

...the first five sheets and then...

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...the first five sheets and then...

Gerilla:
as Urban
like school



5.....4.....3.....2.....1. Time up! 3 weeks since the appearance of the last Chimaera and we're off again. For those that aren't aware of it this is the 18th issue of the postal gaming wonder-'zine Chimaera, (commonly referred to as the best in Europe). Everyone please note the underlined word there, gaming. It has said that in just about every issue that's been produced so how come so many people seem to have overlooked it? The magazine is devoted to games, contests for amusement, so will all the comedians that publically state 'Chimaera contains little but games' please tell me what else a game magazine should contain. And whilst they're writing to me perhaps they would also like to write to the editor of 'Amateur Gardening' complaining because it has too many articles on gardening, or 'Amateur Photography' because it doesn't contain articles on gnu husbandry, or maybe 'Hansard' because it doesn't contain articles on Backgammon.

In other words, Chimaera is a game magazine and the editor is getting a little bit sick of all the people that criticise because it contains articles on games. The editor likes playing games and likes talking about games, he produces the magazine for people with similar tastes. If you don't like games what the hell are you doing here anyway? (I think we do pretty well on non-game articles anyway)

In case you're wondering who the editor referred to up above is, it is none other than I, Clive F. Booth about whom so many people have recently been heard to mutter "Who?". I reside at 71 Clara Mount Road, Langley, Heanor, Derbyshire and I produce this magazine periodically from the same premises. It costs you 4p per sheet for the first five sheets and then after that .00375 of a penny per side which is all very complicated for you I know, but which makes it much easier for me to fiddle an extra few coppers everytime because nobody ever checks.

This is 18 of an indefinite sequence and my apologies in advance if it has arrived with you late, if it hasn't then it's a miracle. Since switching to mimeo from spirit, duplicating has become a problem in that it takes so long. Instead of being able to duplicate the whole 'zine in about 90 minutes it's now taking hours and hours of moil and toil. Note then that as of now I am amending Chimaeras frequency from 3 weekly to 3/4 weekly, it will still continue to appear as soon after the deadline as possible, but large issues like the last one may take a little longer before they're squeezed through your letter-box. No doubt there'll be complaints but it can't be helped.

Circulation is now top-side 90 but likely to take a dive after this issue! Please everyone, check the address label on the back of this issue, if you have a red credit figure printed there then this is likely to be your last issue whether you're in a game or not. I've been very easy going in respect of credit but one evening last week I just totalled up all your debts to see how much I was owed. It came to an astounding £17.13½!!!! and there's no way I'm going to let it go much higher. If you're one of the guilty parties, settle up please.

Soccerboss games already underway and early scores starting to trickle in, 15 minutes played in all the matches, scores as follows:

<u>Division 1</u>		<u>Division 2</u>	
Ipswich	0 v Liverpool 1	Derby Cnty	2 v Walton 0
Man Utd	1 v West Ham 2	Luton Town	1 v MPBU 0
<hr/>		<hr/>	
<u>Chimaera Challenge Cup.</u>		Peover C.	1 v Allfrens 1
		Sporran	0 v Workington 1
<hr/>		<hr/>	
Ilford	1 v Allfrens 1	Walton	0 v Liverpool 1
Ilford	1 v MPBU 0	Man Utd	2 v Luton 0
Ipswich	0 v Derby Cnty 1.		

III

Well this is bloody ridiculous, deadline day and I can only get on with one game because of lack of orders in the others. I can see I'm going to have to start being a little harsher in respect of these!!!

FRODO 'WAR OF THE RING' TUILE 3020

- MORDOR (Drylie) 3A(Ith)-Pel, 2A(DMa) s A(MMo)-Ith, 2A(Dag)-EMu, 2A(Ise)-GoR, 2A(Riv)-Beo, 2A(NWi)-Esg, 2A(Ett)-MGU, A(Umb)-Har, A(MMo)-Ith, A(Udu)-Dag, A(Mor)-Ere.
- ROHAN (Jones) Ent A(Fan)-MiM, A(EEm)-s 2A(Edo)-WEm, A(Rau)-Wet, 2A(Edo)-WEm.
- MEN OF THE (Lean) 2A(Rhu)-WRh, A(DGu) s 2A(Rhu)-WRh, A(Dal)-Esg, NORTH. A(Bre)-Bar, ((no such unit!!)), A(Shi) stands unordered.
- GONDOR (Kennedy) A(Ise)-Ene, A(DAm)-Leb, A(Pel)-Har, A(MTi)-ms 2A(Ano).
- ELVES (Dove) 2A(Bro)-DGU, A(Esg)-WRh.
- DWARVES (Lindsay) A(Bre) s A(Elu II)-Shi, 2A(Emi II)-For, A(Elu II)-Shi.

Retreats: Men A(Shi) & A(DGu) disband. Gondor A(Pel) disbands. Elves A(Esg) disbands.

PRESS

ROHAN - GONDOR

I say, I say, I say, What is big, black and about to crush us both?

GONDOR - ROHAN

I don't know. What is big, black and about to....AAAARRGHHHH!!!

FIRST ORC: My eyes are blurring

SECOND ORC: You had better see an 'Orc'ulist then. Boom, boom!

MORDOR TO THE WORLD

Well, so much for humour. What about sport? Anyone for a game of squash?.....Oh good. Bags I drive the steam-roller!

ON THE PLAIN OF NURN...

A two-tone landscape. The deep blue of the sea of Nurnen stretching away to merge with the pale grey of sky on one side, and the faded gold of the vast fields of dry corn, ready for harvesting, on the other struck a tedious contrast. This was a bored land. It was no more than a giant farm for the far off armies of the Dark Lord, and as such had no atmosphere of its own, as it seemed to be with all territories under his tight grip.

Two men walked along a curious pathway through the fields leading to a major work-camp on the shore of the Sea. One man stooped and appeared to brush one small part of the path vigorously.

"Tcha! Blast them! It is rusting already." he shouted as he rubbed the orange patch on the metal bar reaching into oblivion with its mate, four feet to its side. "That's what comes of letting those damned orc engineers take charge for a month. You know, Krienen, I've spent seven years struggling to have this track built to Minas Morgul, and now that I've succeeded that Controller of Transport allowed orcs onto it. They should stick to fighting, I say. Getting killed is all those mutants are good for." He stood up again and the pair continued on their way towards the camp.

Actually Krienen did know about his superiors seven years of struggle, and of just what orcs are good for, and every other view that had been shouted at him for a nod of approval so many times. He also knew though, that Dronlik was the greatest engineer in the world and to be his assistant was the best position for moving into the spot as soon as the great man made a false move. Then he could put forward his master plan to the Dark Lord, a plan for a metal path to and up the coast of the great sea to the west of Gondor.

The thoughts of each man was interrupted by a deep, distant groaning. The tracks shuddered and the men walked into the field a little way.

ROHAN - GONDOR

Re your last letter, if you would carry out your threat, why did you bother playing the game?

IV

MEN

Stabbed twice already! I hope you realise that if I become any weaker, Sauron would have no difficulty in gaining the Ring and win the game.

THE RIVENDELL FILE 1 (nee Keflavik)

"Oh gosh! How did you know our names? You must be spies!" gasped Rikki.

"Well no, you see we've met before. It was like this....."

Some time later

".....and so here we are.." finished the Rat.

"Ooh, you must be so brave," breathed Rikki as he stared admiringly at the Rat's strong metallic torso, and his friend in the beautiful blue robe (where had he found the material?). Gandalf, noticing Rikki's look shuffled uncomfortably to the side - after all he was an old man and didn't need anything aggravating his piles now, he'd run out of ointment!

"I don't know about that" pouted Cyril angrily (he'd caught Rikki's look as well) "but you didn't really explain how you escaped from us the last time."

The Rat put his arms around the two soldiers shoulders and said "I wouldn't tell just anyone but seeing it's you.....", here he gave Rikki a squeeze and a wink, "here's how it was.....Thock"

This last sound ocured a few milliseconds after a power surge in the Rats hydraulic system caused his arms to twitch convulsively thus smashing Rikkis head against Cyrils with considerable force.

"Oh dear, I really must get my circuits overhauled sometime or I might hurt someone," sighed the Rat as he went through Rikkis pockets.

"Nothing much here, got anything Gandalf?.....Gandalf?"

The Rat spun round, Rikkis weapon cocked and ready in his hand. As he had feared there was no sign of Gandalf!

What has happened to half the dynamic duo? What's this rubbish about Butlins Redcoats? Is there life in other press releases? Who's GOT friends when you send them a free 'Keflavik File' with each issue of Chimaera?

P.S. to Keflavik File:- Actually I've had my hair cut.

TAG HILL

A couple of players complained because they considered that the location of the ring should be kept secret and be known only to the possesor of it. Fair enough, seems reasonable to me so in future that is what will happen.

Only the Great Goblin may enter mountain areas for Mordor though presumably further Goblin units may be built in Mount Gundabad during the game.

Please note another error that has been bought to attention in the rules. Rule 17 lists Dagorland as a neutral supply centre but niether the map nor province chart lists it as such. The same thing happened in the case of Beorn and to be consistent the muling in the case of this one must be the same. Dagorland then is henceforth a supply centre and Mordor has 11 units, building an extra army in Moria last time.

For people that are unfamiliar with spirit duplicating, which is what the 'War of the Ring' map is done, I'll warn you that they fade rapidly if left in bright sunlight

SOCCEBOSS Scores at 30 minutss.

<u>Division 1</u>	
Brentford 1	v Newcastle 0
Leeds Utd. 1	v Bolton W. 0
<u>Chimaera Super Cup</u>	
Walton 0	v Liverpool 2

<u>Division 2</u>	
.....	
.....	
.....	
<u>Sporran A. 0</u>	
v Brentford 1	

ARGOS 1975FH SPRING 1905

ENGLAND (Pullock) A(Edi)-StP, F(NWG) c A(Edi)-StP, F(BAL) c A(Edi)-StP,
 F(Den)-Kie, F(Nwy) s A(Edi)-StP, F(NTH)-HEL, A(Lpl)-Wal,
 F(Lon)-ENC, F(Kie)-Hol.

FRANCE (Plater) A(Mar)-Pie sby A(Ven) & F(Tus), F(WMS)-GoL, A(Tun) stands,
 A(Bur) s A(Ruh)-Mun, A(Ruh)-Mun,

GERMANY (Davidson) A(Ber)-Sil, F(HEL)-Hol.

ITALY (Cousins) NMR!!!! F's Pie, TYR, Gre A's Tri & Ser all stand.

RUSSIA (Lovibond) A(Fin)-StP, A(Vie)-Tri, A(Bud) s A(Vie)-Tri, A(Bud)-Ser,
 A(Arm) s F(AEG)-Smy, F(AEG)-Smy, F(BLA)-Con, F(Swe)-Nwy.

TURKEY (Pratt) A(Con)-Smy, A(Smy)-Arm sby A(Ank).

Retreats Italian A(Pie)-Tyr or disband, A(Tri)-Alb, Tyr or Disband.
 Russian A(Arm)-Syr, Sev or disband.

BASILISK 1975FS AUTUMN 1905

AUSTRIA (Howes) A(Bul)-Gre, A(Rum)-Bul, A(Bud)-Tri.

ENGLAND (Meadon) A(StP)-Lvn, F(Nwy)-Swe, F(Den) s F(Nwy)-Swe, F(NTH)-Hol,
 F(Lon)-ENC, F(Por)-Spa-SC, F(MAO)-NAf, F(IRI)-MAO.

FRANCE (Anarchy) A's Pic & Par stand.

GERMANY (Lovibond) F(Bel)-Hol, A(Ber)-Kie, A(Sil)-Mun, A(Gas)-Par, F(Swe)-Den,
 A(Bur) s A(Gas)-Par.

ITALY (Davies) F(WMS)-Spa-SC, F(GoL) s A(Mar), A(Mar) s F(WMS)-Spa-SC,
 F(TYS)-Tus, A(Mun) stands, A(Tyr)-Vie, A(Boh) s A(Mun),
 F(BLA) c Austrian A(Bul)-Arm.

RUSSIA (Cook) A(Gal)-Rum, A(Ukr)-Sev, A(War)-Mos.

TURKEY (Anarchy) F(Ank) stands.

Retreats: French A(Par) disbands, German F(Swe) disbands.

Builds:

AUSTRIA Bud, Ser, Bul, + Tri, + Gre = 5: bu 2 A(Bud), 1 owed.

ENGLAND Edi, Lpl, Lon, Nwy, StP, Bre, Den, Por, Swe = 9: bu 1 A(Lon).

FRANCE (Par), (Spa) = 0: lose A(Pic) OUT!!!!

GERMANY Kie, Ber, Bel, Hol, (Swe), (Mar), + Par = 5: N/C

ITALY Nap, Rom, Ven, Tun, Vie, Smy, Mun, Con, (Tri) = 10: bu 2; none received, owed.

(Gre), + Spa, + Mar.

RUSSIA Mos, War, Sev, Rum = 4: N/C

TURKEY Ank = 1: N/C

COCKATRICE 1975FD SPRING 1906

FRANCE (Scott) F(NAO)-MAO, F(NTH) c German A(Den)-Nwy, A(Bur)-Mun,
 A(Mar)-Tus, F(WMS)-TYR, F(GoL) c A(Mar)-Tus, F(NAf)-Tun,
 A(Pie) s A(Mar)-Tus.

GERMANY (Groom) F(Swe)-GoB, A(Den)-Swe, A(Kie)-Den, A(Sil)-War, A(Mun)-Boh,
 A(Pru)-Lvn, F(BAL) s A(Pru)-Lvn.

ITALY (Canham) A(Vie) s A(Bud)-Tri, A(Bud)-Tri.

RUSSIA (Nash) F(Nwy)-Swe sby A(Fin), A(Lvn)-Pru sby A(War), A(Con)-Bul sby
 F(BLA), A(Sev)-Rum sby A(Ukr).

TURKEY (Haughan) F(Rom)-Tus, A(Ven) s F(Rom)-Tus, F(Nap)-TYS, F(AEG)-ION,
 A(Rum)-Bud sby A(Ser), A(Bul)-Con.

Retreats: Russian A(Lvn)-Mos. Turkish A(Bul) disbands.

PRESS

VATICAN - CREAMLINE

I'll think about it.

VATICAN - PARIS

Good idea! MG won't suspect a thing.

VATICAN - BOGUS VATICAN

Message not understood and not agreed. Kindly refrain from using my dateline. While I have units on the board it's mine, I tell you! mine! Mine! MINE!

VATICAN - ASSA MARRA & BORING PRESS WRITER

"Ya wwnn!!"

KREMLIN

Our glorious freedom loving regime are saddened by the disapparene of our capitalist ally Austria; had it not been for the Emperors disasterous foreign policy, the Kremlin would not be in the position it is in today. The people have willingly given money for a fund to be organised by our military experts; its aim is to rid Austria and the rest of Europe of their oppressive leaders.

We, the leaders of Russia, believe that the last wish of the Emperor was for a Russian victory. For did he not tell us what to do with our armies and Fleets? It is sad that he did not abdicate sooner.

PARIS (Russian Outpost)

Reports coming in today indicate that the new Frenchip agreed over the winter is proceeding smoothly and that the powerful forces of east and west should combine in the effort to rid Europe of its Fascist dictators.

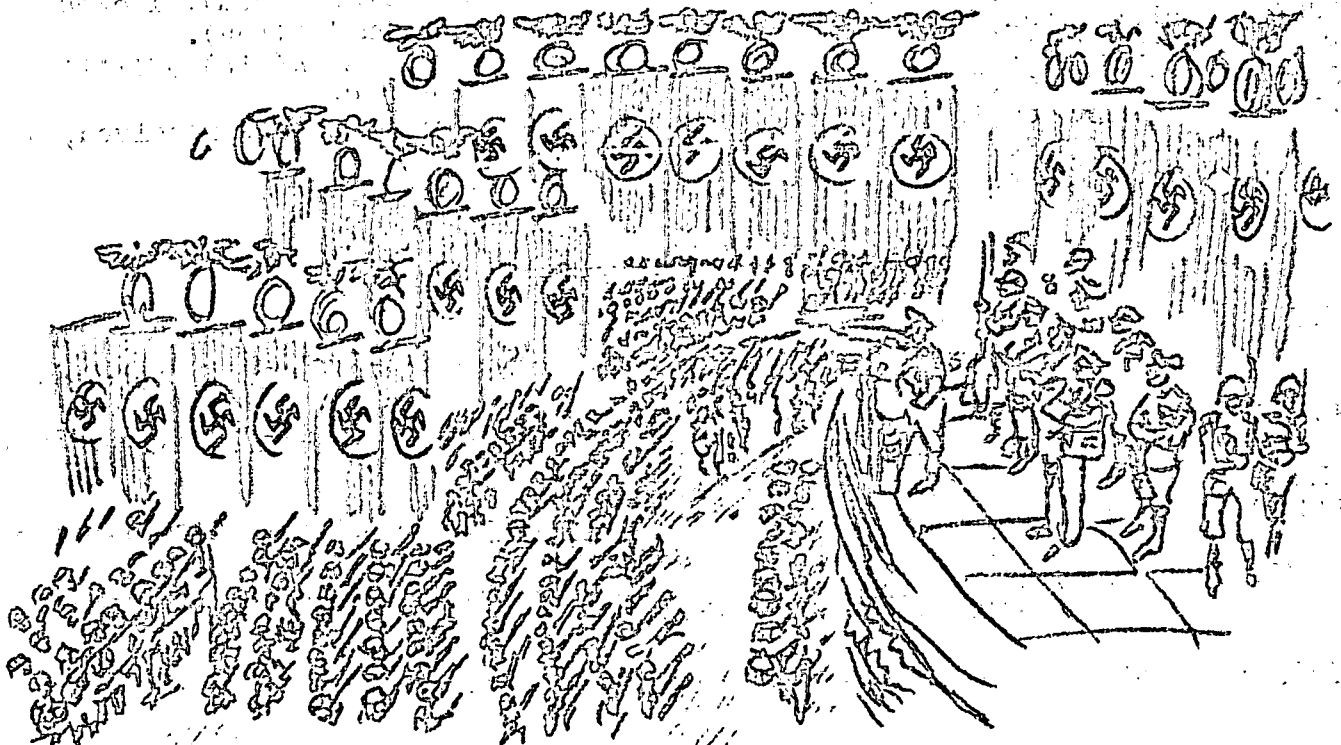
KREMLIN POSTSCRIPT

In the latest FREE elections in our glorious country (the people did not have to pay to vote this time), the Russian parliament was elected on a new democratic basis typical of our freedom loving nation. (Wishful thinking is one thing.....).

