

This is a postal game based on the AH board game of the same name. It is intended to represent a race between several individuals across a vast tract of virgin wilderness. Each participant will start at a point decided by the GM on the western edge of the map, all the information the player will have will be the terrain around him.

Players will race independently but if during their crossing of the wilderness they happen upon another player they may pool their resources and work together if they wish. Alternatively they may ignore each other completely or one may attempt to kill or injure the other in an attempt to slow him down.

The wilderness is 62 hexes from east to west and an indefinite distance from north to south. (The reason for this is that if you move off the northern or southern edge of the map, you simply reappear on the opposite one knowing nothing about it. Every player should be able to get across the wilderness if he is careful, but if you're too careful you won't win the race. Risks must be taken, but it's up to you to make the decisions. How long dare you go without food and water in the interest of speed? Can you afford to stop by a fertile oasis for a day or two to recuperate some of your lost energy? Dare you rush across an area where there are obvious signs of carnivores, or will you play safe and take a longer route around? Will you risk trudging through a storm to pick up a day or two on less adventurous opponents or will you lie low whilst the thunder ralls? As the sky darkens will you seek cover where you are, or risk a dash over those peaks ahead not knowing what's on the other side? And what about that character up ahead? Is he friendly? Or will he be waiting to ambush you a little later on? Those are some of the decisions you may find yourself having to make.

RULES:

1. The game will be played on a large hex map showing a vast area of wilderness in which there is varied terrain composed of clear, rough, Forest, Desert, Swamp and three classes of mountain. Only the GM will be aware of the complete map (having drawn it up himself) and the players will only discover it as they advance on their journey.

At the start of the game the GM will forward to each participant a blank hex map on which his starting position is marked and on which the terrain for six hexes in each direction is also shown. From this the player must determine his course for the first turn. The map is then returned to the GM with the players orders and the GM marks upon it any further hexes that have come into the players sight i.e. six in each direction from his finishing position. The exception to this is if there is a mountain peak or peaks in the players line of sight in which case he will not be able to see over them and will not be told what is on the other side until he either scales them or finds a route around.

2. At the start of the game each player is 100% fit and has a movement capability of SIX points which he may expend in movement or in other actions that will be discussed later. The number of movement points (mp's) needed to move into any hex depends on the type of terrain predominant in that hex. i.e. Clear-1mp, rough-2mp, desert 3mp, forest 2mp, class I mountain-2mp, class II mountain-3mp, class 3 mountain 4mp, swamp 4mp.

From time to time players may encounter rivers flowing between two hexes and these may be crossed at either fords or they may be swam. To swim them would cost the mp of the predominant terrain on the otherside + 2mp. For instance, to swim a river on clear terrain cost 1mp + 2mp = 3mp, but to swim a river flowing fast through class II mountains the mp expenditure would be 3mp + 2mp = 5mp. Players crossing at fords will not be subject to any extra mp expenditure.

3. Each player when fully fit is classed as being of 'life level A' and has a movement ability of 6. As he becomes weaker through various external causes but probably due to lack of food and water, his life level declines from A through to 0 and his movement ability from 6 to 0 at which stage he expires and is removed from the game.

For each turn a player is without food his food index marker falls 1 point and for each day he is without water his water index marker does the same. Various points on both of these indexes are marked as trigger points and each time a players food or water index falls below one of these his life level falls by one or more points as detailed on the charts. These falls of a players life level caused by lack of food and water are not permanent and they may be raised again by a player finding food and water. If in being raised either the food or water index marker pass through one of the trigger points then a players life level will improve.

Life levels lost through causes other than food and water shortage are lost permanently and may never be regained.

FOOD, WATER AND LIFE LEVEL INDEXES.

The water index has 8 points labelled WA, WB, WC(?), WD and so on through to WH. Trigger points on the water index are as follows:

Trigger point 1 is between WB and WC and is 1 life level.

" " 2 " " WD " WE " " 1 " "

" " 3 " " WE " WF " " 2 " "

" " 4 " " WF " WG " " 4 " "

" " 5 " " WG " WH " " 7 " "

The food index has 24 points labelled FA, FB, FC, FD and so on through to FX. Trigger points on the food index are as follows:

Trigger point 1 is between FD and FE and is 1 life level

" " 2 " " FH " FI " " 1 " "

" " 3 " " FK " FL " " 1 " "

" " 4 " " FN " FO " " 1 " "

" " 5 " " FQ " FR " " 1 " "

" " 6 " " FS " FT " " 1 " "

" " 7 " " FU " FV " " 2 " "

" " 8 " " FV " FW " " 2 " "

" " 9 " " FW " FX " " 3 " "

Life level index movement factors are as follows:

Life level A = 6, B/5, C/5, D/4, E/4, F/3, G/3, H/2, I/2, J/1, K/1, L/0, M/0, N/0, O/0.

4. If a player passes through or stands in a hex bordered by a river or containing a pool of water his water needs for that turn will be satisfied. However, if he cannot do that and he wishes to avoid his water index marker falling a level he may expend mp's searching for water. For each mp allocated to the search and a player may search in any hex he passes through on that turn, he will receive a % chance of success dependant on the terrain he is in. In forest it is 60%, in rough/clear 50%, mountain I & II 30% and desert 5%. In mountain III there is always water available from the snow, but in swamp there is never water fit to drink.

5. To meet his food requirements a player may hunt on any turn he wishes in the same way as he searches for water. Chances of success are: forest 80%, rough/clear 60%, mountain I & II 40%, swamp 20%, desert 10%, Mountain III 10%.

6. If a water search or food hunt is succesful it will meet the player's needs for that turn only regardless of how many mp's he spent on the search and how many were succesful. However, if a player is prepared to sit in one hex for a whole turn and devote his whole movement allowance to the search for food and/or water, he will, if he is succesful, meet his needs for that turn and also improve his food or water or both indexes by 1 point. He may do this for any number of turns he wishes but the food and water indexes may never rise above their starting positions and his life level marker may not rise above its starting position less any irretrievable life levels he may

he may have lost. e.g. a player started at life-level A and is now down to life-level H. Of the life-levels he has lost however, 2 were in a struggle with another player and two in encounters with animals. These 4 life-levels are therefore irretrievable and so the player may never raise above life-level E (A minus 4 = E).

7. The weather in this section of the wilderness is generally fine and sunny but occasionally terrible thunder storms have been known to blow up and rage for 1 turn. (In class III mountains they're blizzards but the effect is the same. Deserts are never subject to storms).

When one of these storms blows up the GM will warn of the darkening skys 2 turns before the storm hits i.e. skies darken end of turn 3, storm hits beginning of turn 5. Players therefore will have time to hunt for cover or to build a shelter. Alternatively they may prefer to just tramp on through storm in which case they will lose 1 life level extra to any normally lost through food and/or water shortage.

These storms will not effect any player in forest as the trees will provide shelter. However, he must not venture from their cover at any stage during the storm turn or he will be subject to the loss of the life level. The life-level lost this way (owing to the storm) is not lost permanently and may be retrieved in the normal way.

A player may build a shelter by expending movement points depending on the type of terrain he is in. In rough/clear terrain this costs 2mp and in class 1 mountain 3mp. In class 2 mountain it is impossible to build a shelter but players may expend mp's in seeking a cave. The player will be given a 40% chance of finding a cave with each mp expended on the search. This does not mean that if he spends 2mp's he has an 80% chance but that the GM will roll percentile dice twice with a 40% chance on each roll. In class 3 mountain (snow covered) there is no chance of a player obtaining cover, nor is there in a swamp.

8. Players should advise the GM before the first turn of the game as to what action they wish to take should they happen upon one of the other players. Their attitude may be either friendly or aggressive and may be varied in regard to each character. If two players enter the same hex in the same section of a turn the movement of that turn terminates immediately. If both are friendly the GM will advise each as to who the other is. At the start of the next turn they may split up again and go their separate ways or they may pool their resources and travel together.

If one or both are aggressive they will immediately fight. The GM will roll a six-sided die for each and the player obtaining the lower score will immediately lose life-levels equal to the difference between the two rolls. If one player is aggressive and the other friendly the friendly player will be penalised by -1 point on the die roll. A fitter character will have an advantage over a weaker of +1 point to the die roll for each life level he is above the other character.

Combat may be terminated at any time by one of the combatants simply moving away at the start of a succeeding turn. However, if both combatants move away into the same hex and they have not changed their stance in regard to each other to friendly, then battle will be rejoined.

During turns where combat takes place players will receive no food nor water.

If at the close of a turn two characters are within two hexes of each other the GM will advise each of the others position and identity.

9. In certain areas of the wilderness, predetermined by the GM, there will dwell various nasty animals none of which are kindly inclined towards man. When a player comes upon an area where this type of animal may be found he will mark it with animal tracks or any other symbol that suits. There is not an animal in every hex marked thusly only the chance of there being so and it is quite possible for a player to walk right through one of the regions without meeting a thing. However, if he does come upon one of the animals he will lose one life level in the struggle to drive it off. This life level is irretrievable. The chance of meeting a creature in any of the hexes marked is 20% and

the GM will determine whether or not an encounter takes place by rolling percentile dice.

10. In cases where players join forces to work together only one of them need find food or water and this will satisfy the whole party. There is therefore a great advantage to travelling in parties, the problem is how long you can trust your companions for! (If two or more players set about one, the dice rolls of all the attackers are added together).

You will notice from the life-level indicator that for the last four levels there is no movement at all possible. Anyone finding themselves in this position (fools) will be able to do nothing more than lie on the ground awaiting death or the passing of some good Samaritan. (If however, you lay in an hex containing water or bordered by a river you would still be able to drink though not hunt.

OPTIONAL RULES

I'm sure that we ought to wait and see how the game plays with the above rules before we mess it about any more but I think it would be an interesting extension to give players more scope in what they could spend their movement points on. I'm not thinking of any hard and fast additions to the actions possible, but more that if a player wants to do something he tells the GM who then puts a movement point cost on it and determines whether or not the action was successful. As an example let's assume that a player is in trouble and needs help, he contacts the GM regarding lighting a signal fire in the hope that nearby players may see it and come to investigate. He's in woodland, plenty of tinder about so the GM charges him lmp with a 95% chance of success. If there are any other players within reasonable distance who could possibly see smoke from the fire the GM advises them of its presence with the next turn. It's then up to them whether they wish to investigate or not.

