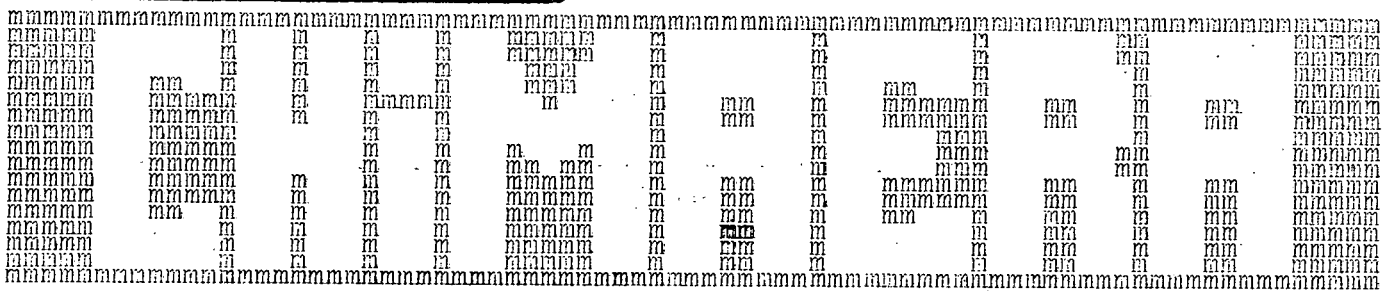


This is Chimaera issue number 31 a fan-zine of postal games playing that owes absolutely nothing of it's origins to SF fandom, so there.

It is edited, compiled and published by Clive F. Booth of 71 Clara Mount Road, Langley Heanor, Derbyshire, DE7 7HS who is assisted in so doing by one, Boot the wonder-dog.

Cost of the magazine is but a meagre (let's get the decimal point in the right place this time, Boot) .88 of a penny per sheet which makes it a bargain indeed unless your name is Haven or Willey.

Frequency of the magazine is 4 weekly and it is never late (touch wood...). Circulation is now running at an all time high and still rising.



ISSUE NUMBER THIRTY-ONE

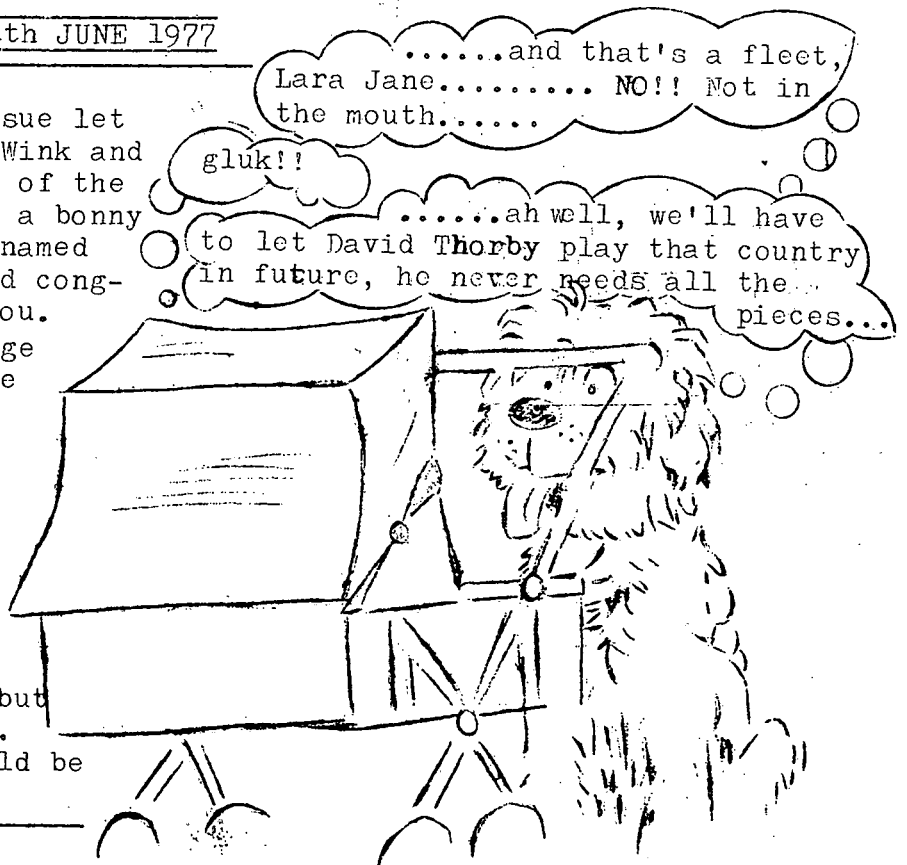
24th JUNE 1977

And first of all this issue let me congratulate Chim subbers Wink and Linda Thompson on the arrival of the new addition to their family, a bonny bouncing 7lb lloz young lady named Lara Jane. Well done, and congratulations to all three of you.