For the first time the people were given a choice in their votes; they could either vote for one candidate or else abstain. Previously they had only been allowed to support the candidate.....it says a lot for the Russian people that all the candidates put forward by our party were elected by a comfortable majority.....

TAG HILL - BERLIN

I deny all knowledge and any association with Miss J.Allsop. What would I be doing with pretty envelopes anyway?



"Thank you. For my next trick I'd like the back six rows to invade Russia"

AUSTRIA (Thorby) A(Gre)-Bul, F(AEG) s A(Gre)-Bul, A(Ser)-Rum, A(Bud) s
A(Ser)-Rum, A(Tri)-Ser.

ENGLAND (Howes) F(Den)-BAL, F(Swe) s F(Den)-BAL, F(NTH) s French A(Bur)-
Bel. A(Pic) s French A(Bur)-Bel, A(Yor)-Lon, F(Edi)-N

FRANCE (Cook) A(Bur)-Bel, F(ENC) s A(Bur)-Bel, F(IRI)-MAO, A(Par)-Bur,
A(Mar) s A(Par)-Bur.

GERMANY (Ovens) A(Ruh) s A(Bel), A(Bel) s French A(Mar)-Bur, F(Hol)-NTH,
A(Mun) stands, A(Kie) hurls abuse at the English.

ITALY (Lean) A(Apu)-Ven, F(Nap)-TYS, F(ION) stands, F(EMS) s A(Smy),
A(Smy) s Austrian F(AEG)-Con.

RUSSIA (Barker) F(GoB) c A(Lvn)-Fin, A(Lvn)-Fin, A(Bul)-Con, A(Rum) st,
A(Arm)-Ank, F(BLA) s F(Arm)-Ank.

TURKEY (Burton) A(Con) s A(Ank)-Smy, A(Ank)-Smy.

Retreats: German A(Bel) annihilated. Russian A(Bul) annihilated, A(Rum)
disbands. Turkish A(Ank) annihilated.

PRESSNUTHATCH

You now hold in your hands the second issue of the Chimaera sub-
zine Daedalus. It is also the last issue. It comes to you from Nuthatch,
wherever that is, and costs you absolutely nothing, you just pay for Chimaera
and you get this thrown in for free.

Well, as I said up above, this is the final issue of Daedalus, after
it has plopped through your letter box that is. No more. I've enjoyed prod-
ucing it very much, but I've decided to do so once every three weeks is too
much and that there may be many other much more rewarding things that my time
could be devoted to. As for the game, well that's up to Klive to sort out,
but I suppose it will be going back to Chimaera (lucky you). The guess the
phrase competition will fold of course, but I don't care. I've got your 3
supply centres each, so I'm laughing. So long suckers.

NUTHATCH - TAG HILL

Revenge is sweet.

AUSTRIA - ITALY

Surely you mean P.S.C.R.O.K., don't you?

AUSTRIA - RUSSIA

SORRY! (snigger)

DOWN FROM THE SINGING MOUNTAINS

Dai, true to his word, made his way to the top of the High Street,
but his confidence faltered somewhat when he reached the door of Griffiths
the Chemist's shop.

He had carefully rehearsed the man-of-the-world conversation he
was going to have with old Huw Griffiths before he had drifted into a fitful,
erotically laden sleep the night before. Conversation at the pit-face had
been centred entirely on Saturdays International, which all added to the
euphoria of young Dai as the shift ended.

He hung around outside the shop as he peered through the window
where Griffiths the Chemist was serving Mrs Twm Rhys. Conversation of course,
is an essential part of the service at any village shop, and even more so when
it is a Welsh village shop. Dai fumed around outside, alternating between
staring empty-eyed into the windows of Williams the Tailor and Jones the
Tobacconist, which flanked the Chemist's shop.

At long last the garrulous Mrs Rhys exhausted her repertoire of
aimless gossip, and left with a cheerful "Afternoon, Dai bach" as she passed.
"Afternoon, Mrs Rhys", said Dai.

He cased the length and breadth of the High Street, and was
relieved to see no further customers moving up the hill. He pushed open the
door, the bells jingling merrily as he both opened and closed it behind him.

"Afternoon, Mr Griffiths". "Afternoon, Dai. How are you, then?"

"Alright, thank you, Mr Griffiths". And then to Dai's growing dismay the garrulous old pharmacist started 'conversing'. Inconsequentialities covering the weather, the radio, Swansea's dreadful home defeat the previous Saturday by Tranmere Rovers (Griffiths the Chemist was a soccer enthusiast). And then, totally unexpectedly, the leading question which threw Dai completely. "And what can I do for you, Dai?" His confidence left him temporarily. "Oh, aspirin, please, Mr Griffiths...A packet of aspirin."

The opening Dai had searched for came as Mr Griffiths fished around on the counter behind him. "You going to London for the Rugby match, I hear." "Yes," Dai stumbled in his eagerness to respond, "Looking forward to it we are. First time we've to London. Very exciting." "Your Mam don't mind, then?" "No, not really, - not very pleased, mind you! She still thinks Gerwyn and me are babies!"

"So you are, boy, so you are", smiled Mr Griffiths. "You be careful you don't get into trouble up there." "Trouble, Mr Griffiths?" queried Dai innocently. "Yes, trouble." And the conversation became very much a repetition of that the boys had had with Grandma Morgan on the previous Saturday. In desperation, and in fear of another customer entering the shop before he could complete his vital purchase, Dai finally blurted out, with a nervous laugh, "Perhaps I'd better buy some of them Precautions, then!"

"Precautions?" Mr Griffiths broke into a gentle smile, probably recalling his conversation with the domino-players on the evening before. "You think you might need them, then?" "Better safe than sorry!" said Dai with a bravado which did not feel. "Indeed, yes," said the old Chemist. He went to his back room and returned after a few minutes with a brown-wrapped small oblong package which he placed alongside the packet of aspirins. "Let's see, that's one and tuppence the aspirins, two and sixpence the - er- precautions. Three and eightpence, Dai. And the best of luck!"

"Thanks, Mr Griffiths!" Dai pocketed the packets with indecent haste, left the shop with a hasty "Goodbye" and rushed up the hill, his exultation now complete. The taboo, the unknown exercise had been painless, after all. The ice had been broken and the mission completed.

Gerwyn met him at the front door of Auntie Blodwens cottage. "Well?" he asked, "Got them?". Dai nodded. "The precautions?" Yes, the precautions. Easy, it was. No trouble.

"Come upstairs" said Gerwyn, excitedly, "Let's have a see".

THE AGM OF K.B.A.L.S. (The Keep Britain Absolutely Loony Society).
was held in a cupboard at the top of Blackpool Tower on May 4th 1873 $\frac{1}{2}$. A proposition was proposed and a motion passed (and cleaned up by Mrs Elsie Clegg of 19 Railway Esplanade, Welly Garden City.) It was further decided that putting K.B.A.L.S. on the back of envelopes was too sensible, so all the envelopes were ripped and fed to the seagulls. At various times during the meeting some members recited poetry backwards (yrteop), some chewed camel foot umbrella stands, and others went blimph. Said a spokesman for anti-Cancer, "Yingy yongy yung". The meeting ended when all the members tried to imitate birds and fly off the tower. The chairman imitated a ringed plover. It is hoped that there will be some new members soon, in order that somebody will be attending the next AGM.

DEAR NUTHATCH

I think a sub-zine for Daedalus is a ~~pathetic~~ fantastic idea. I wish you the best of luck with it. Why don't you start a Who's What section for introducing ~~things~~ people? I offer my own contribution to start.

Eustace Camel: ~~Born created~~ Emerged in issue 52 of 1901.

Colour: Pale Yellow with purple stripes. Eyes: Green

Height (standing): 6' 3". Height (not standing) 7"

I have only one hump (i.e. not two). My main occupation is boring people. To date I have sent 734 people to sleep, 5 people to the local mental hospital and 2 people to the brink of suicide (however, they were both so bored at the time they could not be bothered to carry it out).

K.B.A.L.S. is obviously the chemical symbol for potassium-boron-aluminum-sulphide which is the substance which causes purple pigmentation in camels. If the answer is right, do I qualify for a free copy of the sub-zine?
TAG HILL

I hope not, he might have to start it up again to settle his debts.
CZAR/T SAR TO ALL WHO WROTE WHILE I WAS AWAY.

O.K. then, I am basically with you all in what you said, expect a letter from me before too long.

TALL, DARK, HANDSOME TYPE TO '36-25-35'

I don't think we should be seen carrying on like this - do you
Dave?

ECHO 1976AU AUTUMN 1902

AUSTRIA (Dove)	F(Gre) s Turkish F(AEG)-ION, A(Vie)-Tyr, A(Tri) s A(Vie)-Tyr, A(Bud) s A(Tri), A(Ser) s F(Gre).
ENGLAND (Pomeroy)	A(Nwy)-StP, A(Fin) s A(Nwy)-StP, F(BAR) s A(Nwy)-StP, F(NTH)-Nwy,
FRANCE (Sturt)	A's Par, Pic, Bel, Mar F's Spa-SC, GoL stand. NMR!!!!!!
GERMANY (Canham)	F(Swe) s A(Den), A(Den) s F(Swe), A(Hol) stands.
ITALY (Lindsay)	A(Tyr)-Mun, A(Ven)-Tyr, F(Nap) st., F(ION)-ADR.
RUSSIA (Pringle)	<u>F(StP-SC) stands</u> , A(Mos)- s F(StP-SC), A(Ukr) s F(Sev)-Rum, <u>F(Sev)-Rum</u> .
TURKEY (Nash)	A(Arm)-Sev, F(BLA) & <u>F(Rum)</u> s A(Arm)-Sev, A(Bul) s F(Rum), F(AEG)-ION.

Retreats: Russian F(StP-SC) disbands, F(Sev) annihilated.

BUILDS

AUSTRIA	Vie, Bud, Tri, Ser, Gre.	=	5: N/C
ENGLAND	Lon, Lpl, Edi, Nwy, StP.	=	5: bu 1, F(Lon).
FRANCE	Bre, Par, Mar, Spa, Por, Bel	=	6: N/C
GERMANY	Kie, Ber, Hol, Den, Swe, (Mun)	=	5: bu 2, A(Kie), A(Ber).
ITALY	Ven, Rom, Nap, Tum, + Mun	=	5: bu 1, A(Rom).
RUSSIA	Mos, War, (StP), (Sev).	=	2: N/C.
TURKEY	Con, Ank, Smy, Bul, Rum, + Sev	=	6: bu 1, owed - none rec.

PRESS

ENGLAND - TURKEY

Regret I will only be wearing paste jewels unless the Chancellor can get the real ones out of hock by raising yet another loan. Even the ermines rabbit these days, oh! times are hard.

LUVERLY LINDA LONDON

Can't think of anything to say. I am struck dumb by her majestys many wonderful victories so I shall just say:

WESTO'S RULE OK?

('cause I come from the west country).

THE KAISERS PR OFFICE

"My name is Adolf von Gestapo and I have been assigned to discover the whereabouts of Germanys missing builds. You will be pleased to see that some, if not all, have been recovered and have taken up their positions. During my investigations I have, at great personal risk, uncovered damning evidence of foul play.

You will all please read Chimaera 17, page VIII, lines 16 to 18, and then refer to Chimaera 15, page VII, lines 19 to 21. Conclusive proof. IPSO FATSO, my case rests!"

The next campaign will be an all out offensive on Tag Hill (If we can find it on the map!)

ROME TO MUNICH TELEPHONE LINE

"Munich? What the hell is one of our armies doing in Munich?"

"Well Boss, it was like this: There was this terrible blizzard up in the mountains and we got a little turned about, and when we saw all these bright lights below us we decided to stop and ask the natives which way ..

Austria was, but when we got there, well, we were so surprised to find out where we were, just in time for a beer Festival....."

"Blizzards, eh? and a beer festival. I suppose that if I were to order you back into the lines I'd find that we were connected by one of those notoriously bad mountain telephone lines?"

"Sorry boss, I didn't quite catch that, it's these notoriously bad mountain telephone lines."

"Mmm, Yes, I thought so. And I suppose that the blizzards are so bad that a runner would never get through before spring?"

"You got it, Boss! Oh by the way, this might not be such a bad thing really, you see last years festival was rather a flop for a rather odd reason. These festivals are given in honour of the great German Military Forces, but none of them, not a single soldier, turned up last time. So the local girls have decided that any soldier is better than none and....."

"I see Colonel. Well carry on as befits an Italian soldier in neutral territory:- only shoot the natives if they argue, get the priests to give a sermon on how to avoid temptation, then the M.O.'s to tell the men what to do if they can't and we'll see you back in business in the spring perhaps?"

"Yes SIR"

ANKARA

Arr mean ya / Con' stan' t' no planks / are a / Smear, na can ya? (crap, wasn't it?)

Indications that the dreaded NMR disease is on its way again after recent outbreaks in Germany and Austria have been denied by a Turkish spokesman today. Commenting on the influx of Russian products into Turkey, he was heard to admit that this was due to the rapid advance of Turkish forces on Sevastopol and the resultant foreign imports would soon become home produced goods.

SALE OF THE CENTURY DEPT.

Now you are all acquainted with our hero, let me continue with his success story. (Ready Linda?)

Now that is over, we can get down to the analysis, and I have with me the former Premier, Sir Harold Wilson. Well, Sir Harold, what do you think of this success story so far?

"Of course - and I think I said this at the Brighton conference - the fact that Nicolas has had such an active and varied success does not mean that it will affect the pound in your pocket. Admittedly I realise most of you carried loose change in your pockets before hand but that is an entirely different matter altogether. I must point out, however, that the reason Nicolas did not get an honour in my retirement list is due to the fact that had he got one, then my dog Paddy would have had to get one as well. I wish to deny all rumours that it was because he was not related to Lady Faulkender..

GORGON SPRING 1901

- AUSTRIA (Batchelor) A(Bud)-Ser, F(Tri)-Alb, A(Vie) stands.
- ENGLAND (Quinton) A(Lpl)-Edi, A(Edi)-NWG, F(Lon)-NTH.
- FRANCE (Edwardes) NMR!!!!A's Par & Mar, F Bre stand unordered.
- GERMANY (Davies) F(Kie)-Den, A(Mun)-Ruh, A(Ber)-Kie.
- ITALY (Bartle) A(Ven)-Pie, A(Rom)-Ven, F(Nap)-ION.
- RUSSIA (Howes) F(Sev)-BLA, A(War)-Ukr, A(Mos) stands, F(StP-SC)-GoB.
- TURKEY (Young) A(Smy)-Arm, A(Con)-Bul, F(Ank)-BLA;

PRESS

BUCKINGHAM PALACE, TUESDAY MORNING.

It was 9 o'clock in the morning: I was having breakfast. Parker my ~~slave~~ manservant had bought in the eggs and bacon which I was eating between sups of tea and a read of my paper (The Times, of course).

"Something in the post, Sir, besides the usual bills" said Parker as he bought me in some letters. I looked at the thing on top. My heart jumped: it was my copy of Chimaera. I flicked through the pages, there it was, my gamestart: Gorgon. I read through the names.

"Good God" I cried, "it's that Bartle fellow again!"

"Not the Richard A. Bartle?" inquired Parker.

"Yes - him!"

"Looks like you're going to find it heavy going aren't you, sir?"

"Certainly Parker. Bob Howes is in it as well!"

"Sounds like a jolly rum deal to me, Sir!"

As Parker withdrew I slumped back into my chair, I almost started to cry.

NO DATE LINE

Hi lads (you too, Lee), this is the worlds bestest Dippy player here. No, this is not someone else writing under your name, this is the Consul of Italy. Well now I've asserted myself in my rightful place at the top, I'm going to read the rules and send my orders in. Blast that Booth! Italy again. Dammit!

NAPLES

The consul of Italy looked up from his wheelchair. He was recovering from the illness he had contracted whilst falling from the deck of a ship when it was entering dry-dock. Still, he couldn't alter the past, and his Imperial duties had to be done. He looked around. There were some fairly interesting people in the ~~Asylum~~ hospital. Yes, there goes Casanova in his wheelbed. He must have a word with him.

"Hi, Casanova, how goes the old ****?"

"It's getting better now I'm not using it so often."

"Is it going to be saved or transplanted?"

"The doctor says it's past its use, so I'm having it off tomorrow."

Yes, that was the same old Casanova, weakly beating a nurse to death with his crutches. The consul wondered how he had survived these past hundred and fifty years. Wait! Wasn't that Leonardo De Vinci? Yes, sure enough, Leonardo was there getting his usual bleaching in the sun. He had died 300 years previous, but no one had the heart to tell him. They just dropped hints, like using him to open locked doors, and getting him to play the lead part in the hospitals production of 'Phantom of the opera'. Still, there he sat, giving the same old grimace through the remains of teeth which hadn't been stolen by nurses to diddle the tooth fairy with.