Am I moving off into the realms of fantasy? Comments and/or suggestions would be appreciated.

Players so far down to play (assuming they haven't changed their minds now that they've seen the rules!) are Dave Tant, Ron Canham, Les Kennedy, Ian Janes, David Thorby, Allan Owens, Rob Chapman.

Deadlines will be as Soccerboss and the GM will be Carl Jennings. Orders to either Carl at 32 Loscoe Road, Heanor, Derbyshire or to me for passing on. The game fee hasn't been fixed yet, that's up to Carl. I'll try and include it later in the magazine.

TÉKUMAL (IV)

THE EMPIRE OF THE PETAL THRONE

Part four of a narrative relating the experiences of a young magic-user, Ukshén on the planet of Tékumel.

Four days after emerging from the underworld after that first ill-fated expedition Qysht began to make the arrangements for a return visit and uppermost in his mind was the need for some good strong fighting men. He called Hailmhuling and Ukshén and the three of them journeyed across the city to the 'Palace of the Ever Glorious War' to ascertain if they had any fighting men on their books looking for work. This time they were luckier than the last and the counter clerk was able to supply the names of four 5th level warriors that might prove acceptable for inclusion in the planned party. Their names were Rônloir, Yilnong, Auvôi and Smidè.

The intention now was to visit each of them in turn and if they came up to Qysht's high standards, to offer them a position for the expedition. Yilndg was the first to be visited but he did not impress at all. He was a small man with sharp, small brown eyes that seemed to pierce you as he spoke. He certainly wasn't from the same mould as most of the fighting men that hired out their services and his weak physique left him looking as if a good strong wind would blow him away. However he made a living as a fighter, Qysht couldn't imagine, obviously he lived by his wits and the sharpness of these was proved by quick answers he gave to Qysht's questions and to the intelligent, probing questions he asked himself. Qysht disliked him, in his mind there was a tinge of mistrust and he would not go against his instincts. He made his excuses and left at the first opportunity, promising to call back later that same day if he decided to employ him. He had no intention of doing so.

The next on the list was Smidë (pronounced Smidday) and on arriving at the hostel where he stayed, Qysht found him to be quite the largest and most well-built character he had come across in his life! 6' 8" if he was an inch and with shoulders so broad that two normal men could have stood in their shadow. Qysht was immediately impressed and after talking with him and finding that besides his obvious talents he was also a qualified physician and expert marksman with a bow, he was determined that he must join the party. Qysht offered him 10K per day plus a 10% cut of any treasure they may find, but Smidë, although happy with the 10K, asked for a 20% cut of the treasure. Bartering followed and eventually they agreed on a 15% cut of any treasure with a guaranteed minimum of 600K, but no daily salary. More than Qysht would normally have paid, but he felt that he must have this enormous man with him on the next expedition. He waited whilst Smidë collected a few of his belongings and then, as they left the hostel he introduced him to Ukshën and Hailmhüling who had been waiting outside.

Still two more warriors to visit, Rönloir and Auvöi, and so the party made their calls while they were in this sector of the city. Both proved acceptable as members of the expedition although there was nothing special about either. Rönloi, however, priced himself right out of Qysht's pocket with the salary he was asking and so Auvöi, who took 10K per day plus 10% of any treasure was the only one to join the party. He too collected together a few of his belongings before joining Qysht, Ukshën, Hailmhüling and Smidë for the walk back across the city to Hailmhüling's home. On the way they stopped off at the 'Palace of the Priesthood of the Gods' to check on the availability of Magic-users and Priests for hire, but there were none at all available.

For two days the party relaxed at the home of Qysht, getting to know each other and making plans for the expedition. On the second day they were joined by Dyoghëykh, back from Hnegh'mäkhs hospital and fully recovered from his wounds. The day after that the six of them returned to the underworld along with Qysht's slave-boy Chagö, who had been with them on the last expedition, and a new slave-boy, Evyöi, bought the day previous, as torch bearers.

They entered the underground tunnels again by way of the rope as they had done the last time and once down into the passageways they headed off eastwards. The secret door in the wall opposite the passages first 90° turn to the south was ignored and the party went straight onto the first door around the corner, the one behind which they had heard shuffling on their last visit. This time it was quite, so Hailmhüling and Dyoghëykh tried the door which opened easily to reveal 3 Mr'ur slumped together on the floor in the far corner of the room. ((Mr'ur translated into English is literally 'undead'. The creatures are in fact the re-animated corpses of warriors who have perished in the underworld. Usually they have been re-animated by the Priests of Särku or Ksärul, although their reasons for having done so are very often not clear, having been lost in the mists of time)). At the sound of the doors opening the 3 Mr'ur leapt to their feet and with the shreds of their remaining clothing trailing behind them they rushed the party. Qysht stepped away from the door, he had no intention of wasting one of his spells on such inconsequential and weak creatures. Smidë stepped into his place with crossbow loaded and unleashed the bolt at the nearest creature from close range. It struck

squarely in the chest, with so much force that the Mr'ur was sent crashing back across the room before falling to the floor. The other two Mr'ur had reached Hailmhüling and Dyoghëykh and engaged them in combat, so dropping his crossbow, drawing his sword and grabbing his shield from the slave-boy Evyöi, he rushed into the room to fight beside Hailmhüling.

The fight was soon over and the Mr'ur killed, but not before both Dyoghëykh and Smide had received light injuries. Everyone was hurried into the room by Qyshü, and Ukshën was posted by the door to watch the corridor. They could see now that the room was about 30' square and that the door by which they had entered was in the western wall about 10' from the northern corner. Apart from this the bodies of the 3 Mr'ur were the only other things visible in the room and so, on Qyshüs instructions, the 3 bodies were dragged and heaped together in the centre of the room by Hailmhüling and Auvöi and then covered in oil.

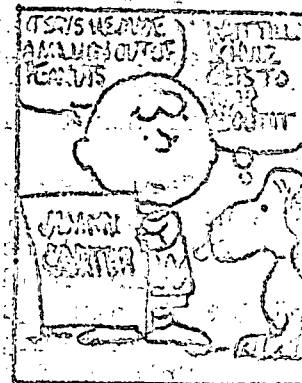
Whilst this was going on Smide had been using his powers as a physician to do something about his own and Dyoghëykh's wounds. He hadn't been able to cure them completely, but he had certainly been able to bring about some healing. As soon as he'd finished his doctoring, Qyshü took one of the torches from Evyöi and then after ensuring that everyone was out of the room and back into the corridor, he lit the oil that covered the Mr'ur. Their dry bodies burnt easily, crackling loudly and giving off a thick grey smoke with an awful stench. Qyshü pulled his cloak tight across his nose and mouth and hurried out of the room to the others slamming the door behind him. He'd met the Mr'ur before and he knew that if their bodies were not destroyed by fire, they would soon once again regenerate. "Right" said Qyshü, "lets go and find our friends the Qöls and see if we can't discover why it is there are so many about". He led them down to the door in the western wall, the one behind which they had met the Thünru'u on the last expedition, only to find that the spike they had put into it had not held. They listened, but could hear no sounds from the other side, so once again forced it open. The room was empty, even the bodies of the two Qöls they had left there on their last visit had disappeared, suggesting that the Dlaqö and the Kürga, the scavengers of the underworld were probably somewhere in the passages and responsible. Everyone moved into the room and then whilst Ukshën, Auvöi and Chägo watched the passage from the door the others crossed to the secret door through which the Thünru'u had made their appearance last time. They listened at it and the reptilian sound of Qöl voices drifted through. It didn't sound as if there were many of them, possibly only two, but the party had learnt from past experiences that it was easy to be deceived by the Qöl. Hailmhüling and Dyoghëykh gingerly tried the door and it opened easily revealing five Qöls at the far end of the room, two of them were seated on a couple of large chests while the other three stood around, all five were obviously surprised by the party's sudden entrance. For a fraction of a second they looked on stunned, before leaping into action and grabbing their jagged-edged swords that leaned against the chests.

Dyoghëykh and Hailmhüling stepped to one side just inside the door and Qyshü incanted his sleep spell at the advancing creatures. 4 of them stumbled to the floor deep in slumber and the fifth one, at the sight of his companions collapse, stopped and looked around seeking somewhere to run to. Smide, Hailmhüling and Dyoghëykh were quickly upon it as it hesitated and it was a mighty blow from Smide's sword that decapitated it, sending its head bouncing up against the far wall of the room.

Once the fight was over, Ukshën, Auvöi and Chägo were called away from the passage door in the other room and closing it they joined the remainder of the party by the two chests.

Dyoghëykh approached the first of the chests and inspected it closely, there was nothing amiss and so he forced his sword beneath the lid and levered. The chest flew open revealing itself to be empty all except for two small packages of a red, felt like material in the bottom. Dyoghëykh reached in and lifted out the first package, there was something wrapped loosely inside it and when uncovered it proved to be an 'eye' (an ancient technological device). On it there was an inscription, but in no language

Dyoghëykh could understand so he passed it over to Qyshu. He proved to have no more idea himself and in turn passed it onto the other members of the party who were also unable to translate the meaning. Dyoghëykh reached into the chest again and took out the second parcel and this too proved to contain an 'eye'. Like the other it bore an inscription in some foreign tongue, though not the same as the first, but it once again proved undecipherable. Both 'eyes' after being handed from one to another in the party, arrived back with Qyshu who decided that the best way to determine their use would be to try them. He got everyone behind him at one end of the room and then pointed the 'eye' at the other. He depressed the stud that operated the device, and as everyone held their breath.....



What happened? Well unfortunately we've run out of space so it'll have to wait until at least the next issue. Actually, what Qyshu has done could prove to be very foolish for some of these ancient devices are powerful indeed. Among those spoken of on the planet are ones capable of blasting through 10' thicknesses of rock, of projecting beams of intense cold and raising 30' by 20' walls of fire. Let's hope Qyshu hasn't been silly.

ERIC DIP CON REPORT, MAY 1976

by our roving reporter

RON CANHAM

Me? Write a Con report? Oh, all right, if you insist. (Thinks: If I write it I can't be insulted.) So if you know anyone who braved 30 Blagden Road, Lewisham, London, between 14-16th May, read on! If you don't, still read on and send all criticisms of my prose to the Emiline Brunty Skool of Wreading and Riting, /o The nearest dustbin.