Secondly, thanks to George North, or rather, son of George North, for the 'impossible' structure featured at the top of this page.

And that reminds me that I've kept meaning to ask all you super artists out there to have a bash at designing me a cover or two. How about it? Humorous ones featuring Ol' Boot would be preferred, but really you've got a free hand. Only things I'd object to would be Snoopy, Muppetts or Frogs.

DOGS IS BETTER'N FROGS



POLLYANNA SPEAKS

Yes, I admit it's true, dear ol' brown eyes and I got the blessed decimal point in the wrong place again last time when we quoted the price as .0088 of a penny per page and not .88 of a penny per sheet as it should be. The incorrect price there would make a typical 36 page effort something like 1½p for 10 copies, a gift indeed and although it's the value I'd put on a couple of our competitors, I do feel that Chim and Boot and I would be a little under valued.....not a lot, but a little. Therefore, I regret that we must maintain the price at the extortionate .88 of a penny per sheet making the cost of a 36 page issue 16p. Now, as many of you will no doubt already have seen, Paul Willey in the current issue of the I.D.A. House 'zine 'Queen Victorias Funeral' points out that this is 'a fortune' and I suppose that if the B.B.C. really pay him that badly we should show a little sympathy. Interesting to note though that he is putting up the price of his own magazine 'Eclipsor' to 1½p for 18 pages which works at at 38% more expensive page for page than this very issue of Chim which, by his admission, 'costs a fortune'! I think we could well have a case here for the prices board to look into. Admittedly 'Eclipsor' is printed on foolscap to Chim's A4, but 38%? Really.

Actually, I know full well that the reason for the discrepancy in the pricing of the two 'zines is probably due to the difference in circulation. Chim has a larger circulation and hence I am able to keep the price down to reasonable levels. Another person with things to say about price was Will Haven in Bellicus 42. There he tells all his readers that an 'average' issue of Chim (including EG) costs 28p and that to my reckoning makes the 'average' Chimaera/En Garde partnership one of 64 pages in length!! Fortunately no one ever listens to Will anyway, having learnt their lessons from other equally ill-informed comments he's come out with in the past. Incidentally, Bellious costs a massive 12½p for 16 pages, a mammoth 77½% more than Chimaera! The reason for that isn't so obvious, for, as Will has been at pains constantly to point out to me in the past, the circulation of Bellicus is more than that of Chim.....or at least he says it is. Still, as I said earlier, we've learnt not to listen and, after all, what else should we expect from a man who honestly believes that the Brothers Grimm and Hans Cristian Anderson wrote Science Fiction?

Since we're on the subject of cost of amateur magazines, I'll give you a few figures relating to Chim. Over the first 29 issues the magazine is showing a loss of £102.22½ which works out at £3.52½ per issue. That may seem a high figure at first, but remember this is my hobby and I consider it a fair price to pay for the enjoyment it gives. Ever since the very first issue I have kept records of all the expenses I have incurred owing to the magazine, everything from the rolls of sellotape used for sealing it to the meths used for cleaning the typewriter keys or imbibing when the GMing goes on into the early hours. It also includes the cost of all letters, telephone calls etc. that have been purely to do with the magazine and so I think gives a fair reflection of the financial costs of running a magazine (though of course it doesn't take into account all the hours of loving devotion that are put into its compilation and production). Still, it should give any other prospective publishers some idea of what they're letting themselves in for. Another interesting thing that came up whilst I was looking at the financial position, was the cost of folding Chim. I would obviously pass on outstanding credit and game fees to whoever took over the games and that means I'd have to find in the region of £258.00 (!!). A lot of it I hasten to add, is deposited in the Chimaera bank account, but something like £125 - £130 is tied up in stocks of paper, stencils, ink etc. that litter one of the bedrooms. Even if I wanted to fold, the earliest it would become financially possible would be around about next Christmas, but I ain't going to anyway.

Somewhere I've still got a £10 box of coloured spirit duplicator stencils left, a £5 box of purple ones, and about a ream of master-paper from the days when Chim used to be printed that way in glowing colour. If anyone is interested in making me an offer, go ahead.....

But enough of financial matters, though I'd just like to point out first that there is intended to be no implication in the above that some editors are overcharging. I'm sure they are not and I realise full well that the price of commodities varies up and down the country. Indeed, there are magazines available cheaper than Chim and it's just that I simply find it ironic that of the two people I've noticed commenting on Chim's high price, both are turning out efforts costing, page for page, considerably more.