Over on the right the Consul beheld other famous Italians. Joan of Arc was amongst the most active of these (?) but Julius Ceaser (Caesar?) (Sorry) was at present addressing them all. The Consul was certain that this eminent gentleman had had his k*a*k*rs pickled in brine, but he didn't look any worse for it. Yes, he was telling his favourite story again, about how he managed to surprise 52 Roman delegates, and stab them whilst they were trying to do him in.

Suddenly it struck the Consul that some of the residents were somewhat aged. With the exception of Leonardo, all 172 people were from Italian history. Still, the Consul waived this aside for a few moments, but it kept coming back into his mind. Finally he could stand it no longer, and went over to Pope Pius XXI to ask him if he too had noticed. The Pope studied the situation for a while before replying.

"Come to think of it, I believe you're right, Mr. Angelo."

NAPLES to FRANCE

Do you roll boulders on old ladies cottages?

NAPLES to ENGLAND

Actually a firm has just bought out some instant Barroon Pud.

NAPLES to RUSSIA

"Sweet Pollyanna comrade."

NAPLES to TURKEY

I hope you're not a idiot.

NAPLES to AUSTRIA

Threats, threats.

NAPLES to ENGLAND, AUSTRIA, FRANCE.

Lazy sods!

HYDRA 'MERCATOR III

With this issue of Chimaera participants in the above game will find a copy of the up-to-date map, kindly supplied by Doug Wakefield. Those of you who wrote to Will Haven for copies of rules and maps should have them by now as Will borrowed mine to take the copies from. He's charging you 15p each for them, so if you haven't paid you've a bill outstanding and Will would welcome your settling it, please.

One COA address to note in respect of this game and that is a temporary one for Stuart Dagger. For the period 29/6/76 until 13/7/76 he will be residing at 7 Shire Bank Cres., Fulwood, Preston, Lancs, PR2 4QE.

FRIGATE 73/4 1973HB AUTUMN 1913

The proposed draw was rejected, fight on Gentlemen.....well, half of you.....

- ENGLAND (Ball) A(Bud)-Rum, A(Ukr) s A(Bud)-Rum, A(Mos)-Sev, A(Lvn)-War, F(Kie)-Ber, F(Hol)-Kie, A's Pru, Sil, Den, & F's NTH, BAL, GoB all stand.
- FRANCE (Walkerdine) A(Rom)-Smy cby F(TYS), F(ION) & F(EMS), F(Nap) s F(ION), A(Tyr)-Tri sby A(Ven), A(Pie) s A(Ven), A(Boh)-Vie, A(Mun)-Boh, A(Bur)-Mun, A(Gal) s English A(Bud)-Rum.
- ITALY (Sharp) A's Tri, Ser, F ADR stand. NMR!!!!!!
- RUSSIA (Cousins) A's Rum, Bul, Sev, F's Gre, BLA stand. NMR!!!!!!

Retreats: Italian A(Tri) & Russian A(Rum) disband.

Builds

- ENGLAND Lon, Lpl, Edi, Den, Kie, Swe, Nwy, Ber, StP, Mos, Hol =13: bu 1 A(Edi). (Vie); + War, + Rum.
- FRANCE Par, Mar, Bre, Spa, Por, Bel, Mun, Tun, Rom, Ven, Nap =14: bu 2 A(Par), F(Mar). (War), + Vie, + Tri, + Smy.
- ITALY Ser, Bud, (Tri) = 2: N/C
- RUSSIA Ank, Sev, Con, Gre, Bul, (Smy), (Rum), = 5: build 1, none rec.

FRIGATE 74/13 1974DB SPRING 1911

- AUSTRIA (Waldie) F(TYS)-Tun, F(Nap)-ION, F(Alb)-Gre, F(Tri)-ADS, A(Ven)-Tus, A(Rom) s A(Ven)-Tus, A(Pie)-Mar, A(Tyr)-Mun, A(Sil)-Ber, A(Pru) s A(Sil)-Ber, A(Gal)-Sil sby A(War), A(Mos)-StP sby A(Lvn), A(Vie)-Bud.
- ENGLAND (Ferguson) F(ION)-AEG, F(WMS)-TYS, A(Mar) stands, A(Bur) s German A(Mun), F(MAO)-NAf, A(Par)-Gas, F(ENC)-MAO, F(Swe)-BAL, F(NTH)-ENC, A(Lon)-Lor.
- GERMANY (Sharp) A's Bel, Den, Ru, Ber, Mun, Nwy, StP & F Hol stand NMR!!!!!!

Retreats

German A's Ber & StP disband.

I have a proposal for this game to be declared a three way draw, may I have votes please on the matter, with your orders for the next season.

SOCCERBOSS - half-time scores

<u>Division 1</u>		<u>Division 2</u>	
Brentford	0 v Newcastle Utd 1	Ilford Twn	0 v Satans B's 0
Ipswich T.	1 v Liverpool Y 1	Derby Cnty	2 v Walton C 1
Leeds Utd	1 v Bolton W. 0	Luton Twn	2 v MPBU & BBLU 0
Man Utd.	1 v West Ham Utd 2	Peover Celtic	1 v Allfrens Utd 1
Watford	0 v Everton	Sporran Acad	1 v Workington 1

Chimaera Cup: Beauvale 1 v Allfrens 1, Satans B's 0 v Pentonville OB's 0
Walton 0 v Liverpool 2, Ilford 2 v MPBU 0, Tag Hill BC 0 v Bolton Wands 2,
Ipswich 0 v Derby Cnty 1, Sporran 0 v Brentford 1, Man Utd 3 v Luton Twn 1.

XIII

POLARIS 74/22V ATLANTICA APRIL 1871

ENGLAND (Scott) A/F(NAO)-GRA, A(GRA) dis Hal, A(Hal) abds F(WAO),
A/F(WAO)-Lis, A(Lis) dis NeY, A(Bos) s A(Lis)-NeY,
F(GSL)-Mon, F(GRA)-WAO, F(MAO)-AZO, F(Wal)-IRI,
A(Lon)-Mun?, A(Lpl)-Kie? A(Bel)-Ber, F(Nfl)-GSL.

GERMANY (Walkerdine) -F(ENC)-MAO, sby F(Spa-NC), F(Pic)-Bre, A(Por) s F(Spa-NC),
A(Gas) s F(Spa-NC), A(Mar) s A(Pie), A(Pie) s A(Tyr),
A(Tyr) stands, A(Aus)-Hun, A(Boh)-Pol, A(Mun)-Boh.

ITALY (Haughan) F(Cen) s Canadian F(Che)-WAO, F(Mor) s F(Cen), F(His)-
Car, F(Tus)-GoL, A(Rom)-Tus sby A(Ven), F(ADR)-s A(Ven),
A(Yug)-Hun.

CANADA (Morris) NMR!!! A's Mld, Ken, Chi, Ont, Gpe & F's Mon-SC, Che, DAV all
stand.

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

CONFEDS (Sturt) A's Ter, Ric, Ges & F's BAH, SAO all stand.

Frozen areas are unfrozen as of next month until January next year.

I have a proposal that this game be conceded to England/Germany
with Canada/Italy joint third. Votes please with your next orders, abstentions
will be counted as votes for.

FRIGATE 75/23 1975BK SPRING 1909

ENGLAND (Fisher) F(SKA)-NTH sby F(ENC) & F(Edi), A(Lon) stands, F(Mar) st.,
F(WMS)-MAO, A(Bre)-Pic.

ITALY (Howes) F(Apu)-IOS, F(Tun)-s F(Apu)-IOS, F(TYS) s F(Apu)-IOS,
F(ADR) s F(Apu)-IOS, A(Pie) stands, A(Bud) ms A(Ser).

GERMANY (Ross) A's Nwy, StP, Mos, Gal, Mun, Ruh, Bel, Kie & F's NTH, Swe, Hol
all stand NMR!!!!

TURKEY (Barker) A(Sev) s A(Rum), A(Rum) s A(Con)-Bul, A(Con)-Bul,
A(Bul)-Gre, F(Gre)-Alb, F(AEG) s F(EMS)-ION, F(EMS)-ION.

Retreat: German F(NTH) disbands.

PRESS

THE KEFLAVIK FILE 15:

The party had again materialised in semi-darkness; Sobieski hoped
that at least this shouldn't be another television studio. Together they
stood in silence, adjusting their eyes to the gloom. Where were they? -
although all was quiet, it seemed that they they were not alone; as if a
deathly hush had fallen upon a crowded place. Then, barely audible, came the
sound of a worn soundtrack (complete with crackles). This was soon drowned by
the awaited aural assault... the deafening rape of J.S.B. over some anonymous
keyboards.

Banks of lights sparked into life. Bathed in stark technicolor, a
huge stadium was revealed, at the middle of which a banked track lay awaiting
unknown competitors on which our intrepid voyagers now stood. A roar came from
the crowd as the first absurdly dressed figures rolled out of a nearby office.

"Quick", barked Lindsay, "let's get to the middle before things
start getting rough!"

By the time they reached the 'traffic island' in the centre, the
opposing teams were lining up as more organ music began to play. "How the hell
did you manage to get us into this film?" asked Sobieski to the still myster-
ious Lindsay.

"It beats me", replied the other, "my dislocator can't be functioning
properly."

Before anything else could be said the crowd began to yell and
chant its support to the players as an over-sized ball-bearing was cannoned
around the 'ring'. The game had begun.

GOOD JOB THORBY'S NOT IN THIS GAME. THE MAKERS OF PETE LINDSAY (adv)T
WOULD LIKE TO POINT OUT THAT HE IS AT PRESENT ON LOAN TO PONTINS IN AN
ATTEMPT TO BOOST BUTLINS TRADE.

KIV

LONDON - ROME

Peace brother - let's go Kraut hunting.

PASSWORD

	Game 1	Game 2	Game 3		Game 1	Game 2	Game 3
M. Bullock	00	00	-	I. McLaren	0	0	0
G. Hawes	-	X	0	R. Nash	X	0	00
B. Howes	NMR	NMR	NMR	J. Piggott	0	0	0
J & L Johnson	0	X	OX	S. Pratt	0	0	0
L. Kennedy	0	0	X	D. Tant	NMR	NMR	NMR
M. Lean	-	X	XX	D. Thorby	0	00	000
R. Bartle	0	0	OX				

Two more people joined the trail since last issue and so now the first prize stands at £1.95..

The words I have chosen are not special in any way, they are just three words that came into my head when I needed them. I have a very limited vocabulary so that should have cut the search area right down for you, there's no chance at all that I would have selected some of the words you're guessing, I've had to thumb through the dictionary on several occasions to make sure they're legal and to check what they mean. There may be double letters, triple letters, quadruple letters or even quintuple letters in the words I'm using.

FERNETIC SCRABBUL

The usual seven letter from Chas Bedford this time. GEDLSNS is the word with the 'E' pronounced as the initial letter of 'entrepreneur' forming 'Godlessness' for 77 points.

In the other game Paul Cook came up with his first seven letter effort with the dubious GHAAMIEN (Famine, pronouncing the GH as in 'laugh') I say dubious because they way what I talk like it looks more like Farmin', yer know, tillin' the ground and that lark. However, I suppose you may talk queer cut off from the mainland as you are so I'll give you the benefit of the doubt. For the record, I pronounce 'Famine' as 'Fammin'. Anyway, you get 95 points for that.

Scores: Game 1 (Pink) Bedford 161 v Cook 113
 Game 2 (Green) Bedford 149 v Cook 28

Now for some general queries on the game. Chas asks for rule decisions on the following class of words:

- i/ OCUBLARS which is really B-in-OCULARS
WARD which is DRAW-back.
- ii/ DK (decay)
AT (eighty)
XPDNC (expediency)

Right Chas, Class one words I will allow as it allows plenty of scope for players to use their imaginations, which after all is what this game is turning out to be about. I wouldn't though, allow OCUBLARS as B-in-OCULARS. doesn't sound like Binoculars when read back although it's spelt the same way. You come up with a word on the same basis though that is phonetically correct and I'll accept it. Class two words I do not like at all, and would not accept them although I might let you have DK as a broad-beaked, webbed foot water bird if you caught me on a good day.

Another new rule that I am introducing just to make it more difficult for you, is that no letter may remain silent, every letter in your word must be pronounced one way or another. Sorry to have to do this but as Richard Bartle as pointed out there are too many letters that you could pass off as being silent because they're used that way in other words. Of course, this means that there a lot of words that you can now spell correctly and

still find they're illegal! so beware.

Ian McLaren has also sent me a scrabble grid containing several words he would like a ruling on. Most of those in the grid would be acceptable Ian, though Ptabbucos would be thrown out and I can't see 'duetted' in 'gyuetted'. Of your list of two letter words I would be very dubious in respect of a lot of them. Things like 'ed' = head, av = have, would be OK but I'd draw the line at some of the others. Ian would like to try his hand at a phonetic Scrabble game but at the moment I do not have another interested party and its doubtful whether I could cope with another one myself. Maybe, you'd like to challenge the winner of this one, Ian?

Some thoughts of Chas on the game so far:

I think that Fernetik Scrabl is an artform; as opposed to Scrabble, which is a science. I rather suspect that to play it FTF would require both players and the umpire to be at least half-cut. An ideal pub-game when you are too far gone to throw your darts properly. I LIKE IT!!!

RICHTHOFEN'S WAR

German Aircraft - Fokker Dr.1's

Jon Lovibond

No.1 Manfred Von Richthofen

V31/E 4100 Sp.9
E9 End V22/E

Ammunition 11 Damage 0

No.2 Capt. Fritz Luber

Z25/SW 4100 Sp.9
SW9 End Q34/SW

Ammunition 9 Damage 0 - guns jammed.

No.3 Capt. Wilhelm Rolf

X25/NW 4100 Sp.9
NW9 End GG25/NW

Ammunition 12 Damage 2

English Aircraft - Sopwith Camels.

Carl Jennings

Capt. Roy Brown

S33/SE 4300/4100 Sp.8
SE1/E7/turn NE End S26/NE.

Ammunition 9 Damage 5

Snoopy

V28/NW 3850/4100 Sp.10
NW1/E2/SE3 End T26/SE

Ammunition 9 Damage 2

Rhy's Davies

W29/NW 4450/4100 Sp.8
NW3/SE6 End T29/SE

Ammunition 10 Damage 0

ONLY TRAFFIC CONTROL TO OFFICERS IN COMMAND.

The navigation of your pilots is bloody pathetic, they are now in civil air-lanes. Please reject your final positions, you'll find that some of your planes are nowhere near where you think they should be. Sunday drivers...

SORCERER

I believe that Kedge Neuman has now got enough names to get this game underway, so perhaps you could let me have all the information for a game-start with the next issue, Kedge?. Anyone else still wanting to get in at the last minute I dare say that Kedge will be able to accomodate you but I suggest you write immediately to 10 Burton Road, Hornsea, East Yorks. HU18 1QY.

FORMULA ONE

Don't know how Dave Tant faired with his Formula One game after the plug in Chimaera last issue, but I hope it did some good. The next one to start will be run by Rob Chapman and the lists are open now. Weekly deadlines and being run under the auspices of the NGC. Firmly recommended by Rob who is himself already participating in two games and by one or two other people I know involved in the weekly games. Don't know what the game fees are so suggest you write to Rob at 61A Berry Road, Paignton, Devon, TQ3 3QL for more information. I suppose you'll have to join the NGC as well, but then no doubt you're a member already. There're not many of us left who aren't.

((Thinks: I wonder if the NGC will plug my games?))

CITY PAGE 3

INVESTORBOSS: GM: Iam McLaren, 156 Agar Grove, London NW1. Telephone (evnings) (01).267.1685.

Eight funds now running and the other two booked - and again the late starters look to have the advantage - how many fund managers wished they'd sold out a fortnight or so back! Never mind, everyone says its still a Bull market.

Another look at the portfolio breakdowns:

(% Funds)	Deposits less loans	gilt edged	Equities Incl	Finl	Mines	Trusts	Commodities
Great Int'l	-65	19	63	40	5	20	18
Hunts Cabmen	20	40	12	8	-	20	-
J.S. Inv Corp	11	-	87	2	-	-	-
Swinging Securities	77	11	12	-	-	-	-
U.K.D.A. Pensions	70	-	-	30	-	-	-
Fund '7'	100	-	-	-	-	-	-
Surrey Supreme	40	-	27	25	8	-	-
Hornchurch Cyclops	-60	-	36	-	30	45	49

I haven't done full valuations, but I'm sure that everybody (apart from 'Fund 7' and the non-starters) is showing a loss, allowing for dealing expenses. Some funds are more active than others - notably Swinging Securities which has recently sold its commodity holdings (Lead) and bought more gilts. I'm surprised that only one fund (Great International) is holding dollar securities, bearing in mind the weakness of sterling. Nobody holds company debt or convertibles (which should be a good bet in a rising market).

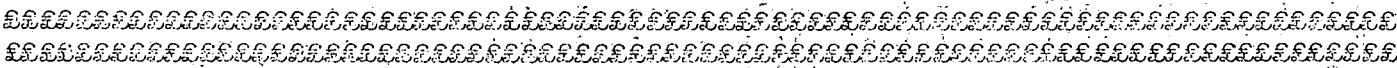
The average fund holds about a dozen different securities: the range is from 3 (UKDA Pensions) to 23 (Great International), with J.S. Investment Corp holding 22 different equities. The most popular commodity is Copper, with most of the other metals represented. The most popular equity is probably Rio Tinto Zinc, but there are over 60 different stocks represented.

Let's have some more bright ideas for novel investments - so that I can disqualify them! Better still - anyone with good (or bum) tips to publish can win valuable space on this page. Anyone got any good ideas for other games to run in City Page: the North Sea Oil Game (waiting list should be around in here somewhere) will start as soon as there are 4/5 players.

What the market likes (but you may not).