The weekend began at the George. Intrepid explorers worked their way through the embarrassment of the ALL BLACK public bar to the lounge, in convenient intervals to buy the next round. Fifteen arrived and ALL left together, before closing time, in the direction of Eric Willis' household but only fourteen could be found at Eric's. One games enthusiast lost en-route. With a start like that it promised to be a weekend to remember.

Dungeons and Dragons campaigns featured throughout the weekend in our host's Dungeon, Clive Wardleys Pyramid and your authors Castle Ruins. Who is writing this rubbish? My name is Ron Canham ((We all have our cross)), sometimes to be found lurking in the pages of Chimaera, soon to be read by all in the NEW ORC TIMES. (Never heard of it? You will very soon.)

The first boardgame to be played was Kingmaker with Geoff, the only Welshman I know who can't sing, and his wife, the lovely Leslie. Bridge, Imperialism and 1829 were played that first night, with Pete Dorgen and Andy Burke still struggling through Stalingrad when everyone else woke up Saturday morning (mad fools). Paul Willis and others took Eric's kite for a fly, to work up a thirst before opening time. Later all games stopped for the England v Scotland football match. Steve Pratt (of Ad Nauseam fame) lost £1.00 to Geoff. Trust a Welshman to side with Scotland. Andy Burke watched from behind a curtain, asleep.

Surprise of the Dip Con were two Diplomacy games simultaneous that evening, very confusing, I think I made a treaty with somebody in the other game. Tony Wilson proved to all that he doesn't know how to play Diplomacy. Tony was definitely the talk of the Con, a word frequently used was BIZARRE. Eric Willis takes the credit for the best stab seen south of the River Thames.

Eric (Italy) stabbed Andy Burke (Austria). A two-way stab reducing Austria from 8 units to 2. Eric says "Revenge for NGC 140." Eventually the others capitulated so Eric and yours truly (France) agreed a draw.

The other game was GM'd by Eric's very lovely and charming wife, Hellen. (It's true what they say, all the best ones are married!!!) It was won, I believe, by Steve Pratt and Gary Porter with Ian Pringles one remaining unit allied to the winning side. I took over an ailing England from Leslie and with Carl Scherman and Colin Hinds, we dragged the game out 'til the early hours.

Carl woke everyone up trying to organise a FtF Youngstown game, Ugh!! Sunday morning, some slept, others were cracking a code to some treasure in Eric's Dungeon. Firstly break the code, then decipher Eric's spelling.

During Sunday a boring game of 4000 AD was played, Sigma File and several D & D campaigns. Later I enjoyed my first game of EN GARDE, all that carousing and visiting bawdyhouses, luvly!! Though toadying has its moments.

Eric sold his Panzerblitz to Tony Taylor with each thinking the other a mug for selling/buying the game.

Sometime a poker game was staged with Geoff, (the non-singing Welshman) making the best profit of £11.00. I'm told he gave up playing Rugby for D & D so he can't be all bad.

Over all it was a very enjoyable weekend. 'Thanks for putting everyone up Eric and Hellen'. If I have failed to mention any who attended shout out at the next one. Oh yes! When is the next one Eric?Eric?

DIALECT CORNER

Last issues 'dialect corner' which concentrated on Geordie, bought the following response from Dave Watts who spent his initial 10 weeks training with the 'Fighting Fifth' at Fenham Barracks. The following phrases were apparently standard conversation in the barracks:

GEORDIE

Howway, mon, gis a tab.

Howway, mon, gis a bullet

ENGLISH

Have you got a spare cigarette I could borrow, please?

Could you let me have a boiled sweet, please?

The reply to both was invariably:

Fook off

Sorry mate, I haven't got any.

Otherwise, there were just references to 'Naited' (a local football team), up there, they play soccer, instead of rugby like us civilised Welsh.

Another piece of dialect, which I take to be Yorkshire is supplied by Kedge Neuman.

DIALECT

Gerra shifton
Getcha asinta geer)

Eez clahted up
wimuk

Ayup theer

Eezakweer

Weeliyit

Ugh! Stinxocrap!

Pissnit dahn

Lesgetpist

ENGLISH

Would kindly increase your velocity, please?

He is a trifle dirty.

Hello!

He is not normal as a man.

Lift the front wheel.

I see they're putting manure on the fields again.

It's drizzling

I fancy a drink.



that being the case, the novelty will no doubt soon wear off with the readers and it will become just another Diplomacy 'zine. One of the reasons for the novelty wearing off may well be that so many other 'zines are now following Chimaeras lead with editors much more capable than I, LE is one example. Come next year, Richard, I'll be happy to be just one place behind you (assuming the promised improvement in D takes place of course!).

103. Willy Haughan (I'll Haughan, I'll Paughan, I'll blow your house down)
Congrats on being no.1, no surprise.

Why thank you kindly, and thanks to everyone that sent similar messages, I love you all! But what's this? Aaaargh! the secrets out.....

104. Les Kennedy

So all those midnight dashes across England posting letters under assumed names in each town paid off. Congratulations you richly deserve no.1, afterall, who could write the same letter in 30 different handwritings and not get caught?

Sssshhh! Les, keep your voice down, how much do you want? Actually it wasn't the same letter thirty times, I varied the text from time to time, and then there's the other 30 letters that no-ones clicked onto yet where I voted 2 points for Dolchstoss and 1 point for Bellicus. I suppose I could have £100 on with Richard and then do the same thing again, but don't you think the others would suspect?

105. John Piggott

Chimaera is continuing to entertain me; your first place may even be deserved..... Do not pay attention to the blusterings of the ridiculous Haven, for it is self-evident that his rank disregard of the MP 'zine poll stems merely from his conviction, ill-disguised in his maunderings in Bellicus, that the average player-in-the-street finds Bellicus most distasteful. He'd be calling a different tune, you may be sure if your positions were reversed.

May be deserved? Uh, that's another one for Don Diego's list.....

106. A. Nonny Mouse

I see 'Will baiting' has become your favourite hobby. Obviously you stick to the truth (something that an artist of his calibre would never lower himself to do), but don't you think you could pick a more difficult target? Don't you find it sickeningly easy to pick out his many flaws - DO NOT PRINT THAT.

Ooops, I have done, haven't I. Sorry, you really ought to put 'DO NOT PRINT THIS' at the start of your letter just in case I don't read the last bit. I agree, Will baiting is getting out of hand. It started as just jokes intended as no more than that and just sort of, well, grew. I don't really hate you Will and I hope we'll have that Stalingrad game sometime. As of now, the Will baiting season is closed.

SOCCEBOS - up to date scores, 15 minutes left to play

<u>Mid-week</u>			<u>Saturday</u>		
<u>Div 1</u>			<u>Div 1</u>		
Bolton W	0 v West Ham	3	Bolton W.	2 v Watford	0
Brentford	1 v Everton	1	Everton	1 v Ipswich	1
Leeds Utd	2 v Newcastle	0	<u>Div 2</u>		
Man Utd	3 v Ipswich	1	MPBU & BBLU	3 v Sporan A.	0
<u>Div 2</u>			Satans B's	1 v Peover C.	3
Peover C.	0 v Derby Cty	3	Allfrens Utd	2 v Luton T.	1

Still no change in the other scores.

Geeit sum wellie

Give the offending object some pressure.

When up in Yorkshire myself once, I recall hearing the following exchange which for some reason has stuck in the mind:

"Were yergooin?"

"Am gooinom!"

Can any one think of any areas we haven't visited yet? If you can, then samples of the local dialect would be appreciated.



LETTICE ?

Get it? Lettice? Letters?

Eh, oh, well maybe it does but who ever heard of a magazine having a 'cabbage column'?

Zheee, there's always somebody it's not good enough for.

101. Paul Barker

'zine, 'zine, 'ZINE. You are totally correct as far as I am concerned. I had thought that the zine (ugh!) crowd were on top, but you have given me some hope. Zine may have worked itself into our vocabulary by the year 3000, but until then let's keep the apostrophe. Maybe you altered it, but John Piggott in letter 71 mentions "SF 'zines".

I confess, I altered it, but none the less it's nice to learn that I'm not on my own in this.

102. Richard Sharp

Congratulations on your result in the MP poll; I don't agree that it means nothing, as Haven says, though I suppose I might if I came 27th. In general I think the results are quite fair (Dolchstoss as not been as good this year as it was last, largely because of being reduced from 24 pages to 16 with resulting cutting of trivia). An interesting feature is the good showing of efficient 'zines, suggesting that despite all that's been said people really do prefer quick GM service to yards of waffle. As I've said in my comments in Dolchstoss, which you won't see, I think Chimaera should not really be first, certainly not above MP; but its placing reflects the pleasure we all feel at the development of a good new 'zine, a rarity nowadays.

Meanwhile, if you want to bet I will always accomodate you.....
.....I'll lay you 3-1 that Dolchstoss wins next year, or 4-1 that it finishes above Chimaera!

Tempting odds, Richard, but I only bet on certainties. After finishing number one this year the only place to go next is downwards and I'd be very surprised if I didn't. You, finishing at number 10 (titter) can only improve. I don't get Dolchstoss, which is something I'm ashamed to admit and is something I've been intending to correct for nigh on a year. Unfortunately I'm very lazy and joining the NGC tends to be one of those things I put off until the morrow. How does one go about joining now anyway?

I like to think that Chimaeras success is due to it being different, and

107. Richard Scott.

Regarding Swansons letter of a few issues ago concerning the fake FC, of course the one thing he forgot to mention was that I was on the phone to him on that Monday night wondering why he wouldn't admit to doing it when I knew damned well he had. His typewriter has an odd habit of producing little a's that are out of line with the other letters. On inspection of other peoples 'zines etc., I soon noticed this similarity - there was never any doubt in my mind as to which typewriter had been used.

'Sfunny you should mention hoaxes (hoaxes?), I don't suppose you know anything about CONDOM which arrived with a Reading postmark? The CONDOM lettering looks very similar to that RJW uses on his Boardman number advice forms, doesn't it, Richard? Full cover for every member, indeed!