An occasional look at some of Chim's better known readers.

RICHARD NASH

Zzzzzzzzzzz...

Right, who's first.....?

'Not many Chimaera readers have had the privilege of meeting your prolific correspondent face-to-face. He lives in a charming bijou bungalow set scenically in the centre of North Belfast's 'Murder Triangle'.

The directions are simple - turn right after the fourth bomb-site (the lamented Lansdowne Hotel).

As I rang the bell the gentle zephyr wafted the smoke **FROM** the last explosion through the budding cherry trees. Richard's smiling, jovial face appeared at the door and led me past the ancestral portraits. His brother is the latest addition to the list, commemorating his selection on the Ulster Rugby team. With such a sporting background it was inevitable that Richard should turn into Diplomacy (not to mention Kingmaker, Soccerboss.....) but I forgot to ask when Richards appointment with the family artist would be.

Our discussion ranged widely over Richard's many interests. I learnt many valuable tips - "...as Turkey I get an alliance with Russia and then in Spring 1901 I put a fleet in the Black Sea and an army in Armenia....", though Richard expressed surprised concern at the reputation he seems to have as resembling Hitchcock's hero in 'Psycho'.

I gained the impression of a well rounded, cultivated and civilised human being. Not only did he introduce me to 'Chimaera' but he refutes utterly idle slanders spread there of Ulstermen as 'boring, insipid morons.' But then I haven't played him in Diplomacy.

James O'Fee

Richard Nash! How can one describe such a fine example of a living hunk of meat? Inadequate comments spring to mind, such as 'The inverse of Oscar Wilde', and 'He's as interesting as a used dot-to-dot book', but these lowly attributes are merely a fraction of the wealth of commendations applicable to Richard.

I have never been honoured with being allowed to see Richard, but all indications are that it would have been a memorable as a slip in a cow field. Indeed, I have heard tell of some people who, upon seeing Richard's face, were so overawed and overcome with wonder and gratitude that they have been allowed to meet their idol that they turned to stone. At least that's what his story was.

However, few people know of the strange 'affliction' which gnaws at Richard every second of the day, eating away his strength and corroding his wits, for hours and hours and hours. Few people know of the bravery he has faced up to this problem with, or the courage with which he has abttled on, brushing the pain and suffering aside, just to see it does not affect anyone else. However, I have information from his GP, procured at tremendous expense, which gives the devastating knowledge that Richard Nas is suffering from a seriously damaged ego. His ego makes him write articles every second of the day, eating away at his strength and corroding his wits. These articles last for hours and hours. Few people know what bravery he has stood up to the tremendous opposition with, or the courage with which he has abttled on, brushing away the pain and suffering his articles cause in other people, trying to see that his strategy articles don't apply to anyone else.

Richard is indeed a wonder. I wonder how UKDA finished above the Norns? I am myself a great lover of this sub(standard)-zine of his, and I find it every bit as interesting as 'War and Peace' in the original Russian.

So let me finish with a quote from a well-known Diplomacy personality, who for reasons of personal safety wishes to remain anonymous: 'Diplomacy without Nash is like a goat without a tennis racquet'.

So true, so true.....

Richard Nash is lovely, one of my most favourite dippy people. He writes to me regularly and is always very nice. But for his help I would have long since disappeared of the board in 'Echo'!

Maybe it's just because I'm a woman that he's so nice to me because he seems to be quite ruthless in some of his games or maybe he's just lulling me into a false sense of security. Maybe he's going to stab me after all. WINK get out the dippy board. Must go know, got something I must study.....

Jude Thompson

I have been a great friend of his since birth and can honestly say that I know him better than the rest of you put together. He rose to fame through the ranks of Academy more on sporting achievements than academic ones - which only goes to prove how thick he is. After A levels he moved to work for Courtaulds in Carnkoney, and succeeded in getting the factory closed down after only one year. A remarkable achievement. He entered dippy back in '75, through Mensa and the guidance of Mick Bullock (snigger) and hasn't looked back (and Mick always does now, in fear of his life.)

A very quiet person, he visits his family at meal times and also on Sundays since he doesn't get up until lunch-time. Has a habit of calling just around the time you are about to have dinner, tea, supper or similar edibles. Terrible writer, his boring press is very apt. As regards the virility complex, he once told me 'variety is the spice of life' and does practice what he preaches. You always notice him at parties (left on his own.....)

CRETIN

When I first told Richard Nash that I would start writing things about him in 'To see oursels' he just said that he hoped everyone else would write too so that Clive would be bored by running an entire 'zine consisting of Nash criticisms. Bearing this in mind, I intend to make my letter as shrt s pssble.