- Tobacco shares / Motors and Distributors / Office Equipment /
- Mining Finance / Ready mixed Concrete / BSR / P. & O. /
- Furness Witley / Ladbroke Gp / Turner & Newall / Plessey / Hoover /
- Dunlop (but parts of the market expect a rights issue) / Tesco /
- Granada / J. Lyons (high risk) / Shell / Shipping / Nat West Bank
- (? rights issue) /

IAM MCLAREN.



Thanks for the up to date information on Investorboss. As for suggestions in respect of other games for City Page, how about something I can understand and perhaps play in? Mouse Trap?

Soccerboss: 60 minutes played, latest scores: Div 1 - Ipswich 1 v Liverpool 2, Div 2 - Ilford 3 v Satans B's 0, Luton Twn 3 v MPBU 0, Snorran 0 v Workneth 3.

PORTER DUN DIP CON, JUNE 1976

from our roving reporter

RON CANHAM

This DipCon report writing threatens to become a habit, but as they say in all the good TV shows "Arrgh..... it's.....!"

It's amazing how all these DipCons seem to start in a pub. Do all game addicts live on beer? I, for one get my kicks from Orange juice. With all that vitamin C I consume I should be immune to colds (if only it were so!) Anyway, I ~~dig~~ ~~dig~~ more to the point.... We all made our way to Garys' smart semi on an estate with a new fangled numbering system. Everywhere is called Osward or Markfield and numbered up to several hundred. I am not going to argue the good or bad points here but the weekends events mainly took place at 237 Markfield, Courtwood Lane, Croydon. Miles from the nearest station or decent pub.

In case you hadn't guessed from the title, Dungeons and Dragons featured prominently throughout the weekend. The infamous Martin Hammon was the first to open his gates. A brilliant game of North Sea Oil was played, brilliant because I won. (About the only thing I did win over the whole weekend.) Imperialism proved popular and many spent long hours chatting about various games they were in.

Of particular interest was the Equinox game in Ad Nauseam, five of the players being present. Eric Willis, Andy Burke, Clive Wardley, Gary Porter and myself (Ron Canham).

Saturday morning all rose early to the 'lumberjack song' by Monty Python and trooped off to create havoc on the local golf course. Some took the safety of the pitch and putt course, others struggled twice around the nine hole course. Martin Hammon and Ian Pringle promptly became golf addicts whereas Andy Burke never wants to see another golf club. Eric and his brother Paul Willis battled but Paul made the best score of the day, closely followed by two friends of Garys, Alf and Alan. Andrew Carter occasionally hit the ball, and me? well, I accidentally on purpose forgot to fill in my score card after the third hole.

Clive Wardley and Paul Willis conducted expeditions into their dungeons for most of that day. Martin Rundle showed himself to be a naturally chaotic character but strangely he doesn't like Diplomacy.

Late that night our host and friends tackled a game of Mercenary while most others crashed out where they lay.

Sunday and Colin Hinds woke everyone by playing Disc Jockey, that's a game where he plays the oldest (and horriblemest) records shouting how great they are, and we all throw cushions at him or go back to sleep. Yes, at last! A game of Diplomacy with so many stabbs that I lost track of the game, and lost England as well. Eric, curse him, once again won with Italy. That's the third FTF he's won with Italy. You're a marked man, Eric.

Sunday drifted by all too soon, with more Dungeons and a game of War of the Wizards between our host and myself. A few final drinks at the pub and the beginning of a postal game of En Garde, that is it will be continued by post.

Eric's dog, called Ivan, kept Garys wife and two children occupied over the weekend. Though she also washed up the endless stream of coffee cups and dirty plates. Many thanks from all of us for putting up with every-



body.

Now I think that is everyone, NO! Carl Scherman was there but I can only remember him accusing me of cheating at North Sea Oil, and the terrifying journey in his car to Garys. Sorry Carl, may your Ghoulett have a long and prosperous life. (That's his character in my dungeon)

Whew! I've done it again, another DipCon report. Altogether I think that was the best Con I have been to. Thanks again Gary and if your family and cats can stand it, I hope you have another soon. I expect to see you all at Eric Willis's next DipDunCon 2nd-4th of July.

"Life is just one long DipCon!"

"Bye....."

RON A.J. CANHAM

+++++!+++++!+++++!+++++!+++++!+++++!+++++!+++++!+++++!+++++!+++++!+++++!+++++!+++++!+++++!+++++!+++++!

OUTDOOR SURVIVAL
GM Carl Jennings

A massive response to this game, much better than we'd anticipated. Unfortunately though, it took us completely by surprise and we do not have enough maps completed to send out to the participants. Under the circumstances then, and rather than giving 10 people the advantage of a turns start on the others, we have been obliged to hold over the game start for another issue.

14 players now stand ready to pit themselves against the wilderness and that's quite enough for a first attempt at the game, the waiting list is now closed at the following: Dave Allen, Paul Barker, Ron Canham, Rob Chapman, Andy Davidson, Willy Haughan, Ian Jones, Les Kennedy, Findlay Mabbott, Allen Ovens, Adam Quinton, Dave Tant, Dave 'Cuddles' Thorby, Mike Webster.

Game fees of 50p have been deducted from your credit and passed on to Carl.

RULE AMENDMENTS: There will be limited visibility through forest, (3 Hexes).

The optional rule will be used so participants are at complete liberty to think up all sorts of ingenious methods for expending their movement points, (and the GM is at liberty to think up all sorts of reasons to frustrate them!). Ideas mentioned so far include Raft Building (likely to be expensive and take several turns to accomplish - and what do you think you're going to cut down trees with?). Bows and arrows (would probably give additional points during a confrontation - but you'd better find some string), climbing trees (you might fall!), etc., etc., etc.

On your starting marks, Gentlemen, but before you go I'd better point out that you'll be starting stark naked so you'll have no bits of clothing to adapt to different uses (like slings and so on) and nowhere to carry anything. So, if you wouldn't mind leaving your trousers with the lady at the desk.....

As from next issue, Carl takes over this game so address all enquiries etc., to him. His address is 32 High Street, Heanor, Derbyshire,

Better if you can contact Carl direct but if you're writing to me by the Soccerboss deadline anything will be passed on.

NEW 'ZINE?

First news of a proposed new game 'zine (as opposed to Dippy 'zine), is starting to come in. To be called Leviathan and as far as I can make out to be run by a committee (?). Don't know whether that name's supposed to be a comment on the proposed size or not but for further information contact Ron Canham, 48 High Street, Ipswich, Suffolk. IPI 3QJ. Currently they're trying to get an editors Dippy game game underway and I've been asked to participate. It never ceases to amaze me, the ingenuity of some people when it comes to making me look a fool. For those that don't already know it, I am the worlds worst Dippy player. Oh, and it (the magazine) is going to be offset litho at about 2p per side.

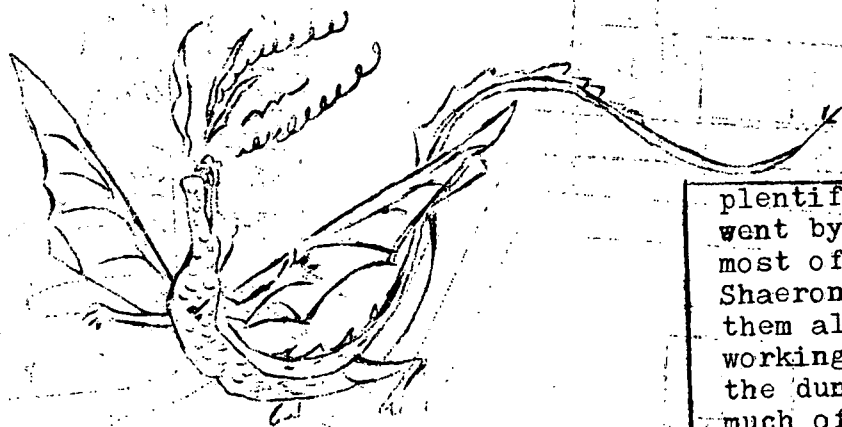
MIM

DUNGEONS AND DRAGONS
an introduction by

PAUL COOK

Hope Castle is situated on the borders of the great empire of the Conans. It was built thousands of years ago by the gold dragons - for then they were still

plentiful and prosperous - as time went by, various dynasties destroyed most of the great dragons, including Shaeron, the oldest and greatest of them all. As a last piece of great working the remaining dragons built the dungeons to the castle, hiding much of their gold therein, and creating various monsters of horrid aspects to guard their treasure.



'Death of Smaug' from ??

The above is a brief description of the history of the dungeons drawn up by myself early this year for a game of D & D. The game itself can be played with as many or as few people as you like, although the rule-book advises a minimum of six and at least one referee for every 20 players.

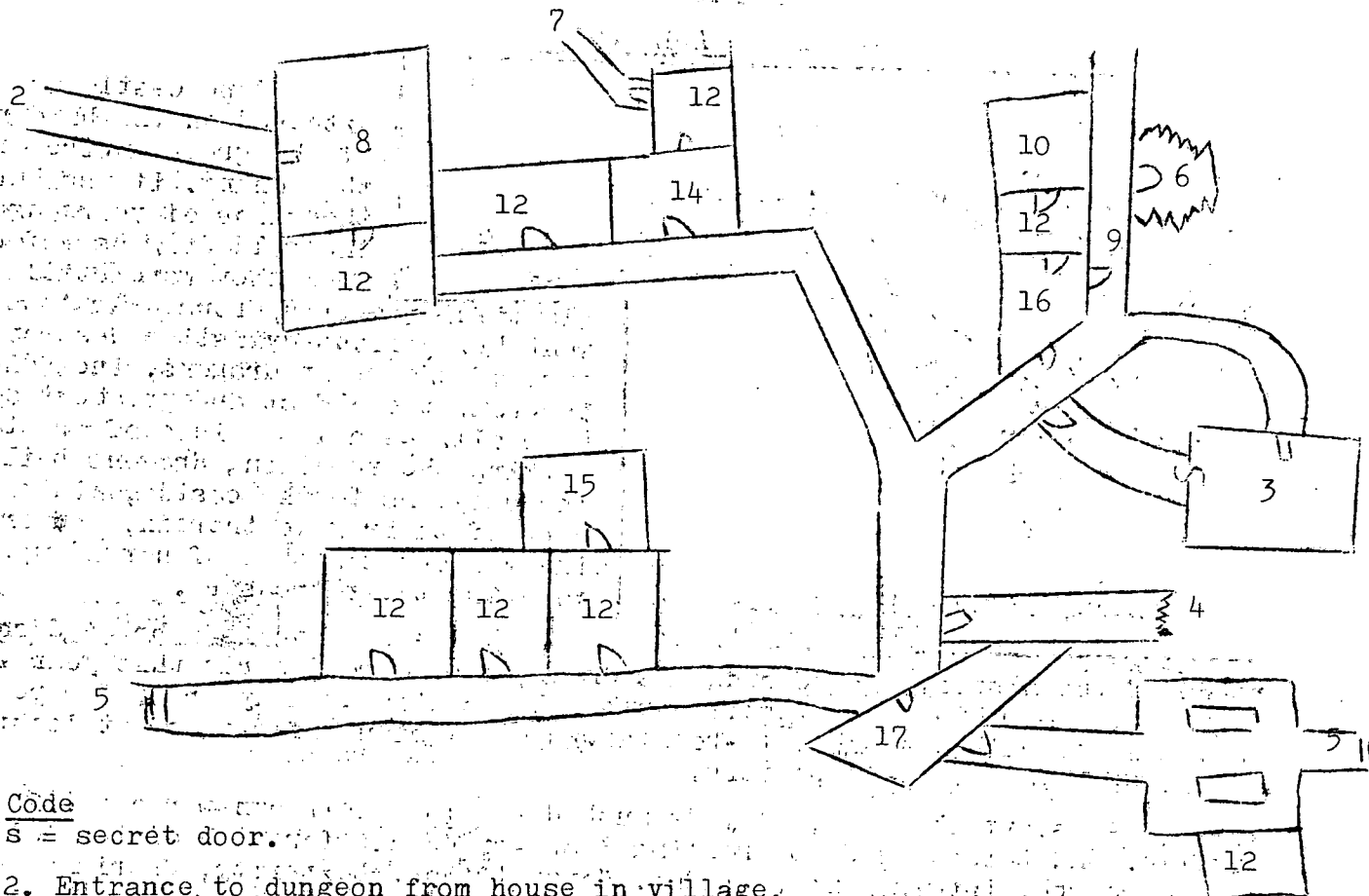
To start the game, players must determine their own personality profile, and this they do by rolling 3 six-sided die for each of the following: Strength, Intelligence, Wisdom, Constitution, Dexterity, Charisma and gold pieces. Having done this they then decide whether they would like to be a fighter, a magic-user or a cleric, bearing this profile in mind. Strength for instance is the key attribute for a fighting man, while characters of high intelligence and wisdom scores are likely to become magic-users or clerics.

A player now decides what creature he wants to be, whether he wants to be a man, or some other creature such as an elf. He decides on his alignment, whether he wants to be lawful, neutral or chaotic (good, neutral or evil). He will however, have restrictions on his choice, depending on what he has already chosen. If he is a cleric for example, he cannot choose to be neutral, while an elf must be either law or neutral, and, should a player decide to be a Balrog or somesuch, he can then only be chaotic.

Finally, a player rolls a hit die, that is, the amount of damage he can take before being killed - the more experience a player has, the more hit die he takes. He then takes a trip down to the local co-op and buys his equipment. This is a bit corny I feel, and I think it would be much more fun for a player to go into a market place and haggle with some greasy Turk over the price of something. He would also run the risk of being robbed, and even duped into buying something at three or four times its normal price in the false belief that he was buying a magical item! More fun, but I'm afraid far too time consuming for me. Thus equipped, he then goes into the dungeons in search of treasure and adventure.

Players progress in the game by gaining experience points for every monster that they meet or treasure they find. The dungeons are built so that while the 1st level has only a few of the weaker monsters and little treasure in it, the 6th level has all sorts of nasty creatures - but lots of treasure.

Over the page is an example of a first level dungeon:

Code

s = secret door.

2. Entrance to dungeon from house in village.
3. Shrinking room. When a player enters he is trapped unless he can find a secret door before he is crushed.
4. Endless corridor.
5. Steps leading to level 2.
6. Space room, drop to level 5.
7. Slanting passage to level 3.
8. Three orcs guarding fear wand.
9. Wizard, disguised as an old man. The poor fools often try to lop off old men's heads!
10. Acid fountain.
11. Bucket. No special significance, but you should see the incredibly wary way players treat it!
12. Empty room.
13. 5 Goblins guarding 50gp and a +1 sword.
14. Trap door with a drop to level 7.
15. Sliding door to level 3.
16. Minotaur guarding 20gp and a curse scroll.
17. 40 goblins guarding 100gp and a ring of three wishes.

Right, I think that's enough for one issue, of course I've only scraped the surface so far and wouldn't mind having another bash next issue, Clive forbidding.....

Dungeons and dragons is available for £6.75 plus 70p p&p from Games Centre, 16 Hanway Street, London W1A 2LS. Also from Walter Luc Haas, Postfach 7, CH-4024, Basel 24, Switzerland. Send orders to Walter, and money to Dave Watts, 32 Eastleigh Drive, Milford Haven, SA73 2LY, Wales. It is also no doubt available from other places I don't know about.....Clive?

Well, you could try Games Workshop, 15 Bolingbroke Road, London W14. Their price £6.75 including postage.

Dave Tant has recently emerged from Graham Buckells postal dungeon and with the next issue I'm hoping that Dave will recount his experiences for us too.

SIXTH FLEET

SPI JAN 1975

A revue by RICHARD NASH.

The idea behind the game is to simulate the possible outcome of any conflict between members of the NATO alliance and those of the Warsaw pact, the time period being in the 1970's. A detailed map of the area in question - in this case the Mediterranean and the countries on its edge - is supplied as the playing area, with the usual hexagonal grid superimposed to facilitate the playing of the game.

Basically a two player game, each side is given what is estimated to be the appropriate strength levels of each side at present in the Med, in the shape of counters upon which is printed various details such as ship type, movement allowance, defence strength, as well as anti-surface, anti-air and anti-submarine strength. The values on each counter/unit are a big factor in determining the outcome of any conflict between opposing forces. The added factor of ECM (Electronic Counter Measures) is taken into consideration, and it is believed that each unit will have some ability to counter enemy radar and the like. The higher the ECM value, the less chance of losing a unit.

Another factor in this game which makes it different from any other is the fact that the CRT (Combat Results Table) has very few outcomes of elimination; in most cases the defeated unit retreats one or two hexes. Thus to eliminate an opponent you must put him in such a position that he cannot retreat. The theory behind this is that in any war the lesser force was more likely to give ground than fight.

Air power (NATO air power) is a decisive factor in the game, since without air cover the Soviet fleet cannot survive more than a few days. Therefore the Soviet player must make use of his submarines to eliminate the NATO Aircraft Carriers - much as would happen in real life. As in all SPI games regular rules such as stacking (maximum of 3 per hex in Sixth fleet), zones of control and terrain effects appear.

Initially the NATO player has the command of the seas so to speak, but the power of the Soviet submarines and the advantage of first turn balance things out for the Soviet player, whose object in the short scenario is to clear NATO units from the Aegean and Eastern Mediterranean, and who must eliminate NATO units from all the Mediterranean in the long scenario. The Soviets must try to remove the Turkish presence from the Dardanelles to enable their Black Sea fleet to get into the game, otherwise they will be hard pressed to fulfil their objectives.

As with all SPI games various scenarios are given, such as the intervention of the Arab powers on behalf of the Soviet player, and that of Israel on behalf of NATO, the possibility of Soviet land forces clearing the Dardanelles before the NATO fleet has gained a victory and thus shifting the balance in favour of the Soviets; as well as the possibility of NATO air power being diminished with regard to assisting other theatres in a much larger conflict. The fact that combat comes before movement in each player's turn is a useful innovation.