108. Linda Pomeroy.

LETTER TO DAVE TANT

Dear Dave,

So you don't think I exist, eh. Think I was thought up to stimulate the stale minds of the worlds Dippy players? Well, I do exist, I am real and I am female, blonde, green eyes, cuddly figure, the works. Bob Howes believes I'm real, I mean he's got a pic of me, real proof, not a pic of 30 disappointed men surveying Wink in a pink nightie. If you really want positive proof ScotDipCon '76 will be held the 3rd weekend in October. Send a deposit and then just sit and await October, when you'll have a wonderful experience. You'll meet me.

Love and Kisses,

LINDA

So there you are, Dave. Still think she's a figment of someones imagination? An' what are you giggling at, Mick? I suppose the invitation is open to all Linda, regarding ScotDipCon? The address for those of you who want to write:
15 Lineside Walk, Rhu, Nr. Helensburgh, Dunbartonshire, Scotland.

109. Ian McLaren

Unlike Richard Nash (letter 97), we had to work in the days when I was doing A level Economics and I hadn't come across 'Stockpiler'. I wasn't, however, claiming **Investorboss!** as anything new, or even as a game. It should be a good competitive simulation (the large number of players clamouring to sign on seem to agree).

If Clive can put up with it, City Page should soon expand to start a game of North Sea Oil, given about 5 or 6 people willing to play. Perhaps you can open a waiting list. Game Fee, say, 60p. It looks like quite a long game by post, and we might have to set an arbitrary time limit.

If you're quite happy to try it a waiting list is open as of now. All requests for games should be addressed to Ian whose address is listed on City Page. Could we make it so that all adjudications etc were advised to the players separate from Chimaera, possibly by carbon copies, but enclosed with the magazine and then just include brief reports on City Page? Much better than (more) rows of meaningless figures in the magazine itself.

110. Paul Bannister (12).

I don't know whether you play miniatures or not but Boot Hill (Wild West warfare) is great! It has everything needed to play the Wild West era campaign. Although it contains about $\frac{1}{4}$ of the gun types in the Western Skirmish rules (by Skirmish Wargames) and does not have

sea, railway and river it is still better. You can actually set up a town (there are plans of towns and inside buildings too) with characters who use money! (there is an appendix on costs of items and pay averages for jobs). You have to buy weapons and horses etc.

Also instead of 1 - 10 for your characters it's 1 - 100. Yes, it's all there, in good size and format for £2.75 from Walter Luc Haas (you might think it a lot but compare it with D & D).

I don't play miniatures Paul, I tried once but I hadn't got the patience to even paint them. There are several Chimaera readers who do go in for Western Wargaming though and I'm sure they'll hark to your recommendation. For those of you interested Walters address is at the top of page XII.

111. Richard Nash.

What has Rhodesia to do with Chimaera? This is a diplomacy magazine, not a political rag. In any case, the British government are as inconsistent as Bellicus over their policy concerning Rhodesia: on the one hand they want majority rule in Rhodesia, while on the other they don't want majority rule in N.I. Having spoken to several people who live over in Rhodesia, Martin is talking through his hat and Duncan is right to accuse the British government of opportunism. When they can't even control a similar situation in their own country (we are in the U.K. you know) they shouldn't try to meddle in other peoples affairs. Now see what's been started? Your own political column. I could go on for ages about politics over here, but I'm quite sure that this 'zine is not the place for it and I am also sure that not many people would want to hear anything more anyway - I know I am sick of hearing about it when it really isn't happening on a large scale anyway. There now. Bang goes the end of your political column.....

Oh, and I was just beginning to enjoy it. Where is Rhodesia anyway? Come to that, where's Northern Ireland?

112. Richard Nash.

What were that lot complaining about last time? Admittedly to those not playing in the games they may be boring, but while this may be true for Kingmaker I find the Soccerboss game most interesting - especially when I have a side game going on at home connected with it. Anyway, how did you come top of the poll if the rag (that's a good name instead of 'zine or mag) is going down the interest scale? While on the subject of complaints, I have a small one: scrap Dialect Corner as it takes up too much room. The World of Tekumel, though interesting, is also too long. I think that you may be getting to your endurance limit, but it is your rag and apart from these two items, then Chimaera is far from dull and the larger it gets the more I will enjoy it. Loved the Soccerboss spacefillers.

The 'lot' last time weren't really complaining, I took sentences from their letters and printed them out of context. Bill Doves NMR this time is, I assume purely coincidence.....isn't it, Bill. Talk to Clive. All it was was me Will baiting again. I'm intrigued as to what your side game on Soccerboss is, care to elaborate? As for 'Dialect Corner', well the interest must be there whilst people keep on sending in entries and it will continue until they desist. As for Tekumel, perhaps it has gone on for too long although I enjoy doing it. Should it be wrapped up? So you noticed the Soccerboss space-fillers? I'm glad somebody did, Chimaera managers can now experience the anxiety of real Soccer managers as news of the latest scores is fed to them on the touch-line. Another first for Chimaera! But then what do you expect from the best 'zine in Europe? Oooh, it's nice to say that and know it's true!

113. Paul Bannister

I gave Chimaera 8 in the MP 'zine poll for the Tekumel articles, if they weren't there I'd have given it a very low mark!

Oh well, you can't please everybody, Richard wants me to drop it, Paul thinks the magazine would be rubbish if I did. Che sarā.

114. Richard A. Bartle.

I hereby announce the start of my thoroughly obsolete **ADVISE SERVICE**.

The idea is that all the poor souls who can't do their own fighting, write off to me or ~~Fudge~~ or Kedge or Stephen Hatfield esq., address in our very own Bellicus 32+ ((Ugh; wash your mouth out with soap and water! Sorry, Will, joke that's all)) and we (most likely me, as no-one on earth would be mad enough to listen to the others) send our advice free of charge! (faint). All that is requested is a stamp & the senders address. We would also probably like to know what country and situation he is in. (That also includes She's-Kedges speciality).

Anybody wanting to make use of Richards 'Advise Service' will find him at 6 the Crescent, Hornsea, E. Yorkshire, HU18 1SW. For my part I would have no qualms in recommending the service as one worth every penny you're asked to pay. You did say it was a free service, didn't you, Richard?

115. Richard Bartle.

Can you duplicate photographs on your universal duplicating machine? I hope so, as I'm dying to know what Will Haven looks like. The only person I have ever seen a photo of is Richard Sharp esq(ess). That was way back in G & P 37pg5, right hand column. Isn't he an ugly sod? Doesn't he ever put a comb through his hair? If Will Haven is that bad, then I'll have to stop subscribing. Do you think he'd turn me to stone?

No, unfortunately my universal duplicator won't reproduce photographs, in fact it won't reproduce anything. Everything that you send to me that gets published in Chimaera has to be carefully redrawn by my tender hand and you'll appreciate that photographs aren't the easiest of things to re-draw. However, I'm always willing to have a bash if anyone wants to send some pics.

Richard Sharp comb his hair? You mean he's still got some? I haven't got much but I hear he beats me hands down.

Thanks for the sketch by the way, I wasn't able to get it copied in time for this issue but I'll try and include it next.

116. David Thorby.

Nice to see four Peanuts cartoons inside the last issue, as well as the front cover; who is this Boot anyway?

Dey-vil take it, Sirrah! Who is this scoundrel Thornby, er Thorby? I'll bet he's another of those ruddy beagles trying to take over my magazine! Can't drink a bowl of milk without soaking their ears in it, dumb creatures. He'd better be a little more civil in future if he wants me to let you keep sending him this. I'll bite his leg, that's what I'll do, bite his ruddy leg! Where does he live anyway?



Er, David, it seems you've upset my old mate, Boot. I'll try and put him off coming looking for you, but if you ever see an Old English Sheepdog Sort Of knocking about outside your door with an Indian Bloodhound, for Christs sake don't go outside until they've gone.

Remember last issue I mentioned a promised new from Paul Humphreys? I now have a little more information. Paul writes:

117. Paul Humphreys

Firstly, it's going to be called 'Albatross' and secondly there will be openings in anything (Dippy) providing I've either got or can get hold of, the rules. Cost about 5p.

Why 'Albatross'? Well, -1) It was a very succesful line of aircraft

(my passion).

2) It's a beautiful bird

3) It's one of the most beautiful songs ever recorded, by Fleetwood Mac, of course.

Anyone interested in playing in the 'zine which will have free games, should contact Paul at 27 Furrowfelde, Kingswood, Basildon, Essex. Circulation will be held at about 40 so get in quickly.

118. Bob Howes.

Can you tell me where I might be able to purchase some of the hex-grid paper? I would like to get hold of a few sheets.

Yes, Bob, Hex-grid paper is available in A4 size (14 x 17 hexes) for 48p for 30p, £1.45 for 100, or £5.90 for 500 from David Gwyn Watts of 32 Eastleigh Drive, Malford Haven, Dyfed SA73 2LY.

119. Richard A. Bartle.

What was the great Chimaera 11 hoax? You mentioned it a lot in your issue the last. If you have any back copies, will you send me one please.

Ah, yes, the Great Chimaera 11 hoax, the day that panicked (?Panicked?) Dippydom. Issue 11 of Chimaera carried a cover story that Chimaera was to fold after that issue because it had got too much for me to manage. Nobody was going to get anything back as I was pocketing all the subs, games fees etc. I don't think anyone actually fell for it as the next paragraph down explained that it was just a joke, but I understand a few hearts quickened when they read the first bit. Sorry, I don't have back copies of the issue in question remaining although I do have a few of 12, 13, 14, 15 & 16 if anyones interested. I've also got a few copies of those same ones with odd pages missing. If anyones interested 10p each postage for the complete ones or 5p for the semi-complete. Well how else am I ever going to get rich?

Here endeth the lettice

I SAY, I SAY, I SAY

Or....I don't wish to know that, kindly leave the stage

Yes folks, it's the world famous Chimaera joke section were all the old jokes come to die. Sample: In Florida they use alligators to make handbags. Isn't it amazing what they can teach animals to do nowadays?

O.K. I know it's crummy but in comparison to what is about to follow, it's brilliant. You have been warned, read on if you wish, but first a word from our sponser

As you are probably aware Great Britain is currently going through a drought and it is imperative that we all conserve water. Please do your bit to help. The next time you have to use water, dilute it.

.....now on with the show.

THE DIRECTOR OF THE NATIONAL GALLERY IS AN EXHIBITIONIST!

Les Kennedy: What's green, has six legs and is highly dangerous if it falls on you? A Snooker table.