Overall I would say that it is a most enjoyable and interesting game and good value for money; if you don't wish to use the counters in the game itself, they are always useful in other boardgames as well. One final point: in all games I have played in this, and in all games I have seen, the Soviet player has always ended up on the losing side, his best result being a NATO marginal victory. A comforting thought.

Ratings

Complexity	8	Overall value	7.5
Enjoyment	8	Adaptability	6
Playability	9	Action/Excitement	7
Postal Playability	6	Length of game	7
Skill	8	TOTAL RATING:	7.39

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

The column that fills in on the names

BILL DOVE:

Age: 23

Occupation: University Research Technician at Guildford.

Qualifications: 5 O' levels (Eng Lang, Accounts, Chemistry, Physics, + Maths) (City and Guilds Electronic Technician Cert Part 1).

not worth much!

I left school with absolutely nothing in 1969 but **though** hard graft and many sweated hours of study I finally ended up with absolutely nothing. I learnt to play guitar shortly after leaving school and within a year was playing in local pubs, eventually I got into a band and progressed to colleges and village halls which led to an audition in a London studio. Having been let down miserably by various people we finally split up in Summer 1974.

I now operate an electron microscope at the University of Surrey where I have been working for about 4 1/2 years.

I hope to be getting married soon, so if anybody knows of any jobs going somewhere outside the South East I would be pleased to know! (Ha ha)

Suddenly last year I was on the verge of committing suicide so I rang up the Samaritans and they put me onto Will Haven. Well here I am!

((Silly thing for the Samaritans to do wasn't it? I thought they were supposed to help people?))

MIKE LEAN:

I'm 26, married with a baby daughter. I'm computer Manager for a grocery business. Apart from that I'm absolutely hooked on Dippy although I enjoy other games too.

ANDREW STUART DAVIDSON:

Born: 8/10/52

Weight: 150 lb

Eyes: Green/Grey

Qualifications: 12 O' levels, 4 A levels, Use of English, BA(Maths

and Computer Science).

Occupation: ICL Systems Engineer.

Interests: Science Fiction, Fantasy, Peanuts, Tiddlywinks, Poker, Diplomacy, Board games, Board wargames, Dragons and Dungeons, Military History

Religion: Athiest.

Politics: Libetianiam right-wing.

Hates: Smoking, Drinking, dogs, cats, cars, women, work.....

Newspaper: Daily Mail.

Favourite T.V.: Star Trek.

Born: West Hartlepool.

RICHARD NASH:

Age: 18 years 6 months.

Occupation: Varies according to the mood I'm in and who I am with at the time.: technically classified as Accountant (almost - trainee actually, with those budding capitalists Courtaulds Ltd). ((Fancy us working for the

same company!))

Qualifications: That's a difficult one - in what capacity? Had I sent Linda an IOU that might have given one away..... My main qualification is one of 'Manager'; i.e. I can organise anything under the sun (within reason) at a moments notice. Other qualifications include O and A levels on the Arts side (i.e. not medicine) and University entrance in October at Queens University, Belfast to 'read Economics as they say on University challenge. Another one - experienced Community Service worker - you need to be over here.....

Interests: Again, an IOU would have given them all away.... Basically and briefly they are as follows: All sports, main category being football, rugby and cricket with tennis as an extra. All partaken in of course, rugby being the main success: over here I had one choice at the Belfast Royal Academy (my former school) - play rugby or do nothing at all. It worked wonders for my independant spirit. ((Me, I'd have done nothing at all, silly game)).

More leisurely activities include Dip, table games, wargames (both board and the real thing), military history (10 years of it now - I think I know the Desert ~~song~~ War backwards now), pub crawls, why not? ((isn't that classed as war-games over there anyway?)) - chess, bridge, music (both pop and classical) and also rule making. I wonder if you could call the other one a leisurely activity? It depends how active you are, and whether you put some thought into it I suppose.....

Not so leisurely activities include active participation in Community Service work in and around Belfast, as well as running the Community service group at my old school; anyone wishing to give me a Calhamer award for it please vote now for the 1974 contest - nominations are still welcome, and the result will be given in 1978 when the votes have been counted. Oh, I am cynical.

Amusements: The fact that because of all my activities I never have any time to spare for myself.....

Dreams: Man. Utd winning the FA Cup.

Fantasies: Glentoran winning the UEFA Cup.

Miracles: Myself winning the pools

RICHARD A. BARTLE:

I am a genius ((Snap!)). My IQ is several times larger than that of a grasshopper

Background: Large country mansion with a few corgis skipping around the fountains and slaughter-house.

Occupation: Zeppelin designer.

Qualifications: 197 O' levels, 17 degrees (Farenheit), can speak 74 languages, including English, Scottish, Canadian, New Zealandish, South African etc., etc.

Interests: Me, Diplomacy, -electrolisis of Argon, me, money, me, telegraph pole eating, me, spitting bricks, me, variants and the obvious (begins with a S, has three letters, etc., etc. i.e. nb, god, I rule O.K?)

Abnormalities: I am very, very modest and only lie when I am not telling the truth. I also keep getting my halo caught on clothes lines.

Age: Recently born, but just because I once gave King Arthur a trouncing at swordplay, I may be telling an untruth.

Hope that this doesn't mean that I will be picked on 'cos I'm not such a good player as the rest of you.

Thank you gentlemen. We'll have a few more brief autobiographies in the next issue and maybe a few biographies too. Contributions are invited from everyone on anyone! And what about the ladies? You seem very shy in revealing yourselves.....er, no, I didn't mean that that way, I meant that you seem very reticent in letting us fellows see what you normally don't go letting everyone see.....er, oh hell, you know what I mean don't you?

TÉKUMAL 'V'

THE EMPIRE OF THE PETAL THRONE.

The fifth (and probably final) part of a narrative relating the experiences of a young magic-user, Ukshen on the planet of Tekumel. The story so far.... is much too long to go over again, so if you've missed it hard luck, you'll just have to wait for the film.

He depressed the stud that operated the device, and as everyone held their breath.....nothing happened. Qyshu sighed loudly, turned the 'eye' over in his hand inspecting it and then dropped it into a pocket of his tunic. He then tried the same thing with the second 'eye' but again there were no obvious occurrences created by it so that too was despatched to the safety of the pocket. Qyshu decided that he would hang on to them until they emerged from the underworld and he had the opportunity to show them to a few of his scholarly friends in Jackalla who would perhaps be able to translate the meanings of the inscriptions. At the moment there were much more interesting things to be done, things like getting open the second chest to discover what it held. The eager Ukshen was the first to it and he knelt by it inspecting it closely. His sharp eye caught the glint of reflected light from the torches as it struck something silvery protruding from the lock and closer inspection showed this to be a sharp needle. Ukshen threw out his right hand to stop Smide who was just about to try and force the lid and he called over Qyshu. The general opinion was that the needle was probably tipped with some sort of poison which suggested that there was something worth protecting within the chest. Smide took one of the long 10 foot poles the party carried with them and motioned for the others to move to the far end of the room. Gingerly he edged the pole forward towards the chest until contact was made. Nothing happened so gently he began to put more and more pressure on the pole to move the chest. It was heavy, very heavy but eventually he did manage to push it an inch or two without any consequence. The party now felt happier to approach it and it was Auvoi who eased the blade of his sword under the lid and eased down until it flew open. The needle fell from it tinkling against the stone floor and Qyshu had to move fast to stop the slave-boy Chago picking it up out of curiosity. The rest of the party were now clustered around the open chest, their eyes wide at the scene in front of them. The chest was full to the very brim, heaped full of thousands and thousands of pieces of both copper and gold coinage!

No time to stop and count it now though, so it was all just scooped out and piled into the back-pack Ukshen. Even then though there must still have been another 1,000 or so pieces of gold remaining and this was loaded into the back pack of Hailmhaling.

A search of the walls of the room was made to check for further secret doors but none were found and so the party left, going back through the outer room and into the corridor. They walked on quickly, but stealthily to the next door on the western wall where they listened but could hear nothing. It was Smide and Hailmhaling that tried it to find it opened easily surprising a further 4 Qols. The Qols didn't hang about at the sight of the party and they quickly turned and fled through a concealed door in the western wall. Behind them they left, standing in the north-west corner of the room two wooden chests standing one atop the other. The whole party were now inside the room and with Auvoi and Dyoghaykh watching the others approached the chests. Ukshen inspected the upper one and then, as he could see no obvious booby traps he let Smide force it open.....it was empty. They followed the same procedure with the second chest but this time when the lid was raised their gaze was met by the glint of gold and copper pieces crowned by two beautifully worked golden necklaces

each inlaid with several precious stones. The gold and copper was heaped into the back-pack of Hailmhuling and the necklaces were passed to Qyshu. They were just about to check the walls of the room for any further secret doors when a call from Dyoghéykh sent them rushing over to the door. Coming up the corridor towards them from the east were three Shen warriors! (The Shen are an intelligent stellar race that were trapped on Tekumal in the same way as Humankind. Their country, Livyanu is away to the south west of Tsolyanu near the equator where they can enjoy the tropical heat that is as near as they can get on Tekumal to the conditions of 'home'. They are bipeds whose bodies are covered by gleaming black scales. They have beak like snouts and a crest along their skulls of slender spines which they are able to extend or keep flat. They have two arms and fight with weapons similar to mans, but they also have a muscular tail with a mace-like appendage at the end that slashes through the air during combat. Their attitude towards humans is usually neutral with perhaps a slight inclination towards hostility).

As the Shen approached Dyoghéykh fumbled in his jacket and withdrew his 'eye of incomparable understanding' (an ancient technological device he found years ago on an earlier expedition) and pointing it towards the Shen he depressed the stud that activated it. "Greetings!" he said to the Shen who had now stopped about 10ft away. (The 'eye' enables Dyoghéykh to communicate with the Shen telepathically thus overcoming any language problems).

"Greetings" answered the leading Shen so Dyoghéykh went on "What brings you to these corridors?"

The Shen turned and muttered to his companions before facing back to Dyoghéykh and continuing "We have been employed to map out the main corridors, what is your purpose?"

"We too are here mapping out the passageways, but we have also charted some of the rooms. Have you been able to map very much?"

"Very little so far answered the Shen. "We have only just ventured below ground from the city above and this is the first corridor we have tried. In that direction....", he pointed along the passage to the east...."it descends rapidly by means of a steep slope but we decided against the risk of following it down just yet. We were just going to check on what it led to in the opposite direction. Do you have much mapped out?"

"Very little, we entered by a hole created by a rock fall at the old Temple of Hyrasha and this is as far as we've progressed. How did you enter the underworld?"

"Through the temple rock-fall, there was already a rope tied there offering a means of entry which I now assume was probably yours."

Dyoghéykh nodded agreement and went on "Have you tried any of the rooms yet?"

"No" said the leading Shen, "none at all. We intended mapping out as much as possible of the main passages first. I see you have though! Any luck?"

"Not much, we found a few gold and copper pieces in the room here but nothing else".

The Shen turned again to speak to his companions before finally saying to Dyoghéykh "Have you encountered much underworld life?"

"We have" replied Dyoghéykh "the place was crawling with Qols when we first ventured down here, but we sorted them out". He slapped the sword by his side, "There's not so many of them about now!"

The Shen was unimpressed and just continued "How many rooms do you have mapped?"

"Oh, only about 5"

"May we look at your map?"

Dyoghéykh turned to Qyshu to tell him what the Shen had been saying and Qyshu agreed that they would share their map. Dyoghéykh returned to the Shen, "We'll make you a copy of our map in return for a copy of yours. OK?"

"OK"

Both parties hurriedly copied out their maps before exchanging them, but the mistrust of the Shen forced Dyoghéykh to show them the original

copy of his map for comparison before they would part with their own. Once they were satisfied with what they had they said farewell to the party and disappeared northwards up the corridor. Qyshu and Dyogheykh watched them go before venturing back into the room and over to the secret door through which the Qol had disappeared. It was Auvoi and Hailmhaling that opened the door, but on the other side all they found was an empty room. The Qols had disappeared, which as no other doors were visible in the room, suggested that there was another, hidden, exit. It was a large room, 20 foot from north to south and 25' from east to west and they had just entered by a door in its north-east corner. Immediately they set to work searching each of the walls for the concealed door and it was the sharp eyes of Ukshen that spotted it in the south corner of the western wall. There were no sounds coming from the other side and so Hailmhaling and the giant Smide forced it together. It opened into another large room but again this was empty. This time though there was an obvious exit from it in the form of a door in the southern wall but even so Qyshu insisted that they search the other walls just to ensure that nothing had been missed. Just as well they did, for concealed in the western wall they found a second secret door. The party listened at both before planning their next move, but there was not a sound from either. Qyshu stood in the centre of the room deep in thought, rubbing his greying whiskers as he looked first from one door to the other and then back again. Eventually he made up his mind and gestured for Smide and Hailmhaling to open the southern one.

It opened easily, but instead of opening into another room as they had all expected this time it opened into another 10 foot passageway. It ran from them to the south, partially blocked by a fall of the ceiling and a door could just be discerned on the other side of the rubble.

Nothing very exciting this issue I'm afraid but that's the way it goes with this game. I know what happens next though.....and it's not very nice. Maybe I'll continue next issue, but if I don't I'll condense what happened for the interested parties. Then perhaps we'll start another adventure somewhere else on the planet with all new characters.....

'Empire of the Petal Throne' is available from Games Workshop, 15 Bolingbroke Road, London W.14 or from Walter Luc Haas, Postfach 7, CH-4024, Basel 24, Switzerland, Prices are £16.75 and £13.00 respectively.

FORMULA ONE

A couple of people only sent in a sequence of three moves this time so that's as far as we'll go. In future I think we'll stick at three, the game is progressing fast enough at that pace and five moves is much more likely to cause confusion from unforeseen circumstances.

Turn 18.	Start speed	New speed	Move	Tactic card	Penalty	car state	
						TW	BW
Y-Howes	120	100	B42-46		TW1	5	2
O-Canham	80	140	B35-41		spin-off	6	1
G-Crun	120	120	B14-19		spin-off	5	2
R-Groom	160	160	B34-41		spin-off		0
Bk-Nash	120	180	C40-E46		BW1 & spin-off	5	2
Bu-Taylor	0	40	B42-43			4	1
<u>Turn 19</u>							
Haycart	100	160	B47-54				
Concorde	0	60	B47-49				
Blue streak	40	100	B44-48				
Orange flav	0	60	B42-44				
Red	0	60	B42-43				
Green	0	60	E20-27	+3			

Turn	20				TW	BW
Haycart	160	120	B55-56, c57, d58, e59, f60	BW1	5	3
Concorde	60	120	B50-52, C53, E54-56	TW1	7	2
Blue streak	100	160	B49-55, C56		4	1
Orange flav	60	60	B45-47		5	2
Red	60	100	B44, C45-46, D47-48		5	0
Green	60	120	E27, c28-32		4	1

PRESS

CONCORDE - TAG HILL

If I spin-off anymore I shall have spent more time off the track than on it.....

CONCORDE - HENRY MOTORING CRUN

When I lap you I'll take you in tow. OK?

THE BLUE STREAKER

Spectators at this epic pub crawl (last one home buys the drinks) watched in awe as the Blue Streaker, with only a purr from its finely tuned elastic band, moved effortlessly past the yellow manure-heap into the lead, only to wrap itself around the nearest appropriate lamp-post and spin-off.

THE ORANGE FLAVOURED CAR.

The driver of the Orange Flavour car apologises to all who have wagered all their wordly goods on him to win, but he had to slow down to brew-up. Thirsty work this driving. Next stop the pits for some new rubbers, (Tyres, you dirty minded.....)

EN GARDE

Compiled by LOUIS XXXV, alias ALLAN J. OVENS, c/o Supply Squadron, RAF Sydenham, BFPO 1. Telephone Belfast 58477 ext. 420 (work until 1830) or Hollywood 4130 (home).

A much better response this time and we have 10 people ready and eager to insult one another. Below are the personal attributes of all the players including those listed last time, for the benefit of the people just starting and in some cases taking an initial sub to Chimaera.

Clive F. Booth Address as page 2.

DAN DIEGO DELAVEGA Initial social level 6

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 36 crowns. He has a special regular allowance of 40 crowns for typing this and publishing this. Take your foil away from my throat now, Clive? ((Of course I will, it wasn't loaded anyway. I was only joking you know but if your offer is serious what else can I do but accept?))

Peter Charlton 12 Sylvester Street, Lancaster, Lancashire.

CARLOS DE SIGUENGA Y GONGORA Initial social level 5

Strength 9 Constitution 10 Expertise 8

Endurance 90 Military Ability 5

Carlos de Siguenza is the gentleman first son of a wealthy father. He has initial funds of 550 crowns and a monthly allowance of 110.

Hartley Patterson 7 Cambridge Road, Beaconsfield, Bucks. HP9 7HW

No Name as yet Initial social level 3

Strength 10 Constitution 8 Expertise 9

Endurance 80 Military Ability 2

He is a gentleman, the bastard son of an impoverished father.
 Allowance of 0 and initial funds of 36 Crowns.

Andy Davidson 513 Whitton Avenue Way West, Greenford, Middlesex.
 ANDRE DAVIDSON Initial social level 7 UB6 ODY
 Strength 8 Constitution 15 Expertise 10
 Endurance 120 Military Ability 4

Andr  Davidson is the bastard son of a very wealthy Marquis. He has
 initial funds, of 675 and an allowance of 113 crowns.

John Piggott 8 Hillcroft Cres., Ealing, London W5 2SG
 No name yet Initial social level 2
 Strength 11 Constitution 8 Expertise 10
 Endurance 88 Military Ability 6

He is a commener, the second son of a peasant with initial funds
 of 0 and an allowance of 10 crowns.

Dave Allen 215 Burton Road, Derby.
 No name yet Initial social level 3
 Strength 10 Constitution 10 Expertise 12
 Endurance 100 Military ability 3

He is a commener, the second son of a very wealthy merchant with
 initial funds of 500 crowns and an allowance of 100 crowns.

Gary Porter 237 Markfield, Courtwood Lane, Croydon Surrey.
 GASTON FANCIER Initial social level 4 CRO 9HW
 Strength 16 Constitution 8 Expertise 11
 Endurance 128 Military ability 2

Gaston Fancier is the first son of a very wealthy merchant. His
 initial funds are 550 and he has an allowance of 110.

Kelvin Randall 49 Crewys Rd., Peckham London SE15.
 PERCY FFITZ-WILLIAM Initial social level 4
 Strength 17 Constitution 11 Expertise 8
 Endurance 187 Military ability 2

Percy Ffitz-William is a gentleman, the son of a wealthy father. He
 has initial funds of 500 crowns and an allowance of 100.

Charles Vasey 5 Albion Terrace, Guisborough, Cleveland, TS14 6HJ
 CHARLES-HERCULE DE SENNETERRE, CHEVALIER DE LA FERTE DE SAINT
 NECTAIRE. Initial social level 10 (that long
 name must have worked)

Strength 13 Constitution 12 Expertise 11
 Endurance 156 Military ability 5

Charles-Hercule is a nobleman, second son of an impoverished
 Viscount. His allowance is 0 and initial funds are 40 crowns.

Bill Howard 19 Rylandes Rd., Selsdon, Surrey.
 FABIAN TITANIQUE Initial social level 4
 Strength 10 Constitution 12 Expertise 11
 Endurance 120 Military ability 6

Fabian Titanique is a gentleman, the second son of a well to do
 father. His initial funds are 250 crowns and he has an allowance of 50 crowns.

The list of mistresses and free women available is below (Lady
 Constance personally recommended.)

Mistress	Social level	Attributes
Madame Pompadour	14	Beauty
Irma la Douce	9	Beauty/Influence
Fifi le Bonbon	9	
Lady Constance	5	Wealth
Madame Disastreux	7	Influence
Miss Wlberforce	10	Wealth/Beauty
Juliette Jerome	9	Beauty
Maria de Estrada	15	

XXIX

Therēsa Contella	6	Beauty
Countess Isabella	17	Influence/Wealth
Mrs Paget	11	Influence

If any of you fancy joining a regiment, the military ability of commanding officers are as follows:

Dragoons Guards	4	Queens Own Carbiniers	4	Royal Foot Guards	1
Kings Musketeers	1	Cardinals Guards	1	Crown Price Cuirassiers	2
Archduke Leopold		Grand Duke Max Dragoons	2	Princess Louisa Light	
Cuirassiers	6	Picardy Musketeers	4	Dragoons	6
Royal Marines	3	27th Musketeers	1	13th Fusiliers	6
53rd Fusiliers	2	Gascon Regiment	4	4th Arquebusiers	5
69th Arquebusiers	3			Normal Frontier	
Royal North Highland				Regiment	2
Border Regiment	7				

As an added incentive to make you all send interesting and preferably numerous press press, all good press releases will earn for their writer one status point.

For Bill Howard: The special requirement of Military Ability for certain requirements is explained at the top of the 2nd page of errata.

Please let me know your name if you haven't already told me. The fee of 50p will be deducted from your credit by Clive (please) and added to mine, with the exception of Kelvin Randall who has already paid and Charles Vasey who is crediting the 50p for my sub to his magazine 'Perfidious Albion' (advert).

There are still several anomalies in the original rules and in the postal version which will appear from time to time. If anyone spots one I would be obliged if you would point it out, and if possible suggest a solution. If something you wish to do is not covered in the rules, invent your own and send it to me. As long as it is not obviously illogical or unfairly beneficial to one person I will probably accept it.

For instance there are many more ways in which favours could conceivably be used. Experience resulting in an increase in expertise might be expected to result from participating in a large number of battles. Perhaps it should be possible for characters to be titled for services to the crown? Think about it and let me know if you have any strong feelings or ideas.

I am not happy about the rules governing campaigns. At present I have changed the original rules to allow 2 campaigns seasons per year, with three battle results per season. This was done to ensure those players involved in campaigning would not have to sit idle for 2 months in a season, and to increase the frequency of effects to charadters from battle results. I fear that this may involve too much fighting and players will still have little to do on a battle turn other than state whether they are indulging in poltroonery or reckless bravery. Your thoughts on this matter would be most helpful.

That completes my ramblings this time. The month is December gentlemen, send your orders to my N.Ireland address by the Soccerboss deadline on Friday. Be warned that I do not receive a Saturday post and I am on leave for two weeks commencing Sunday after the deadline. That means that anybody with late orders might just be in time if posted to arrive at 5 Brabyns Road, Hyde, Cheshire by the Monday following the deadline. I would prefer orders to be sent in time to N.Ireland.

Touchē, en garde, fight like gentlemen (even you peasants) good luck.

Thanks Allan. Will you add Pete Lindsay to your list to join the game as soon as he has a copy of the rules (Character - Benedict D'Amber) and also probably Richard (Monastario) Bartle. PRESS Benedict D'Amber - Don Diego



Alright, alright, that's enough. Shut it. So what if I can't spell lettuce correctly? I'd say it was a typing error, only I did it twice last issue, I hope to God Haven isn't reading this; I'll never live it down. Anyway, this is the, er, lettuce column and if you 'talk proper' and not in some awful Yorkshire dialect should sound like 'letters column'. No? Oh, to hell with you then.

LETTERS

120. Dave Tant.

Hooray for 'zine: let's also get back to 'phone and 'til! Now we have an adult writing Lemming Express and writing it very slowly!) some of the worst abuses of the English language have been removed from the hobby, and we look upon you to lead us to new heights.

121. Will Haven

Wait until you see how the youngsters brought up on 'new English' spell!

122. Dave Tant

I'm still suspicious of 'Linda': she sounds too bad to be true. What sort of deposit does she want?

'Her'? suggestion reminds me of my medical when I joined the bank, straight down from school, and was ushered into a small room by an imposing nurse. She asked for a 'specimen' and gave me a very small bottle. I could think of at least 6 different substances my body could produce produce (I was an inventive lad even then) depending on the orifice selected, and was in some fear and trembling lest I insult the lady by producing the wrong one.

When I had my army medical it was a different matter - there was a noisome bucket for those who produced too much!

And talking of taking the piss - back to 'Linda'. Why should Mick be giggling? I notice 'she' doesn't give her age. Is she really Wink's Mum? Somehow I don't think it's worth trekking all the up there to where the eskimoes live to find out. (Now if 'she' really WAS Wink in a pink nightie.....)

We're really having trouble convincing you aren't we, Dave? Tell you what I'll do, I'll give a FREE issue of Chimaera to anyone that can prove the existence of Linda and that she's everything she appears to be, to Dave by the next deadline. Daves address is 32 Nursery Avenue, Bexleyheath, Kent DA7 4JZ and I hope to hear from him by next time that he's convinced. Get your train timetable, Linda? Let me know when you've changed your mind, Dave and who it was that convinced you. (On second thoughts make that 'the first person to prove her existence by the next deadline' gets a free issue.

Did everyone see the last 'Bellicus'? Good, then it will come as no surprise to you that I am re-opening the Will-baiting season. Everyone's allowed to hunt, no licence needed. Now, the man himself.....

123. Will Haven.

The reason I didn't produce something like Chimaera is that I would be bored sick pretty quickly with all those games. I am but a simple soul, and I'm used to being in a minority. Even if Bellicus has $\frac{1}{2}$ again more subbers than Chim.....

Also, when I say abominable format, I mean it's very difficult for me to find what I'm looking for in it.

Bored sick with all those games, Will? What do you mean? The last Chimaera had 20 games spread over 46 pages while the last Bellicus had 18 games spread over only 22. No wonder you're bored. Working on the figure you offer that Bellicus is a $\frac{1}{4}$ again as big as Chimaera I come back to the figure that per week on average 30 people get a copy of Chimaera while only 19 get a Bellicus. In other words 58% more people read Chimaera in a week than read Bellicus!!!!

Abominable format? The thing on the back is called an index, it takes a long time to draw up and its purpose is to help people like you who want to find something quickly. How do I find something quickly in Bellicus? It's not made any easier when you print two game reports, both alleged to be BD18!

124. Ron Canham

I joined the ranks of the IDA last week and obtained the handbook, 'The Tangled Web We Weave' and assorted QVF's. Also a copy of RATS.

I am very impressed with everything, especially the TWWW as an introduction to the hobby. I would think even experienced players could find something of interest in it for the price.

Please, if the editor of the IDA 'zine can distribute sample copies of his own Dippy 'zine with IDA funds, can I have the same facility? Seriously though, 'The tangled web we weave' is well worth having whether you're a novice or not. Price is, I think, 15p plus postage and if there are any copies remaining you'll get one from Pete Swanson, 6 Welford Place, Wimbledon, SW19 5AZ.

125. Henry Kelley

The Avalon-Hill version of Kingmakervi's out now and I got my copy the other day. I haven't tried it yet but the graphic quality is up to the usual A.H. standards of excellence (Not that the Philmar version was lacking there). The latest 'General' mentions the following changes in their edition: 1) The events deck is expanded from 80 to 90 cards. 2) The Crown deck is up to 80 from 72. 3) 4 new castles are added. 4) A grid system for location and reference charts for location of place names. 5) Faction identification counters to show ownership of towns etc.

A look at the rules reveals: 1) The basic game (3 pages). 2) 3 pages of explanation about the crown and event cards and a terrain key. 3) A Series of optional rules - 2 pages. Votes for nobles & Cities in Commons and Lords etc. 4) Advanced game - 3 pages Tactical level battles, etc and finally some examples of play and historical notes.

As far as PBM goes I don't have knowledge of any games underway here yet but it is just a matter of a short while and there will be. Several publishers are trying to start games and have opened lists.

For those interested, Perfidious Albion, the board war-gaming 'zine of Charles Vasey, reports that Michaels Models of Finchley (address in G & P) are importing 36 copies. It also says the American version has an 'improved combat system'. Can anyone enlighten me?

126. Doug Pringle

I have noticed a few letters recently on the subject of the content of your 'zine, and would like to add my own views.

No matter what you do, please do not drop your Tekumel narrative, next to the games I feel it is the best part of Chimaera, and I can't wait to find out what effects trying the 'eye' will have. I would also appreciate anymore info on the whole concept of Professor Barkers Empire if you can spare the space. As far as Soccerboss goes, although I am not playing in it I always

read the results and the team news and I especially enjoyed your match comments from last issue. I will continue to receive all of Chimaera for as long as my monetary resources hold out.

The first three or four articles to appear on Tekumel did concern themselves with the mechanics and background of the game rather than being a narrative. I'll see if I can find you back copies relating to the bits in question but if not you'll probably find some of the information you need in the next Fastonbulbous from Martin Hammon.

I rather enjoyed doing the match reports in the last issue, but it's a time consuming job and I haven't always got the time to spare. This time you've just got straight forward results, scorers, etc., but when time allows in the future I certainly intend using the match report method.

127. Richard A. Bartle

What do you do with all the letters that folks send you? I've kept all mine and am getting flooded out with them all. You don't file them I suppose, so it must all make for cheaper fires. Do you frame my letters or auction them off for charity?

By the way, I'm going to send the first winner of Re-Discover a T-shirt with the words 'RE-DISCOVER CHAMPEEN' on, unless (hopefully) the shop what does it (?) has gone broke before hand. Now you can't have more generous offers than that can you? My own personal T-shirt says I'm the worlds bestest Dippy player.

I'm not going to say this in writing, ((oh?)) but is there anyone who wants a game of Interstellar? I don't want to GM as the rules Haven wanted to inflict me with at my own request are thoroughly incomprehensible, and I'm going to ask the NGC bank for a copy, as soon as I find out who to write to. You haven't got any rules have you?

What do I do with all the letters my correspondents spend umpteen hours preparing? Well, I keeps 'em for three issues just in case somebody decides to write and say I mis-quoted them or I got their orders wrong (they do, you know) and then I dispose of them. At the start of this issue of Chimaera I had a file of letters and orders about 4" thick, it's now down to about an inch and a half so you'll see what a problem keeping them all would be.

But you've noticed by now, but Re-Discover is missing, sorry but I just haven't had time to get it all typed up. The seven colour maps are printed though, so I guarantee circulation with the next issue.

No, I haven't got rules for Interstellar, just a minute, a quick check reveals I've got something here called 'Interstellar Diplomacy III', is that what you mean? If it is you can ~~have it for a \$X~~ borrow it to copy, if it isn't I suggest you write to Dave Allen.

128. Richard Bartle

Anyone out there, please, please, please tell me what it says on the title page of Lord of the Rings. So far I've got 'The lord of the ring translated from the red book -- ?? West March beyond onald?e?el Tolkien herein is set feruth? history? wr bring udd/uanddd return the king as seen by the hobbits. Anyone managed to do the rest?

Hang on, this shouldn't take long, title page you say, I'll just get my copy. Ah, here we are, it says 'This book is the property of the Derbyshire County Library, Heanor branch and must be returned by the date stamped below'. Underneath there's lots of dates in red ink the last of which seems to be March 15th 1959. Does it help?

129. Charles Vasey

Wasn't Don Diego in the 'Flashing Spade'?

No, he's like me, doesn't know a thing about gardening.

130. Graham Boak

I've got CA and have played it several times. I can't really argue with Richard on facts, but I do think that he is a trifle hard. It is fun to play, and I've found it useful for introducing friends to wargaming. It is a good, simple, introductory game, but no more.

Mind you, Richard is 100% right about USN - now there is a superb game. It works better than CA because it has the scale suitable for board games - CA is really an inferior miniatures game. My problem with USN is finding opponents - maybe Richard will play postally? (Bugs I Japanese).

I'm looking forward to his comments on '6th Fleet'. I've only played it once - I found it enjoyable and distinctive but it seemed to degenerate into a 'trench warfare' situation because of the bloodless CRT. A most peculiar game, and rather un-naval in feel. I must play it again.

Well, Richard, how about it? If you want to contact Graham about that postal game his address is 2 Cecil Court, Cecil Street, Lytham, Lancs. PY8 5NN. and if you go ahead keep us in touch with how the game fares.

131. Paul Cook

Quote from the D & D rules:-

"It (D & D) can stretch from the prehistoric to the imagined future....."

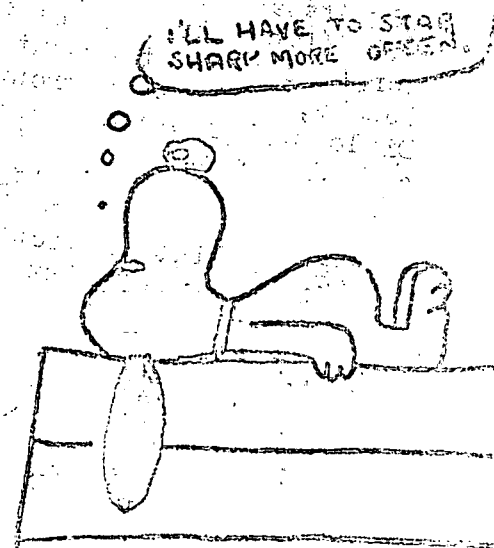
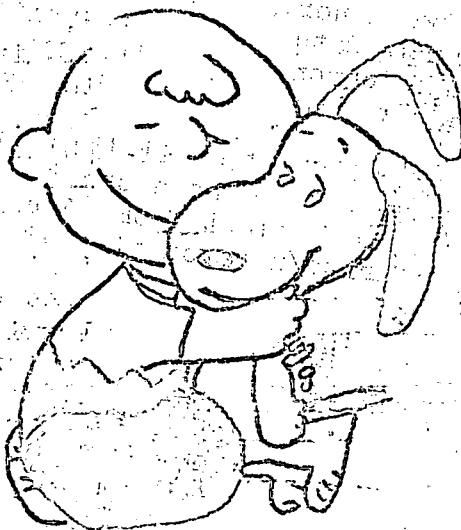
So you must admit that all Prof. Whatsisnames done is to take D & D and put it in "the imagined future", mustn't you?

Where have you been, Paul? I admitted that in one of the first articles I did on the game. The 'Petal Throne' rules themselves state ".....the mechanics of these rules are inspired by the popular 'Dungeons and Dragons'".

Ooops, just found the following letter from Andy Davidson which I'd intend-printing before Pauls.

132. Andy Davidson

Richard Nash's view of CA was quite fair. I remember the first time I played it. The Japs had six destroyers with which to drop supplies off Guadalcanal. For each shipload they dropped they got 3 victory points. The Yanks only got victory points for sinking the Japanese destroyers - 1 point each. Now with the set up



given the Japs could guarantee to drop all the supplies before the Yanks even came within range! A Japanese victory was assured - hardly a balanced scenario. SPI claim to playtest their games but I am increasingly more sceptical.....

133. Richard A. Bartle (Wot again?)

Why don't you start writing some story or other and ask various prominent people to write the next part? Something to do I suppose. Only notable writers should attempt it; that rules Fudge out. Another thing; why don't you demand that all people sending in orders have to write down a list with their favourite 3 articles and their most unfavourite of the last Chimaera? For issue 12 I have studied the index and would put in order Letters, Letters that cross, Soccerboss (BASTARDS!) and sneer contemptedly at 'Down from the singing mountains'. Even my credit is better than that!