Adam Quinton: Paddy had come over to mainland and was astonished by all the technical marvels he saw: running water, roads, etc. One day his friend found him on a railway embankment watching trains going into the mouth of the tunnel. His friend said "What's so interesting down there?"

Paddy replied, "Tis marvellous.....they go plumb in the hole everytime!"

XXXIII

Richard Bartle What's the difference between a daschund and a barrow-boy? A barrow-boy bawls his wares on the pavement.

Mike Lean What's the worst thing they do at Eton? Smoke Fags.
Have you heard the latest Irish musical, 'The Stupid Prince'? The plot is very simple, he stays a frog all his life.
Did you hear about the Irish deserter who ran the wrong way and got the V.C.?

Pete Lindsay What's the difference between babies and sand? You can't shovel sand with a pitchfork.

Will Haven

Bob Howes She was only a footballers daughter, but she liked to have her 'Uddersfield.....and her Arsenal.

Richard A Bartle Ever been picked up by the fuzz? I hear it's very painful.

Adam Quinton. Have you heard the one about the Irish virgin who's been a prostitute for 10 years?

Mike Lean An old Welsh farmer was showing his farm to an American cousin. "Just how much of a spread have you got here" asked the Yank.

"Well, you see" replied the Welshman, "over to that hill and down to the stream and over to the house, 42 acres in all"

"Huh" said the Yank, "Back home, I've got myself a ranch and it takes me all day to travel round it in my car."

"Indeed," said the Welshman, "I used to have a car like that myself."

How about a few Yank jokes to give the suffering Irish a rest?

Yank touring Yorkshire colliery "Why, in the States we have mines that are five miles deep. How deep is this one?"

Yorkshire miner "We've never really measured it, you see we only work a day shift here, the New Zealanders take over at night!"

Most football supporters crow about their favourite players once a week, but with Manchester United fans it's Daly.

And seeing as I've just bought us onto the subject of football, we'll have some 'Famous Football Quotes' from Paul Humphreys

- MICK CHANNON "Oohaar"
- BRIAN CLOUGH "Well, I agree with myself"
- JIMMY HILL "And over to Brian"
- PAT JENNINGS (in Irish accent) "Duh, yearh"
- DON REVIE "We'll do better next time"
- KEVIN KEEGAN "I think I'll buy some 'liftie' shoes"

And can I add....

ALAN BALL "Er, yer know"

WHO SAID THAT?

being a column of quotes from famous people.

Bob Howes My favourite quotes are both by famous T.V. people.

Richard Dimbleby: 'For me, it's cremation everytime' at the end of a programme on the dreadful American 'Way of Death'.

Malcolm Muggeridge: 'The trouble with this country is that we have sex on the brain, and that's not a very comfortable place to have it.' during a programme on the permissive society.

I can't remember much about Richard Dimbleby Bob, but I seem to recall him sitting in a studio during a particularly error ridden broadcast of the Queens visit to, I think, Germany. They'd just lost the picture for either the second or third time and Dimbleby, obviously unaware that the microphone was still on, muttered 'Jesus wept!' for all the United Kingdom to hear.

Mike Lean Groucho Marx to beautiful girl: "I want to ask you two questions, If you answer the second 'yes', we can forget about the first"

Martin Edwardes: Groucho Marx: "Why this is easy, a four year old child could understand it. Run out and fetch me a four year old child - I can't make head nor tail of this"

W.C.Fields: Hangman: "Have you any last requests?"

W.C.F. : "I'd like to see Paris before I die - Philadelphia will do"

Carl Jennings: claimed for Groucho, but I don't recall it: "Where'd you get the nose? Did you pick it?"

And one from me to finish on, Groucho again (who else is worth quoting?): "I'll bet your father spent the first year of your life throwing rocks at the stork!"

Can I have some more for next issue please, everybody? Just a few ordinary sayings to fill in here.

Richard Nash: Repose is works greatest achievement.

When money burns your pocket you'll not be alone at the fire.
The less a man thinks of his virtues the higher their value.

Chas Bedford: Never put off till tomorrow what you can do today - 'cause if you do it today and enjoy it, you can do it again tomorrow.

It's better to keep your mouth shut and be thought a fool than to open it and remove all doubt.

The most labour saving device of today is tomorrow.

GAMES SHOP.

Lee Johnson, 59 Hillview Avenue, Hornchurch, Essex, RM11 2DN would like to purchase a copy of 'Acquire'. If you have a copy for sale, please contact Lee.

Pete Lindsay, 20 Bloomfield Close, Taunton, Somerset: not selling anything rather wanting information. I've heard that Jagdpanther 14 has some rules in in it for including 'Mobile Infantry' (from Starship Troopers) in Sniper, and that Conflict magazine no.3 had rules for a game 'Assassin'. If anyone could let me have a copy of these sets of rules I'd be appropriately grateful.

SITUATION WANTED

Tired of losing? Get out while the going is good. Young man wishes to enter the training of a football team in Chimaeras Soccerboss. Apply, giving team details to Duncan Morris, Computer Bureau, Box 8038, Causeway, Salisbury, Rhodesia.

(Couldn't include it in Soccerboss, Duncan, I typed that up last weekend. I'll contact the variant banks from here for you and try and get a copy of Mercator III sent out.)

GAME OPENINGS

OUTDOOR SURVIVAL (Rules enclosed) Game fee 50p, no deposit (if you NMR you'll be dead in about three turns anyway!) GM: Carl Jennings.
Dave Tant, Ron Canham, Les Kennedy, Ian Jones, David Thorby, Allan Ovens, Rob Chapman. Please confirm by next deadline that you still wish to play now that you've seen the rules. Still room for more players, we start next time.

EN GARDE Game Fee 50p. GM: Allan Ovens. See pages 14/15 for details.

SORCEROR GM: KEDGE NEUMAN. See page 13 for details.

RAILWAY RIVALS GM: Dave Watts, 32 Eastleigh Drive, Milford Haven.
Dave Tant, Tony Ball, Mike Lean. Mike suggests J game.

OIL DISTRIBUTION GM: Dave Watts, as above.

Subbuteo TABLE SOCCER GM: R.U.Wright-Sharpe Game fee £1.00 no deposit.

THE TEASER ANSWER (the left arm, remember?)

So many people are now pleading with me for the answer I suppose I've got no option but to reveal all. Are you sitting comfortably? Then I'll begin.

An aircraft crashed on a desert island.

Eight men were on board and rescue was a long time coming. They ran out of food and to survive decided that they would cut off and eat each others left arm. To ensure that it was done fairly they made a pact that even if they were rescued before everyone had lost his left arm, those who still had two arms would give one up.

The men were rescued 7 days after that and so one man escaped with two arms.

The time has now come for him to honour his agreement with the others, but as he is an eminent surgeon he is loathe to do so. Instead he buys the left arm of the drunk and sends that out to Las Vegas as his own.

The other 7 men collect the arm and ceremoniously bury it in the desert.

Easy isn't it? Disappointed??

C.A.

SPI MAY 1973

A game review by RICHARD NASH

This game was bought out to fill the needs of board games enthusiasts who were crying out for something simpler than USN - War in the Pacific, 1941-43 (S&T 29) which, though an extremely good game in itself - and a very good buy even now - was far too complicated to play with just two people who had only an evening to spare. Therefore SPI brought out C.A., a game on a similar topic, but very much simpler in design.

The usual map (mainly water in this case with a few islands) is given with the hexagonal grid, and one side has counters representing the U.S. fleet, and the other has units for the IJN (Imperial Japanese Navy). Each side has units representing Battleships, Battlecruisers, Heavy and Light cruisers and Destroyers. No Carriers are represented as this game is to simulate the heyday of the Battleship as a fighting unit. Each unit has a gunnery strength and range allowance printed on it, as well as a defence strength and torpedo strength.

Basically a scenario is picked, the players set out their units, move them, fire, receive damage, sink and the game ends. Facing counters are used to help show the way a ship is heading. Hits have two classifications: Weapon and Power hits, as indicated by the Combat Results Table. After one power hit it has its movement halved; the second it cannot move. First weapon hit and half the guns go; second hit and no guns are left. Points are awarded for the number of enemy ships sunk or damaged, and the victory conditions vary as for each scenario.

The game in itself is a total disaster in that SPI went too far to satisfy the need for a simpler game. It initially was well received and its rating in America jumped to number one in the first few weeks; but that fell away within a month and it is now 28th out of 37 in the WW2 ratings list. This is not due to length of being out either: USN, the game it replaced (pub 1971) is currently 10th in the chart and moving up all the time. The games main feeling is that it is TOO simple. Once a ship is hit then it is out of the game: if it loses its weapons it doesn't matter how fast it can travel. The scenarios also lack variety and imagination: 'US player wins if all IJN ships are sunk' is one example.

Also the fact that there are too many counters of no value didn't help much either. There are counters to signify power hits, weapon hits, power weapon hits combined, speed of the ship, direction of the ship - in fact it is quite feasible for one unit to be literally covered with markers

of different sorts in such a manner that you never know what is going on. I never use the markers myself, using pencil and paper instead; but SPI certainly flopped on this one. Incidentally, the game USN is one which you should get: it is absolutely terrific, wonderful, fantastic, great.....

Ratings

Complexity	1	Overall value	1
Enjoyment	0	Adaptability	1
Playability	8	Action/Excitement	0
Postal playability	4	Length of game	0 (far too long)
Skill	1	TOTAL RATING:	1.78

Note that in an earlier review base a games rating on enjoyment if you want to buy it - well, DON'T buy this one.....

Thanks Richard, I don't know the game myself and after your review I don't think I'll bother. Does anyone else have a copy of the game and would you rate Richards assessment a fair one?

I'D LIKE TO INTRODUCE MYSELF
MY NAME IS....

The column that fills in on the names

ALLAN J. OVENS: (Please note 2 L's, especially you Clive)
(I suppose it makes one L of a difference?)

Joined RAF while studying for Maths degree at University. I have only been working for my living for 3 years now. Age 24.