Like the idea of a continuing story, Richard, though I don't think I'm equipped to do the first part. You see I've got all these wonderful ideas for stories going around in my head but whenever I put one down on paper someone invariably has beaten me to it. Why, only last week I spent 15 hours writing 'The grapes of wrath' only to be told that some fella, Steinbeck, had beaten me to the publishers with it. The week before it was the same story when I did 'Treasure Island'. I reckon there must be a spy in the household. Currently I'm working on one about a seagull called Jonathan Livingstone, but I'm keeping the plot a secret to avoid this one being stolen too. Tell you what, why don't you write the first chapter? and then nominate the person to do the second, who'll nominate the third and so on ad infinitum. If you want a story; Government, law and order have collapsed in Great Britain and the country is split between north and south. Haven controls the northerners and Sharp the southerners. Both seek to re-unite the country but to their ideals, each has a group of henchmen who in the good old days were known Diplomacy players. Chimaera sits on the fence in the middle of the country offering sanctuary to those who need it.

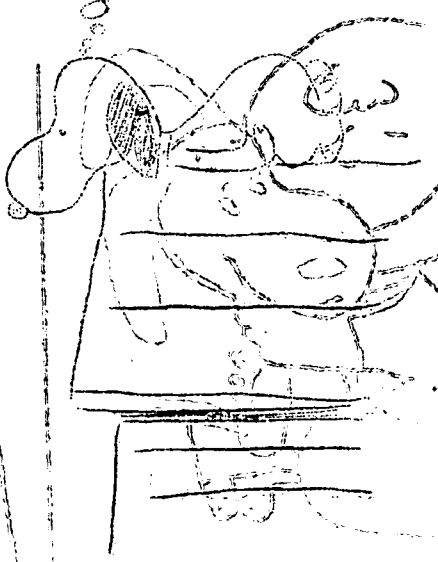
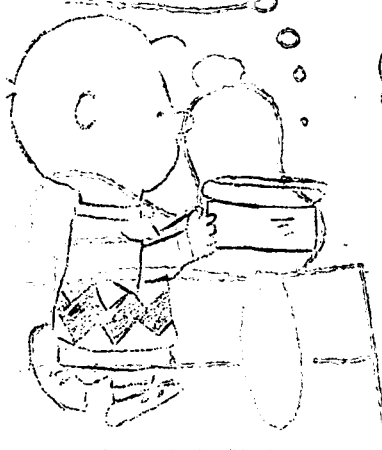
O.K. Richard? If you don't like it think up your own.

Anyone else interested in doing a chapter drop us a line and we'll prepare a list of victims you may select from to carry on the next chapter.

As for listing favourite/unfavourite articles, Richard, I don't see what purpose it would serve, except perhaps to give me some idea of what should be left out when time is running short as it is now.

Looking back at the last issue I'd put my choice as 1. Letters, 2. Down from the singing mountain, 3. I'd like to introduce myself... 4. Soccerboss. Most unfavourite: the pathetic credit figures!

'Bellicus' is early this year.



Soccerboss - 75 minutes			
Man Utd	2 v	West Ham	2
Derby Cnty	3 v	Walton C.	1
Sporran A.	0 v	Workington	4
Ipswich	1 v	Derby Cnty	4
Walton C	0 v	Liverpool Y.	3
Ilford Tn	4 v	MPBU	1
Man Utd	5 v	Luton Tn	1

Looks as if Derby, Liverpool and Man Utd are safe to break open the champagne after their cup matches! Ilford too!

Remember me mentioning the Bartle/Neuman/Hatfield Advice Service last issue? Well God help us but I think they were serious. I have the following report on their activities so far:

134. Bartle/Neuman Advice Service

The following is a progress report from the advice service. We've been running off our feet this last few weeks with that Hatfield prat having to go into hospital to have his foot removed. It's increased our work load by 50%. The letters have been pouring in, and it's a full time job to keep on top of it. However, we have managed to bear the brunt of the inundation by working all through the night (Just so long as you're back in the coffin by sunrise). I've still got a few unanswered questions and I'd just like to take the liberty of asking you to print them in Chimaera. To 'perplexed in Oxford, the answer is of course you can but don't let him know. To 'baffled in Belfast, well only if he does Mun-Fin, I'm afraid. To 'Stumped' of Salisbury (Rhodesia), well the answer is on the way. Oh, and by the way will the two who received Q34 and 35 please send them back 'cos I got them the wrong way round. And I hope it worked for Q196. And now over to Fudge...

Shut your arse, Guth! They only know me as Kledge. Anyway, down to bizness. Actually, I have been inundated more than you, as I have got some exams to do at the moment. It's lucky that I suffer from insomnia. Well, I must be reporting on my progress as this is what is small about. In answer to question number 6, 7, 78 you must not do as I said, but do the opposite as it isn't allowed in the rules. TO ABSOLUTELY mystified of Derby, IT'S sorcerer, NOT sorceror. and another thing, To Q, I, 9, you can do as you suggested but don't tell your wife. That reminds me, Due to the large amount of letters coming in, Personal problems can not be accepted by myself. Hold it the gdbvmx...&439a?m. Srooy for butting in on Kedges letter, but you must admit that it needs something to be desired. Ojh&@dgo Thatt's me back again, I must apologise about the typing, but it is this screwy typewriter that has its keys in funny positions. I mean, mine is in alphabetical order.

Would you please carry on to publicise the advice service in the same manner as last time, only please don't make it sound as though it's worth every penny when it's free; it makes it sound as though it's lousy - but perchance thou meant it, wise guy.

Sorry, Richard, didn't think you were really serious last time but as you are, I'll withdraw the statement I made last time in view of the above report and categorically state that it is not worth every penny that you have to pay. The service is free, stamps are 6½ or 8½p each.

Anyone want to withdraw from the Sorcerer game?

GAMES SHOP

Lee Johnson, 59 Hillview Avenue, Hornchurch, Essex, RM11 2DN would still like to acquire 'Acquire'. Please contact Lee direct if you have a copy for sale.*****

Waiting lists

- 2 season year Diplomacy 50p + £1.00 deposit R.Nash, Lee Johnson, Jan Johnson, K.Asholt, J.Bull, Clive Wardley ONLY ONE NEEDED!!!!!!
- Gibraltar list as last time.
- En Garde Game fee 50p GM Allan Ovens, address page XXVII
- Sorcerer No game fee! GM Kedge Neuman address page XV
- Railway Rivals GM: Dave Watts. J game. D.Tant, T.Ball, M.Lean, D.Thorby, I.McClaren, R.Bartle.

Isn't that about enough to start, Dave?

Subbuteo Table-soccer: GM R.U.Wright-Sharpe ONLY 2 NEEDED!!!!
No game fee!

For those who haven't noticed this issue of Chimaera has become rather rushed over the last couple of pages and that's because time is rapidly running out. Some items are going to have to be left out and held over otherwise this issue is never going to appear. Things to suffer will be: Dialect Corner....ahhhhhh, I say, I say, Isay.....ahhhhhh, Who said that...ahhhh, the 'sayings'.....ahhhhhh, Re-Discover.....ahhhhhh and Dave Allans election address.....ahhhh. Sorry, but if it's not too late they'll all appear next time. Looking at that lot it seems that we're leaving out as much as some of our competitors manage to get in!

Also in the next issue will be a Richard Nash revue of the game Breitenfield and perhaps a game revue from me too. Plus of course, pieces on dungeans and dungeon adventures from Paul Cook and Dave Tant and anything else I can get hold of in time. Why don't you write an article? Writers of all articles appearing in these pages get a free copy so don't hang about. Articles on gaming preferred, though articles on all other subjects considered. Please get contributions to me as soon before the deadline as possible to give me a fighting chance with the typing.

BOOK REVIEW

Another first for Chimaera, a book review. This is directed at all lovers of good literature and nothing to do with your crappy SciFi. The big news is that the 18th Boot book is now available and for only 30p. Rush out now and buy it while stocks last! Everyone's in there, Boot, Wellington, Marlon, Maisie, BH (Calcutta) failed, Baby Grumplin, Tatty Oldbitt, etc., etc. Can you afford to miss this literary gem? Maybe I ought to serialise it in Chim?

CHANGES OF ADDRESS

Dave Allan to 215 Burton Road, Derby.

Howell Davies to 86 Glebelands Road, Knutsford, Cheshire.

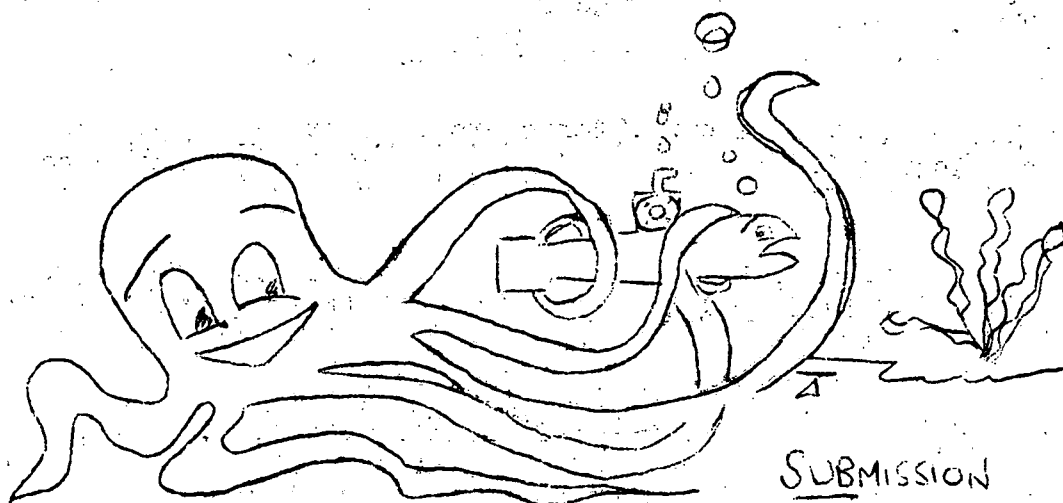
Bill Dove to 87 Woking Road, Guildford, Surrey.

Pete Lindsay from 5th June onwards, -20 Bloomfield Close, Taunton, Somerset.

Willy Haughan from July 1st, 72 Victoria Road, Workington, Cumbria.

Steve Plater from 25th June onwards 16 Howick Ave, Newcastle upon Tyne NE3 2NA.

CONGRATULATIONS to Bill Dove who is to be married on July 10th, you'll soon be one of 'us'.



Week 10 transfers.

Solihull, Birch (F) to bank for £5,000
Solihull, Lees (HB) to bank £5,000.
Yellow non-league C to Ipswich for £150,000. Name Harper into team 2.
Yellow non-league B to Liverpool for £150,000. Name Lynch in at 2.
Yellow non-league A to Peover for £122,000. Name R. Pounhan into team 5.
Arentford to Man Utd. Mansley (F) for £105,000, into team 7. Colour:
Luton to Newcastle. J. McDonald (B) for £32,000 - into reserves. Colour:

Reserves promoted to 1st XI

Sturton. Royle to 4. Watford: Scullion to 11. Bolton: Higgins to 5, Hopkinson
to 1. Walton: Reed to 6. WREBUs: Knight to 9. Ilford: Casey (F) to 2 (CM).
Peover: Ward to 9.

Miscellaneous.

WREBUs from Arentford, Workington, Allirens, Spornan, Ilford.

There is no difference in the chances, die thrown for home and away
teams, only in the 'convergence' die.

The 'places in Europe' mentioned last time had no special significance other
than being another of my ramblings to fill up a line or two. Thinking about
though if we follow this up with another season it might be interesting to
have a few teams participating in Euro-competitions. Say League champions, Cup
winners, and league runners up. European opposition always taking the red die.

There was not a non-league red player for sale last time.

Newcastles injured players: M. McDonald is now fit, T. Craig is now fit.

G. Nulty will be missing for two more weeks.

Waltons Pannell changes his shirt for a No. 6 shirt.

Lutons Owen changes his shirt for a No. 4 on and Verge's to one with a 2.

Evertens Lawton is injured until next week.

Waltons O'Toole is one level lower than their manager thinks.

Lutons Baynham is one level lower than their manager thinks.

Peovers Deakin is one level lower than their manager thinks.

+1's and -1's may not be saved up until such time as they can be used.

Stans Bastards injuries: Everyone is now fit.

Derby Countys ~~Kax~~ is out for only one week. Coops, sorry Tryon, is out for
2 weeks, these games and the next.

Nothing happens to green players relieving +1's or yellow relieving +1's.

Unsettled reserves

West Ham Utd:	Trevor Howe (B)	Scouts report: Green
WREBUs & BRU: (C)	Cassidy (HB)	" " " " Green
Sturton :	T.G. Jones (HB)	" " " " Green
Spornan Acads:	Varden (HB)	" " " " Green
Newcastle Utd:	J. McDonald (B)	" " " " Green

Players on offer from Non-league clubs:

Yellow: reserve price £115,000
Red : reserve price £75,000
Blue : reserve price £75,000
Green : reserve price £225,000

Please mark bids for Green players: £100,000.

folks, if you'd like to come with me over to the other side of the page
the first results should be starting to come in off the teleprinter.....

Week 10 mid-week results. (League).

Division 1.

Brentford (40) (1) 1 v Newcastle Utd (34) (0) 0 27,000
 Steve Pratt Steve Slater
 Embody 27
 Brentfords Norfolk (HB) injured, out 3 weeks, no sub.

Leyton Town (47) (1) 4 v Liverpool Y. (44) (1) 3 24,000
 Ron Canham Mick Bullock
 Beaumont 77, Foley 33, 87. Vick 7, Hamilton 60.
 Teanlan 85. O'Connor 86

Leytons Burley and Bertschin +1. Liverpool's Edwardes -1.

Leeds Utd (37) (1) 2 v Bolton Wand (39) (0) 0 12,130
 Tony Start Dave Tait
 Lawson 28, Gobbi 87
 Leeds Barber -1. Boltens Banks and Holden +1.

Manchester Utd. (46) (1) 5 v West Ham Utd. (47) (2) 2 31,000
 Allen Owens Richard Walkerdine
 Hall 62, 86, Mansley 48. Wagner 3, Copperfield 6
 Dennison 66, Say 82.
 Manchesters Hall -1.

Watford (32) (0) 0 v Everton (36) (0) 0 13,000
 Pete Cousins Bob Howes
 Evertons Portnoy and Kilpatrick +1.

Division 2.

Ilford Town (41) (0) 4 v Satans B's (32) (0) 0 18,000
 Laurence Parrott Chas Bedford
 Wheeler 55, Arlott 57, 59.
 Haskall 88.
 Satans Lou Siffer +1.

Derby Co. (45) (2) 3 v Walton C. (45) (1) 1 27,000
 Andy Davidson John Meaden
 Hector 2, Leary 7, Marsh 68. Brandon 36.
 Derbys Marsh booked, Waltons Meaden -1.

Luton Town (38) (2) 3 v MPBU & BBLU (44) (0) 1 27,000
 I'm just repeating, it's not a misprint!

Luton Town (38) (2) 3 v MPBU & BBLU (44) (0) 1
 Michael Green Paul Cook
 Brown 35, Verges 34, Owens 46. Trueman 76
 Lutons Owens and Bingham +1. MPBU's Booth -1.

Peover Celtic (43) (1) 1 v Aalfrens Utd XXXX (42) (1) 1 36,000
 Howell Davies Les Kennedy
 Ward 8 Develin 10
 Peovers Ward -1.

Spornan Leeds (35) (0) 1 v Workington Reds XXX (42) (1) 4 12,000
 Ian McLaren Willy Haughan
 Clunkley 85. Whakett 1, R.Knae 53, 56. J. McAggro 87.
 Workingtons Shillon injured, out 2 weeks - no sub.

Mid-week adjustments.

Brentford: Bett 4.
 Liverpool: Vick +1 for 5 goals.
 Liverpool: Hamilton +1 for 5 goals.
 Manchester United: Hall +1 for 5 goals.
 Peovers: Ward +1 for 5 goals.

Chimera Challenge Cup - 2nd Round.

Beauvale (4) (1) 1 v Allfrens Utd (42) (1) 2 24,000
 Rogers 12 v Hory 10, 59.

Satans Bastards (32) (0) 0 v Pentonville OB's (9) (0) 0 18,000
 Satans Rambling Sid Rumpo -1.

Walton Cloggers (44) (0) 0 v Liverpool Youth (45) (2) 3 172,000
 Rambert 14, Plomacy 25, Vick 7, 8.

Walton's Leman -1. Liverpool's Cameron +1.
 Ilford Town (41) (2) 4 v MPBU & BBLU (43) (0) 1 33,000
 Peart 2, Haskall 32, 55, Graham 60.

Tag Hill Bone Crushers (9) (0) 1 v Bolton Wanderers (39) (2) 3 24,000
 Buxton 84 v Edwades 32, Higgins 43, Gubbins 29.

Ipswich Town (49) (0) 1 v Derby County (49) (1) 4 24,000
 Bertsch 70 v Begg 14, Reynolds 51, Segal 25, Whitlock 73.

Sperran Head (35) (0) 0 v Brentford (38) (1) 1 22,000
 Sperran Pocket -1 v Best 20.

Manchester Utd. (46) (3) 6 v Luton Town XIX (40) (1) 1 33,000
 Say 2, 64, Mansley 12, 43, 78, Morton 44.

The following players are +1 for 5 goals: Ipswich/Foley, Man Utd/Mansley,
 Man Utd/Say.

- Leading Scorers
- 9. Haskall/Ilford.
 - 8. Begg/Derby Co.
 - 6. Hall/Man Utd, Joyce/Man Utd, Law/Allfrens, Mansley/Man Utd, Raymond/Man Utd, Peart/Ilford, Trueman/MPBU, Say/Man Utd, Vick/Liverpool, Waite/West Ham.

So 5 Manchester United players in the top 12 scorers!