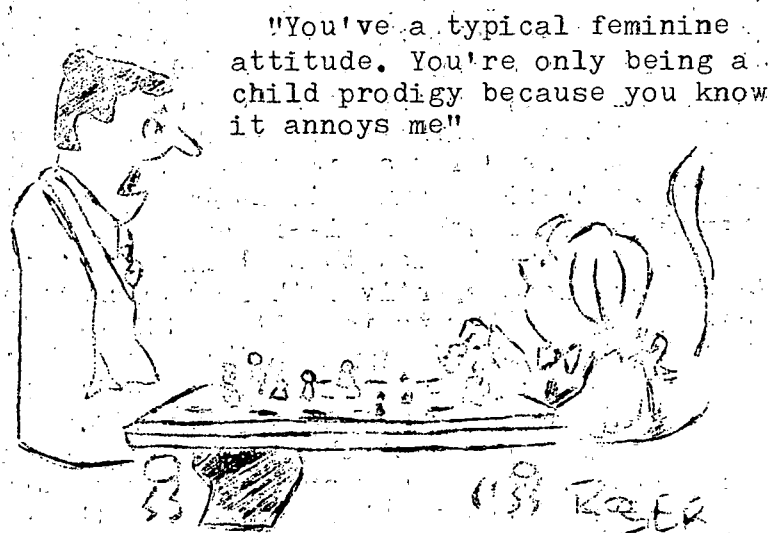
Interests include squash, tennis, science fiction, gaming of any sort. Been playing postal Dippy for about 5 years. Person I like to stab most often: John Piggott. Person who likes to stab me most often: Pete Charlton.

Love going to FtF cons and meeting people, but find it impossible at the moment. Keen member of AHIKS.

MARTIN EDWARDES:

I was born at an early age on 20th July 1953 (October '52 was a cold month), and have maintained an unbroken record of breathing ever since. (Will I get into Dolchstoss with that?) At an early age (about 8) my father introduced me to a game called, I think, Monotony. In it, one had to buy up property, destroy opposition and take over London. All this before the GLC. However, finding this game too restrictive I moved onto such delights as Risk (today London, tomorrow the world). I also touched on such things as Go, Checkers, Draughts and Chess, but where's the fun in being declared the proud conqueror of 32 white squares with black squares attached?

Life continued until age 16 with delights of plastic soldiers, Waddingtons games, constant bouts of taking over the world at Risk. At 16, as is usually the case, this young mans fancy turned to other matters: other young men. Those off you who have been sitting breathless on the edge of your seats can now potter off to make the tea or put out the cat, as an inter- //cont. inside back page.



(S) RAE ER

SOCCERBOSS Mk.1.

Two games this week, one played mid-week and the other on the Saturday. There were two voices in favour of the idea, one against and 17 abstentions.

WEEK 9 TRANSFERS

Liverpool to Walton: Pannall(HB) for £83,000 into team at 6. Colour....
Yellow non-leaguer to Derby for £164,000 name Kevin Hector (F) in at 11.
Blue(B) non-leaguer to West Ham for £76,000 name Jherak Carnelian(GK) into team at 1.

Ipswich - Sporrán: Stirk for £72,000, into reserves. Colour....
P.G.Jones, Everton stays with club: reserve price not reached.
Blue(A) non leaguer to Sporrán for £72,000 name A.Lamiae(F) in at 7. Colour....

Allfrens Hartley, Ilford's Cassalls both stay with their clubs.

RESERVE PROMOTED TO 1st XI

West Ham: Copperfield to 6, Liverpool: Vick to 7, Watford: Garner to 4,
Newcastle: Bird to 5, Brentford: McLean to 5, Fonteyn to 11, Sporrán:
Gargery to 2, Satans: Biggles to 1, MPBU: G.Worst to 6, Luton: Verges to 4.

MISCELLANEA

NMR's from Newcastle, Ipswich, Leeds, Workington, Allfrens, Ilford, Peover.
(Actually, I do now have orders (late Sunday), from Everton and Peover, but I'm afraid that as I was away for most of the week-end the games were played, transfers settled etc. on Friday evening so on this occasion I cannot accept them. Sorry.

Bolton's scorers last week were, Lee 2, Gubbins and Hill. Watford's scorer was Jenkins.

Derby's Begg is +1 for 5 goals.

Watson's defence is not +1, perhaps I didn't make it too clear last week but it's Satans Thyme that was +1.

Watford repay loan, with interest - £55,000.

Watford scout player: cost £2,500 - result.....

Allfrens Neekins has scored 3 goals by my records.

Allfrens Dougan has scored 4 goals, I thought I'd gone through all the pages and corrected that last time by hand but obviously I must have missed some.

WILL LUTON TOWN PLEASE ENSURE THAT THEIR BANK BALANCE IS BACK IN CREDIT BY THE NEXT ISSUE, OTHERWISE THE BAILIFFS WILL MOVE IN TO SEIZE PLAYERS!!!

UNSETTLED RESERVES

Ipswich: Gates(F) SR:G

Luton: McDonald(B) SR:G

Brentford: Mansley(F) SR:Y

Liverpool: Gibbons(F) SR:G

Derby: Ashcroft(F) SR:G

PLAYERS ON OFFER FROM NON-LEAGUE CLUBS

Yellow: reserve price £100,000
Red : " " £ 70,000
Blue : " " £ 75,000
Green : " " £ 25,000



"I'll take this one...."

West Ham (47) (1) 3
 T/M Richard Walkerdine
 Callaghan 15, Veale 69, Wagner 72
 A pretty evenly contested game in the first half but totally dominated by West Ham in the second. West Hams Adams +1.

Brentford (40) (1) 1 v Everton (37) (0) 0
 T/M Steve Grant
 Cunliffe 68
 An evenly contested game right through to the final whistle, Everton doing well to pick up a point that Brentford could ill afford to lose in their attempt to keep within striking distance of the leaders. Even the 23rd minute injury to Alan Ball failed to break Evertons rhythm. Joe Royle substituted, Ball out was.

Newcastle Utd (39) (1) 2 v Newcastle Utd. (33) (0) 0
 T/M Tony Sturt
 Sargent 23, Carmichael 71
 A scrappy first half as a tense Leeds Utd struggled to get on top of a stubborn Newcastle defence. Two chances fall to Rawlings (27) but on both occasions he shot too early, probably with one eye on the hard Newcastle defence. At the other end Newcastle's Smith (+1) played very well but sadly lacked support.

Manchester Utd (45) (0) 3 v Ipswich Town (46) (1) 1
 T/M Allan Owens
 Raymond 65, 66, Joyce
 Bertschin 8
 Ipswich played for the first half of this game and for most of the second, like a team challenging for honours and certainly not like one fighting to stave off relegation. Bertschin put them ahead after 8 minutes, volleying in from the edge of the penalty area after a poor clearance from a corner. Manchester began to show signs of frustration which resulted in the 23rd minute sending-off of top scorer Brskine (suspended 3 weeks). Obviously T/M Allan Owens had something to say to his team at half time for they started the second half in much more composed fashion. After steady pressure Raymond eventually turned the game with two goals inside a minute.

Watford (29) (1) 2 v Liverpool Y (41) (2) 3
 T/M Pete Cousins (Horsfield 14, 28) T/M Mick Bullock (Plomacy 27, Hamilton 36, 51)
 Only 18,000 people saw Liverpool Youth extend their unbeaten run to six games in this lack-lustre game. Two goals from Watfords Horsfield (improving by 50% his clubs tally for the season) sandwiched Liverpool's 3. Liverpool's Edwardes was booked in the 60th minute for something he said to the referee.

Millers Utd (43) (0) 0
 T/M Bob Kennedy
 The game, said by some to be the deciding factor in the 2nd division championship, just didn't live up to expectations. Millers' Lees (+1) played well to keep out the few MPBU attacks that were sent to goal (-1) and Reith (-1) just never got together in the centre of the park.

Ilford (39) (3) 3 v Workington (43) (3) 3
 T/M Lawrence Parratt
 Ilford 5, 20, Haskall 4
 Workington 7, Plant 8, Whist 36
 One of the smallest crowds of the day was treated to an incredible first 36 minutes. Ilford, two goals ahead after 4 minutes found themselves 4 minutes later back on level terms. They took the lead again after 20 minutes but again Workington came back. In the second half Ilford's Schwarz (+1) and Cook (+1) got to grips with the Workington attack to stop any chance they may have had of grabbing a regular victory.

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Blackburn (45) (0) 0 v Satans B's (31) (0) 1 15,000

T/M Michael Green T/M Chas Bedford, Gryptype Thynne 52.

Blackburn, still looking for their first win in the league, entered this game odds on to achieve it, but the tension showed in their play and they were unable to create a single scoring chance. Satans, except for U.T. Cogley (+1) and Manfred Von Rienthofen (+1) were not all that better and it took a terrible mix-up between Satans Hawkes (-1) and Pacey (-1) to let Thynne in for his goal.

Peover C (40) (0) 0 v Derby County (48) (2) 3 27,000

T/M Howard Davis T/M Andy Davidson Hawkins 19, Searle 20, Koch 66

Derby County maintained their recent improved form by chalking up this very good win at Peover. The game was marred for them by the injury of centre-half Koch in the 73rd minute which will put him out for next weeks matches. Penny (B) subbed. Peovers Alston had an hard time against the Derby defence (-1).

Sporran A.C. (36) (0) 1 v Walton C. (44) (0) 1 15,000

T/M Ian McInnes T/M John Meadon Pocket 74, Toynbee 49

A dull game in the first half, this match was suddenly brought to life in the second as Walton turned on a performance of their attacking skills. Poor finishing let them down though and they had to be content with just Toynbees single goal. Even so, that looked like being enough to give them both points until Pocket clipped the defence to slot home an equaliser.

SATURDAY MATCHES

Team changes: Everton: Kilpatrick to 8, Royle back as sub. Man Utd: Savage to 2. Derby County: Tryon to 5, Penny back as sub.

MANCHESTER UNITED'S RAYMOND 1 for 5 goals.

Bolton Wanderers (45) (0) 2 v Watford (29) (0) 0 24,000

T/M Dave Tait T/M Pete Cousins Langton 61, Rimmer 69

Watford, slightly the better team in the first half due mainly to Coffili (-1) and Downes (-1), couldn't stay the pace and in the end Bolton won easily. Lofthouse had a poor game -1.

Everton (36) (0) 1 v Ipswich (46) (0) 1 21,000

T/M Bob Howes T/M Ron Ganham Mercer 62, Royle 64

Ipswich dominated this game playing the same sort of football that had worried Manchester United in mid-week but unfortunately their forwards were unable to convert the many chances they created. It took a set piece goal from Evertons Mercer to shake them into action to retaliate within 2 minutes. Evertons Sagar collided with a post in the 45th minute and Royle substituted, Ipswichs Burley had a poor game -1.

Liverpool Y. (41) (2) 3 v Brentford (40) (0) 0 30,000

T/M Mick Bullock T/M Steve Pratt Rambert 1, Hamilton 32, 46

Only Brentfords second defeat of the season, but it effectively seems to have finally destroyed any hopes they may have had about the championship. Liverpool on the other hand found the win lifted them to 4th place in the league and into contention for one of the 'Europe' spots. Liverpools Adams played well urging the team forward all the time (-1) and Brentfords Paul was booked for dangerous play after colliding with Liverpool keeper Bacon.

Newcastle (34) (2) 2 v Man Utd (43) (2) 4 45,000

T/M Steve Plater T/M Allen Owens Howard 28, Cassidy 42 Joyce 26, 48, Raymond 36, Savage 47

Newcastle played well and held their own against a below par Manchester in the League Cup, but after half time everything clicked and the Manchester team coasted home in spite of indifferent performances from Raymond (-1) and Coy (-1). Leeds showed a single scoring change as a result of the formation shown in their play and they were unable to score. West Ham Utd. (47) (3) 3 v Leeds Utd (38) (1) 2 33,000
 T/M Richard Walkerdine T/M Tony Sturt
 Kelly 10, 82. Lane 16, Gobbi 6, Bremner 59
 Moonglow 38, Bader 57.

Really no contest as after Leeds' shock first goal West Ham strolled through the game. West Hams Moonglow was booked for kicking the ball away at a Leeds free kick and Leeds Carey had a poor game (-1).

DIVISION 2

MPSU & BBLU (43) (1) 3 v Sperran A. (36) (0) 0 30,000
 Arnold 24, 71. Worst 48

All MPSU have got to do for the championship now is keep winning and in this game they gave a demonstration of how to do it as they clinically took apart Sperran. Graham (-1) didn't perform too well for them but then nor did Pocket (-1) and Lammie (-1) for Sperran.

Workington (45) (1) 2 v Derby Co. (45) (2) 5 18,000
 Plant 38, Skilton 87. Derby 27, Daniels 30, Begg 59.

Derby County, rapidly emerging as a major force, continued their run of success with this victory at Workington. Again though injury struck at the team when Tyson, the substitute for Koch carried off mid-week, was himself carried off after 81 minutes. Penny (B) again substituted.

Walton (44) (0) 0 v Ilford (41) (0) 1 21,000
 Peart 48 (P)

A scrappy game with both teams struggling to find form. Beaufort (+1) and Wheeler (+1) both Ilford players, were the best on the park, Pearts deciding goal came from a penalty 3 minutes into the second half.

Satans B's (33) (1) 1 v Peover C. (39) (2) 3 33,000
 U.T. Copley 20 Charles XII 9, Harlech 26, Poyrys 69.

Feeling confident after their mid-week success at Luton Satans were brought down to earth with a crash by a strong Peover side. Peovers Charles XII didn't play well (-1).

Allirens (43) (0) 2 v Luton T. (41) (1) 1 27,000
 Tery 67, Dougan 70, Morton 9

Luton almost turned up the shock of the day when they took a 9th minute lead against promotion candidates Allirens. They were much the better side, creating a lot of chances, but 2 goals from just 2 second half chances gave Allirens the points they sought. Lutons McNally and Bingham were not up to standard, both (-1).

LEAGUE TABLES	Goals						Goals						
Div 1	P	W	D	L	F	A	Div 2	P	W	D	L	F	A
Manchester U.	9	8	1	0	33	11	MPSU & BBLU	9	8	0	1	23	9
West Ham	9	5	4	0	26	12	Allirens U	9	6	1	2	22	12
Bolton Wals.	9	4	2	3	14	12	Derby County	9	4	2	3	19	10
Liverpool Y.	9	4	2	3	16	16	Peover C	9	4	2	3	17	16
Brentford	9	3	4	2	18	20	Satans B's	9	2	3	3	17	16
Everton	9	2	5	2	16	14	Workington	9	2	2	3	18	20
Newcastle Utd	9	4	0	5	13	14	Ilford T	9	3	2	4	15	17
Leeds Utd	9	2	1	6	11	20	Walton Clog.	9	2	2	4	15	17
Ipswich T	9	1	2	6	10	19	Sperran Acad	9	2	2	5	11	21
Walsford	9	1	1	7	6	19	Luton Town	9	0	1	8	7	17

Club	Opening Balance	Running costs	Transfrs	Other costs	Gate receipts	Transfrs	Other income	Balance at end of wk 8
Allirens	112,000	11,200			24,000		15,000	139,800
Bolton	103,400	10,300	120,000	5,000	6,000		31,000	5,100
Brentfd	5,200	10,000			7,000			2,200
Derby Cnty	141,900	14,200			14,000	151,000		292,700
Everton	46,000	10,000			13,000			49,000
Ipswich	137,100	13,700	151,000		14,000	120,000		106,400
Ilford	103,600	10,400			4,000			97,200
Leeds U.	43,200	10,000			24,000			57,200
Liverpool	60,100	10,000			32,000			82,100
Luton U.	-28,000	10,000		20,000	10,000			-8,000
Manchester	92,900	10,000		20,000	12,000			74,900
M.P.B.U.	51,400	10,000			10,000			51,400
Newcastle	30,800	10,000		5,000	11,000			26,300
Peover C.	143,200	14,300	74,000		5,000	27,000		86,900
Satans B's	156,800	15,700			15,000			156,100
Sporran A	84,400	10,000			28,000			102,400
Walton G.	113,400	11,300			16,000			118,100
Watford	46,200	10,000		55,000	32,000			6,800
West Ham	128,500	12,900	27,000		26,000			114,600
Workington	162,000	16,200	25,000		12,000			132,800

TRAINING INCIDENTS

Everton: Britton experiences domestic problems -1. **West Ham:** Fined £20,000 after manager Richard Walkerdine allowed himself and players to be photographed in the bath/Fidda Richmond. **Liverpool:** No incident. **Watford:** No incident. **Bolton:** Cooper disciplined by club for trying to get in on the West Ham photo-graph - suspended 3 weeks. **Newcastle:** Your supporters club donate £20,000 to the club after a successful 'Let's keep the lads in Div 1' campaign. **Ipswich:** Fined £15,000 by league after the 'Sun' reported they had approached Maggie Thatcher to pose in the bath with T/M Ron Canham and the players. **Leeds:** Thorneycroft feels age catching up with him -1. **Brentford:** No incident. **Man Utd:** No incident. **Workington:** Nick Hunter loses his lucky gloves -1. **Allirens:** Tory loses form -1. **Walton:** Cartwright shows improvement +1. **Sporran:** Flint shows improved form +1. **Satans:** Manfred Von Richthofen stubs a toe painfully -1. **M.P.B.U.:** Diplock shows great improvement +1. **Derby County:** A disagreement between the players results in Kenton losing form -1. **Luton:** Pacey begins to lose heart after a string of bad results -1. **Ilford:** Kinder finds the showers too hot for him after the Workington match and is badly scalded - out 3 weeks. **Peover:** Niggelford receives news his girl friend is in the family way and the resulting worry puts him off his game -1.

Next weeks fixtures - mid week its the league, but come Saturday.....IT'S T' CUP.

Mid-week fixtures

- Brentford v Newcastle
- Ipswich v Liverpool Youth.
- Leeds United v Bolton Wanderers.
- Manchester Utd v West Ham United.
- Ilford v Everton.
- Ilford Town v Satans Bastards.
- Derby County v Walton Cloggers.
- Luton Utd v M.P.B.U. B.L.U.
- Peover Celtic v Allirens United.
- Sporran v Workington.

THANK YOU FOR THE SUPPORT OF THE CLUB AND THE PLAYERS



Send one or two upsets from the matches up there, a win will about give them the title or at least make it very difficult.

Chimera Super Cup.

Allfrens Utd v Bag Hill Bone Crushers
 Salans Bastards v Bentonville O.B.'s
 Walton on Thames v Liverpool Youth.
 Ilford Town v MFBU & BBU
 Ipswich Town v Derby County.
 Spurren Acads v Brentford.
 Manchester United v Luton Town.

Teams out of the cup and with no game on Saturday, may if they wish, arrange friendly games between themselves to boost their income. However, they must abide by all match incidents. Both team managers must advise me independently of the intended friendly and the venue.

TO SCORERS

7 Begg-Derby County
 6 Haskall-Ilford, Joyce - Man Utd, Law - Allfrens, Raymond - Man Utd
 Veale - West Ham.

The following players are +1 for scoring 5 goals:

Joyce - Man Utd, Peart - Ilford, Dougan - Allfrens.

PRESS
THE KOP

Red goal-keeper still wants away (no, that's not his name - that's McColl - come to think of it he still wants a home not away. Anyway, the price is down \$5,000 to a ludicrous \$95,000 which is 25,000 less than Bolton just paid Ipswich for similar, and almost as cheap as Olive sells Yellows for. Genuine reason for sale. Can't stand \$900. Write: MANAGER OF THE MONTH, 14 Nursery Avenue, Halifax, West Yorkshire HX3 5SZ.

P.S. Will consider 2 game trial type swap for red full back!

OVERHEARD IN THE GRANDSTAND

It's only lack of ability that's holding this Luton team back.

LUTON

SPRING SALE - cash separately required.

Whitefoot (HB) £24,000	Goodman (HB) £64,000
McDonald (D) £24,000	Charles (F) £80,000
W.Gray (HB) £24,000	Groves (HB) £120,000 - regular first team player.

FOOLS NEWS

MID WEEK Richard Nash 6 from 10
 SATURDAY Richard Nash 7 from 10, Dave Part 7 from 10.

not bad, not bad at all. For next week-ends games (the cup matches) forecasts are requested from everyone, soccerbass players and non-players alike. For the person or persons submitting an all correct forecast there's a free issue. Roll up, roll up!!!



KINGMAKER

TURN 10

"How many NMR's this time then?"

"Oh, only 29%. It would have been 42% but someone remembered at the last minute."