LEAGUE TABLES

Division 1	P	W	D	L	F	A	Points
Manchester U.	10	9	1	0	38	13	19
West Ham Utd.	10	5	4	1	28	17	14
Brentford	10	4	4	2	19	29	12
Bolton Wand	10	4	2	4	14	14	10
Liverpool Y.	10	4	2	4	19	20	10
Everton	10	2	6	2	10	14	10
Newcastle	10	4	0	6	13	15	8
Leeds Utd	10	3	1	6	13	20	7
Ipswich T.	10	2	2	6	14	22	6
Watford	10	1	2	7	6	19	4

Division 2	P	W	D	L	F	A	Points
MPBU&BBLU	10	8	0	2	24	12	16
Allfrens Utd	10	6	2	2	23	13	14
Derby County	10	5	2	3	22	18	12
Peover Celt	10	4	3	3	18	17	11
Ilford Town	10	4	2	4	19	17	10
Workington R.	10	4	2	4	22	21	10
Satans B's	10	4	2	4	15	20	10
Walton Cloggers	10	3	2	5	16	20	8
Sperran Acad	10	2	2	6	12	25	6
Luton Town	10	1	1	8	10	18	3

THIS ACCOUNT FOR WEEK 9.

	Opening Balance	Running Costs	Transfrs	Other Costs	Gate Recpts	Other Receipts	Balance
Alltrans	139,800	14,000					
Bolton W	5,100	10,000					
Brentford	2,200	10,000					
Derby Co	292,700	29,300	164,000		32,000		24,200
Everton	49,000	10,000					
Exeter	305,400	10,600	(5)		27,000		66,000
Ilford T	97,200	10,000			17,000	72,000	173,200
Leeds Utd	57,200	10,000			27,000		74,200
Liverpool Y	82,100	10,000			26,000		
Luton	49,000	10,000			27,000		
Man Utd	74,900	10,000			41,000		
Middlesbrough	51,400	10,000			50,000		
Newcastle	226,300	10,000			38,000		
Peover C	36,900	10,000			29,000		
Satans B's	156,100	15,600			28,000		
Sporran A	102,400	10,200			20,000		
Walton C	118,000	11,800			19,000		
Watford	6,800	10,000			20,000		
West Ham U	114,600	11,500	76,000	20,000	35,000		
Workington	132,800	13,300			17,000		
Training incidents							

Everton: T.G. Jones +1. West Ham: No incident. Liverpool: No incident. Watford: No incident. Bolton W: New ground lighting system costs £20,000. Newcastle: No incident. Ipswich: No incident. Leeds Utd: Jones -1. Brentford: McLean -1. Man. Utd: Watson +1. Workington: £25,000 profit from short Euro-tour. Alltrans: No incident. Walton: Fined £10,000 for misconduct. Sporran: £25,000 donation from supporters club. Satans: Manning Sid injured - out 3 weeks. MPEU: Trueman -1. Derby Co: No incident. Luton: K. Hawkes top. Ilford: Pearce +1. Peover Celtic: O'Neill -1.

Goals news

Dave Tait 2 from 8 (cup), Bob Howes 3/10 league, 3/8 cup. Richard Nash 5/10 league, 5/8 cup, Michael Groom 3/8 cup. Allan Owens 6/10 league, 5/8 cup. Steve Plater 5/8 cup.

No nobody hits the jackpot though Richard Nash, Allan Owens and Steve Plater all found 3 correct forecasts from the cup matches. No free issues this time. I've been worrying about that offer for three weeks since I made it. I had visions of half the subbers getting them right and claiming a free issue. Try the same again for next issue with the Saturday matches. A free issue of Chimera for anyone finding 2 or 3 correct forecasts. Peover Celtic: Trueman -1. Walton: Clegg +1. Workington: Trueman +1. Luton: Trueman +1.

Managers Super-cup replay

Pontefract v Satans Bastards.

	P	D	W	L	F	A	Points
Manchester Utd	1	1	0	0	0	0	4
Everton	0	0	1	0	0	0	3
Derby County	0	0	0	1	0	0	3
Peover Celtic	0	0	0	0	1	0	3
Ilford T	0	0	0	0	0	1	3
Workington	0	0	0	0	0	1	3
Leeds Utd	0	0	0	0	0	1	3
Liverpool	0	0	0	0	0	1	3
Manchester City	0	0	0	0	0	1	3
Newcastle	0	0	0	0	0	1	3
Brentford	0	0	0	0	0	1	3

LEAGUE TABLES

	P	D	W	L	F	A	Points
MPBU & BRU	1	1	0	0	0	0	4
Ilford	0	0	1	0	0	0	3
Workington	0	0	0	1	0	0	3
Sporran Acad	0	0	0	0	1	0	3
Alltrans	0	0	0	0	0	1	3
Derby Co	0	0	0	0	0	1	3
Luton	0	0	0	0	0	1	3
Walton Cloggers	0	0	0	0	0	1	3
Peover Celtic	0	0	0	0	0	1	3
Satans B's	0	0	0	0	0	1	3

Now then, let's see what the people that won their cup matches have earned for themselves. The draw for the quarter finals.....

Allfrens Utd v Brentford
Bolton Wanderers v Derby County.
Ilford Town v Liverpool Youth
Satans Bastards or
Pentonville OB's v Manchester United

PRESS

ADVERTISEMENT

Exchange!! Green forwards for backe and goalkeepers.
Apply Ipswich T/M Ron Canham, 48 High Street, Ipswich. IP1 3QJ

THE GREEN 'UN

In a rare interview with Ipswich T/M Ron Canham as a comment to his NMR last week, he said "I thought I would ignore the team for a week to see if their luck would change. Still, it wasn't wasted. I needed the rest!" Now the club chairman has taken a hand and is offering a £10,000 reward for Romarks head on a plate. He says "I am not satisfied that Clive Booth is entirely to blame. I'll give 50p for his head on a plate!"

TAG HILL

You'll need a big platter, ever since this became THE BEST 'ZINE IN EUROPE my head has swollen several times over.

UPTON PARK

Well the fine was a bit steep, but I reckon it was worth it. But if Fiona costs me £20,000 I just hope they don't discover the truth about me and Linda Lovelace!"

TAG HILL - PEOPER CELTIC

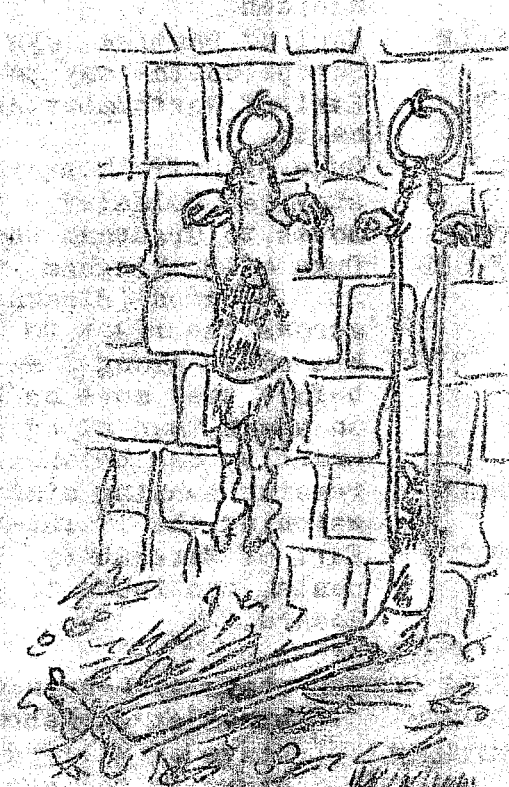
I don't care what nationality he is but he'd better have been resident in these islands for a couple of years otherwise he's inelligible!

LATE TRANSFER NEWS

Liverpool Y. to Workington McColl(GK) on 1 weeks loan with option to buy for £95,000, into reserves. Colour: Mick told you the truth.



"COULD BE BETTER - HOW ABOUT YOU?"



"WELL, I SUPPOSE THE RACK DOES HAVE ITS COMPENSATIONS."

KINGMAKER

I player NMF's this time, the same one as last time as it happens. I have a suggestion from one player that any nobles standing for three consecutive turns should be deemed to have died in their misadventures. I think that's a little harsh as I can see situations where players may not wish to move a particular noble but I will install a rule that says any noble not ordered for three consecutive moves will die in his misadventure. The controller of the faction concerned will receive the order of the boot and we'll finish the game with 1 player less. Take heed he who hath missed the last two turns!

TURN 11

- ADLEY stays in Canterbury with Edward of Lancaster.
- BEAUFORT Duke of Somerset curses the bad weather and plays strip poker with Linda, Mrs. Beaufort waiting for instructions.
- BERKELEY moves to Canterbury and lays siege to the city.
- BOURCHIER Earl of Worcester, Admiral of England, Bishop of Norwich moves with Neville to Kimboulton.
- CLIFFORD uses Mowbray for target practice (killing him) and wins a piece of his body which says "He didn't belong to the wrong faction". He then moves on to Blackheath in search of plunder.
- COURTENEY Earl of Devonshire, Marshall of England, Bishop of Lincoln moves to Canterbury and lays siege to the city.
- CROMWELL stays at Tattershall.
- FITZALAN Earl of Arundel, Chancellor of the Exchequer, Archbishop of York moves to Canterbury and lays siege, but only after clashing with Stafford en-route. See below.....
- GREY stays at Kimboulton with Howard, Nudge, and Mudge.
- GREYSTOKE Bishop of Exeter, Earl of Salisbury goes with Clifford to Blackheath where they meet Stafford. See below.....
- HASTINGS moves to West of Kimboulton.
- HERBERT stays at Llanstephan.
- HOLLAND Earl of Westmorland stays at Kimboulton.
- HOWARD plays poker with Mr. and Mrs. Beaufort and Talbot.
- MOWBRAY Duke of Norfolk is killed by Greystone..... or was it Percy?..... or could it have been Clifford? Anyway, whoever it was reckons it was an accident.
- NEVILLE Earl of Warwick lays siege to Kimboulton, but only after clashing with Scrope on the way to the walls. See below.....
- PERCY Earl of Northumberland, Bishop of Durham goes with Clifford to Blackheath.
- POLE Duke of Suffolk stays at Wingfield.
- ROOS stays at Helmsley.
- SCROPE moves to Grantham where he meets Bouchier and Neville and a sticky end.
- STAFFORD Duke of Buckingham, Chancellor of England moves to West of London (Blackheath) and wastes the rest of his turn trying to get across the river to the city of London when there isn't a bridge. As he's drying his socks along come Fitzalan and Berkeley, a brief battle follows before they move on but then no sooner has he sat down to put his socks on again than along come Percy, Greystone and Clifford looking for trouble. See below.....
- STANLEY remains sunning himself at Douglas, keeping a wary eye on Le Roses and watching the TT races.
- TALBOT Earl of Shrewsbury, Warden of the Cinque Ports now down to his under-pants, continues to play strip poker with Mr. and Mrs. Beaufort and Howard.

- LE CHRISTOPHER stays at Penzance
- LE LUCAS stays at Carlbrooke
- LE MICHAEL stays at Milford Haven
- LE SWAN stays at Colchester
- LE GEORGE stays at Corfe.
- LE MARGARET stays at Boston.
- LE ROSE stays at Douglas.
- LE TRINITY stays at Corfe.

BATTLES

Contestants

Venue

Result

Scrope v Bouchier and Neville

area around
Grantham

Bouchier and Neville
victorious, Scrope dies
during battle.

Bouchier and Neville siege Kimboulton

Faction.....
Can't raise enough
troops so sit outside.

Fitzalan and Berkeley v Stafford

Blackheath

Inconclusive. No major
casualties.

Fitzalan, Berkeley and Courteney siege

Canterbury

Bad weather postpones
attack.

Percy, Greystoke and Clifford v

Blackheath
Stafford.

Percy and friends
victorious but Greystoke
is mortally injured.
Stafford taken prisoner,
faction.....

END OF TURN ACTION

Plague strikes Lancaster and Chester - no effect.

.....and Berwick with the same effect.

.....and at Canterbury but with more effect. Audley and Edward of Lancaster
contract it and disappear from the game, Fitzalan, Courteney and Berkeley thank
God the weather was against them earlier on.

NOBLES APPEARING NEXT TIME.

Nowbray at Usk.

Scrope and Greystoke have not reappeared as there were so many cards in the Crown
pack everyone gets one and they were left behind.

What did you get from it? See below.....

Men United are Supreme Society - Richard Nash.....

Ye Olde Englishe they've already landed Society - Dave Allen.....

Windsor Knight o'Nuff - Dave Teat.....

The Admirals Men - Steve Doubleday.....

Quixotes Windmill Baskers. v Ron Canham.....

Ryde Boot Boys - Paul Cook.....

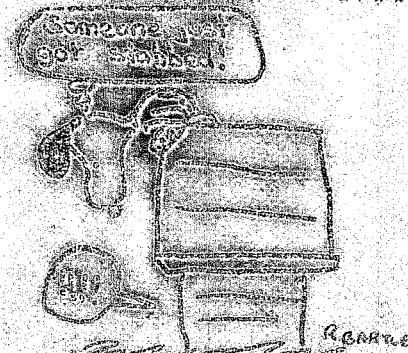
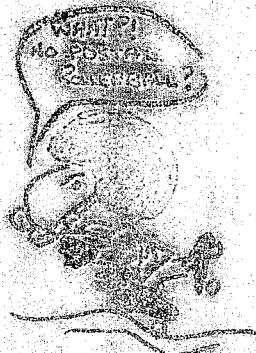
Royal Ratchers - Ian Jones.....

Well, well, well, that moves certainly changed the whole face of the
game and we're rushing towards a conclusion. Only two nobles left now, one from
each house and both of them unscathed since the game began. Margaret of Anjou
still sits in Fotheringhay waiting for her prince to arrive while Richard, Duke
of Gloucester tries to get the taste for frogs legs in Calais. I suspect that
we may soon see a mighty armada in the Channel.

PRESS

STANLEY TO COURTENAY

Ha! Ha! I am not amused.



Yours
ever yours
Graham

Walter & Neville and Neville

Walter and Neville also Knibbles

Blackburn and Berkeley v. Stafford

Blackburn, Berkeley and Canterbury

Blackburn and Clifford v. Stafford

THE WINTER ACTION

The winter action was against them earlier on. It was a bitter battle and the result was a narrow victory for the winter action. The winter action was a bitter battle and the result was a narrow victory for the winter action.

THE WINTER ACTION

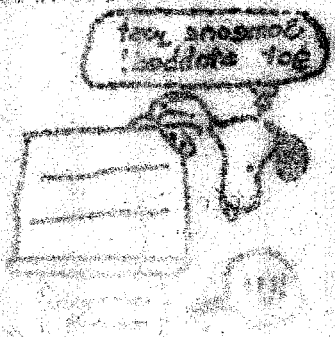
The winter action was a bitter battle and the result was a narrow victory for the winter action. The winter action was a bitter battle and the result was a narrow victory for the winter action.

- Richard Nixon
- Richard Nixon
- Richard Nixon
- Richard Nixon
- Richard Nixon
- Richard Nixon
- Richard Nixon
- Richard Nixon
- Richard Nixon
- Richard Nixon

Well, well, well, that move certainly changed the whole face of the game and was a real turning point. Only two moves left now and the game is almost over. The winter action was a bitter battle and the result was a narrow victory for the winter action.

THE WINTER ACTION

Hal! Hal! I am not amused.



LETTERS THAT CROSS

Some response to the 'Letters that cross' article I printed last issue, so this time I can publish some of your submissions. The first ones are from Richard Bartle.

Dear Mr Capone,

In accordance with your orders, I have passed the initiation test for your west side mob. I bumped off some old dame last night whilst she was listening to the wireless. I managed to scrape 42 Dollars from her purse under the dresser. Dunno who the family was, but she wasn't well kept. Well, can I join the mob?

Yours,
G.MANN.

Dear Mr. Mann,

So you wanna join the mob. Well as from today, your initiation job has been altered. Some dirty murdering louse knoked off my grandmother last night, and I want you to bring the culprit to me - alive. When I get the dirty fink, I'm gonna blow his head off. If you bring the scum, then you can be one of my hit men, if not, well....

Yours,
A.CAPONE.

Dear Linda,

Thank you very much for the ingredients of that delicious cake that you sent me through the post. As you know, out here in Mexico these things are very hard to come by, but your tinfull of goodies has brightened up our lives. I set about making the mixture immediately, following the recipe you enclosed, although I couldn't find a mention of the grey powder which you also included. I think I correctly guessed that it was flavouring, as I mixed it in and the resulatnt cake is delightful. Could you send me some more, please, and tell me the name so that I can discover if it is available out here?.

Yours,
SARAH.

Dear Sarah,

I hope you received the cake ingredients I sent you. I bet that tin of ashes stumped you, as I forgot to send you the letter I had written. They are those of your late Uncle Gregory, who died last week aged 92. I hope that you can pay your last respects before sending them back.

Yours,
LINDA.

And now one from Adam Quinton:

Dear Mr.Boot,

It's been 30 weeks now. Aren't I ever going to get my stereo back? It never worked from the moment I had it. The table revolved too fast, the amplifier was useless, the speakers were out of phase. I took advantage of your repair service and look what happens! I will never visit your establishment again and you can be sure that I am taking this matter to court.

Yours,
MR. BLOGGS.

Dear Mr. Bloggs,

Sorry about the delay but your stereo set was one of a faulty batch and we have been waiting for the manufacturers to replace it. Your set will arrive by special delivery in a few days with £10 compensation for your worries.

Yours,
MR. BOOT.

More next issue, anyone else got any entries for this section? Come on now, use your imagination.

XXXX VI

For those of you who don't like venturing into uncharted lands the following will be your map. It's the INDEX.

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This issue goes free to Richard Nash, and Paul Cook.

DEADLINE for issue 18 Friday the 9th of July. 1976

Kingmaker, Soccerboss, Formula One 1 week before. i.e. 2nd July 1976.

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