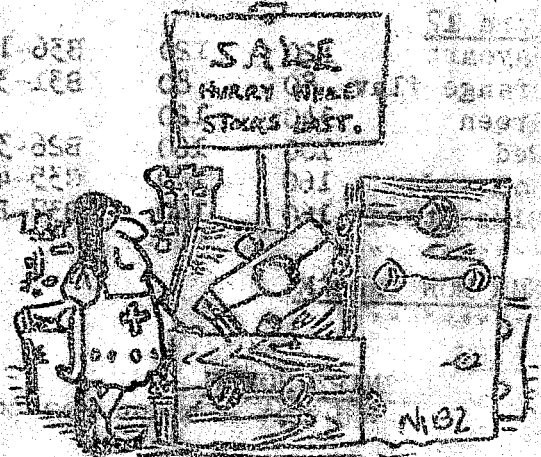
"Why do you bother?"

"Now that's a very good question....."

Nothing for the 'Screw the GM Dept.? Oh, come now, surely not?

.....But there wasn't. So straight on with the game.

- AUDLEY Earl of Wiltshire, Archbishop of Canterbury stays in Canterbury with Edward of Lancaster.
- BEAUFORT Duke of Somerset stays at Corfe.
- BERKELEY moves into Farnham Castle.
- BOURCHIER Earl of Worcester, Admiral of England, Bishop of Norwich moves to Belvoir and successfully storms the castle.
- CLIFFORD stands outside Framlingham. See below.
- COURTENAY Earl of Devonshire, Marshall of England, Bishop of Lincoln continues with his eternal peasant reduction job at Blackheath.
- CHROMWELL stays at Tattershall.
- FITZALAN Earl of Arundel, Chanc. of the Duchy of Lancaster, Archbishop of York moves to Farnham where he successfully lays siege, then he nips out to meet Berkeley coming from the east and escorts him back to the castle.
- GREY moves to Kimboulton Castle.
- GREYSTOKE Earl of Salisbury, Bishop of Carlisle stands outside Framlingham.
- HASTINGS whispers a prayer as Holland spares his life and then moves to Tewksbury where he stops (no diagonal movement).
- HERBERT stays at Llanstephan.
- HOLLAND Earl of Westmorland cuts the bonds that hold Hastings, pats him on the head and tells him to behave himself in future. He then moves off to Kimboulton Castle.
- HOWARD stays at Corfe.
- MOWBRAY Duke of Norfolk, isn't he a silly-billy, forgets all about Messrs Greystoke, Percy and Clifford hiding in the bushes and he lowers the drawbridge of Framlingham and marches out. See below.
- NEVILLE Earl of Warwick, helps Bouchier storm Belvoir Castle.
- PERCY Earl of Northumberland, Bishop of Durham stays outside Framlingham.
- SOLE Duke of Suffolk stays at Wingfield.
- ROOS stands at Belvoir, but someone comes a'calling.....see below.
- SUROPE moves to 1 north of Belvoir.
- STAFFORD Duke of Buckingham, Chancellor of England still stays in Leeds putting down peasants.
- STANLEY stays in Douglas.
- TALBOT Earl of Shrewsbury, Warden of the Cinque Ports, boards Le George and sails to Corfe where he joins Howard and Beaufort. "Do you Howard take this woman!!!!"
- LE CHRISTOPHER stays at Penzance.
- LE GEORGE sails to Corfe.
- LE LUCAS is still held by the garrison of Carisbrooke.
- LE MARGARET sails to Boston.
- LE MICHAEL moves to 2 south of Milford Haven, 2 north of Penzance.
- LE ... is impounded in Douglas.
- LE ... stays at Colchester.
- LE ... stays at Corfe.



Mizalan lays siege to Fauchon - successful
 Mowbray v Percy, Greystoke, Clifford. - Mowbray captured.
 Bouchier, Neville siege Belvoir - successful. Roos killed but before
 he goes he confesses to belonging to...

Bouchier rules Belvoir. O.K.?

APPEARING NEXT TURN.....

.....Roos at Helmsley. If you're the lucky faction it
 says X at the end of this line.....

END OF TURN ACTION

Embassy from the King of France - ignore him, he'll go away.

Storms at sea: Le Michael to Milford Haven.

Peasant revolt: Mowbray is wanted at Denbigh, but his captors won't
 let him go.

Plague strikes Northampton and Oxford - no effect.

PRESS

NO DATELINE

Rumours that unless something is done to kill off all the Royal
 pieces the game will drag on a little bit have been proven to be well founded:
 therefore it has been decreed that from now on a certain faction shall
 endeavour to fight as many battles as possible in order to eliminate the
 opposition. This faction, however, needs some troops first.

TAG HILL

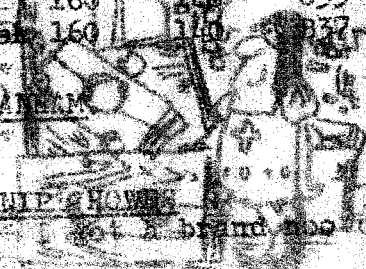
Drags on? In the post today I got the results of the 24th turn
 in Don Turnbulls Kingmaker game. You've all got a long way to go yet!!!

O.K. that's finished. stand see what you can make of it.

FORMULA ONE

Turns 15-17 (stopped at turn 17. Does my little brain just couldn't cope with
 the intricacies that have arisen)

Turn	Start speed	Net speed	Move	Tactic card	Result	State of car.
Y-Howes	80	100	B25-29		TW-1	4 2
O-Cannan	120	80	B22-26		TW-1	6 1
G-Crun	80	120	B29-34		TW-1	4 1
R-Groom	120	100	B16-20		TW-1	4 0
B-Nash	80	100	B21-25, B24-25		TW-1, BW-1	5 1
Bu-Taylor	120	120	B20-25		TW-2	4 1
Turn 16						
Y-Howes	100	120	B30-35			4 2
G	80	80	B27-30			6 1
R	120	140	B1-7			4 1
R	100	100	B21-25		TW1	5 0
Rk	100	160	E27, 28-34			5 1
Bu	120	160	B26-29, B30, B31-34, B35, B36-37			4 1
Turn 17						
Haycart	120	120	B36-14			4 2
Orange flav	80	80	B31-34			6 1
Green	140	120			TW1 BWL	5 2
Red	100	160	B26-33			5 0
Conwards	160	120	C35-40			6 1
Blue oval	160	140	B37, B4	spin-off		4 1



PRESS

THE KING'S HOUSE

...a brand new 'arvester' getting copped up for the...

mission of two years follows.

At age 18 I was called to do my University service for the Department of Education. I was posted to Cardiff for three years where I acquitted myself honourably in the field of Economics and won a BSC honours and bar. It was there that I learnt of Diplomacy and haven't looked back since - well, only often enough to see the dagger buried between the shoulder blades.

I'm now aged 22 and work as a Civil service computer programmer in the City of London. I have a settled pairbonding of three and a half years duration, and spend my spare time playing games, roller skating, playing games, writing, playing games, etc. I read SF, fantasy and history, and I'm interested in things esoteric.

My ambition is to continue living, and to continue playing games.

PETE LINDSAY: Age 20½ (Gods I'm getting old)

Occupation: Student @ St. Andrews University. Third year repeating second year (oops) heading for Biochemistry Honours. Sub editor in the Norns. President of the University Wargames Society. Drinks: Tartan Special, Gin and Tonic, Pernod and Ice. Smokes occasionally. Favourite Music: Nice/Elp, Yes, Pink Floyd, Led Zep, Fairport Convention. Favourite Authors: Poul Anderson, Roger Zelazny. Hobbies: Drink, Women, Messing about with the University computer. (not necessarily in that order...) Mags: Lemming Express, Mad Policy, Chimaera, The Norns.

CLIVE WARDLEY: I am a 23 year old Chartered Secretary (Licentate), working at present as an Internal Auditor and assistant to the Group Accountant for a small firm (private) called Du Pont Brothers Limited. I am also an ardent Dungeons and Dragons fanatic, running my own dungeon and playing in many others every week.

That's all for this issue, we'll have a few more introductions for next time but as we leave it now, we have an average age of 22¼ and Allan Ovens is the 'Old Man' of the magazine!

Have I got anything from you yet? A warning, if I haven't I'll use anything I can get my hands on and that's an invitation for you all to pen something about your friends (or enemies) in case they don't send anything themselves.

.....

CONGRATULATIONS are due to Mike Lean who became a daddy the other week, well done Mike and Tony Sturt who will shortly become engaged.

.....

COMING SHORTLY, possibly with the next issue will be a new Diplomacy variant Richard Bartle called 'Re-Discover'. Set in the year 2019 and using a map of Europe and America after the nuclear holocaust, is all I'll say at the moment. Don't miss it.

Also in next issue is a Richard Nash review of the SPI game 'Sixth Fleet'.

.....

TANTULUS

I still haven't heard from Tantulus in regard to the apparent cock-up with the commuter problem, so I'll once again have to hold it over for another week, er, issue. The answer to the cube problem published at the same time is 'no'. The central cube has six faces connected to other cubes and one cut would be needed to detach each. Thousands of correct answers for that one, so the commuter one will have to be used as a decider.

Just to bide the time until next issue how about an easy one? It is 9.00pm on Saturday March 26th 1939. A 24 hour clock stands on a mantle-piece in central London. How many seconds will it go for without winding?

.....

DID YOU KNOW.....that I haven't made a single comment about the 1976 edition of the Norns arriving? I wonder if Bob Howes as seen the cover? I think he ought to. Hi Dave! I'm just thinking out loud.

the index.

to Nelson

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My thanks to all those that have contributed to this issue. For their trouble the following will receive this issue F.O.C. Ron Canham, Richard Nash, // Still more articles, cartoons, letters, quotations, opinions, etc., are required for the next issue. Write me an article, any subject you like, and on its printing I'll give you a free copy. There, now isn't that fair?

DEADLINE FOR ISSUE 18: FRIDAY, 18TH JUNE 1976.
 SOCCEROSS, KINGMAKER, FORMULA ONE - ONE WEEK EARLIER.

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What does it say under the stamp?

Dear Clive, I receive every magazine that is published, and I think that Chimaera is by far the best. I will continue to subscribe to it as long as you continue to publish. Yours faithfully, I. Lovett.

P.S. Please excuse the crayon but they won't let us have anything sharp in

I think I