Whn I frst mt up wth Rchrd I thght 'Ho by, ths blks rnd th twst' bt afr a whle I dscvr d tht he ws slo a strk rving lnatic. I ly clm to bing th frst prsn to sy his rtclcs are brig. In ltr l42 in Chmra I atted tht I nvr read hs rvies nd tht n-ne els dd ther. Hv a lk f y dn't blve me!

Rchrd s nt bring in ll usl wys - h's vry vrstile n hs bringness! H cn wrt a bring strtgy rtcl jst s sily s a brn pce f prss. H cld bre th brds ff th tres f h s dsred. Rchrd jst hs t b th mst bring prsn alve n ths wrld tday.

T cnclde ths lttl anc dte, I'd jst lke to sy tht if UKDA PF gs hd wth th fld w'v bn thrtnd wth thn Richd wll infct othr znes instd. So whtvr y d, dn't tll hm to stp pbbing UKDA PF. Th wrld my nvr rcvr frm th tdl wv f brdom whch wll rse p out of th dpths f th vd t drve ll we pr dplmcy plyers t tke p pstal chss..... or tht stpd pstl sbbteo gme...

RICHARD BARTLE

What can I say? Kind, generous, warm-hearted, honest - a true gentleman. And now for the truth.....!!!!!!?? (That's it!!)

Amie

MY OPINION OF R.NASH ESQ

I don't have one. He isn't worth an opinion.

NATIONAL OPINION POLL

And that's Richard Nash as far as Chim readers are concerned. Thank you all for taking the time to state your opinions. Next issue let's try a slight variation on the theme and instead of your opinions and thoughts on a well known member of the hobby let's do it instead on a well known magazine. A chance to write your own 'zine reviews in fact.

Remember though that I want your honest opinions, if you like something say so, if you don't then say that as well. If you wish your comments may be anonymous. I'm tempted to make Chimaera the first in the firing line, as it's the only one that I know for certain you all read, but I won't. Instead

I'll plump for 'Ethil the Frog' which as you all know comes from John Piggott 15 Freeland Road, Ealing Common, London W5 3HR. (Now I've told you the address you can write for a sample even if you haven't seen it before....don't tell him why you want it though..).

Of course, it would be only natural for a few words about the editor himself to slip into a few of the reviews wouldn't it?

'FORMULA ONE' SOLITAIRE RULES

by DAVID BOLTON

One of the more rankling things with being a games fanatic is that whenever you feel like playing a game, there is never anyone else about that feels the same way. Many games manufacturers are beginning to appreciate this and are including solo scenarios in the rules, but that doesn't help people who have got some of the old favourites. Here then, David Bolton, provides his answer for one of these games, Waddingtons 'Formula One. So get down that box, decide which car you want to drive and then use the following tables to determine the movements of the others.

Prior to every move measure the cars distance to the next bend, cross reference this distance with the speed marked on the bend to obtain a letter from Table One.

TABLE ONE

<u>Bend speed</u>	<u>Distance in spaces</u>					
	<u>1 - 3</u>	<u>4 - 5</u>	<u>6 - 9</u>	<u>10-12</u>	<u>13-15</u>	<u>16-19</u>
40	A	A	B	B	B	B
60	C	C	C	D	D	D
80	E	E	E	F	F	F
100	G	G	G	H	H	H
120	I	I	J	J	J	J

Next, cross reference the letter obtained from table one with the cars present speed on table two.

TABLE TWO

<u>Letter</u>	<u>Current speed</u>								
	<u>20</u>	<u>40</u>	<u>60</u>	<u>80</u>	<u>100</u>	<u>120</u>	<u>140</u>	<u>160</u>	
A	+40	-	-20	-20	-40	-40	-60	-80	
B	+60	+40	+20	-	-20	-40	-60	-60	
C	+60	+40	+20	-	-20	-40	-40	-60	
D	+60	+60	+40	+20	-	-20	-40	-60	
E	+60	+60	+40	+20	-	-20	-40	-60	
F	+60	+60	+60	+20	+20	-	-20	-40	
G	+60	+60	+60	+40	+20	-	-20	-40	
H	+60	+60	+60	+40	+40	+20	-	-40	
I	+60	+60	+60	+60	+40	+20	-	-20	
J	+60	+60	+60	+60	+40	+20	+20	-	

Finally, roll a six-sided die.

<u>Roll</u>	<u>Result</u>	
1	CL -	
2	CL ±20	CL = the car changes to the lane to the left.
3	- ±20	
4	-	CR = the car changes to the lane to the right.
5	CR ±20	
6	CR -	±20 = the sign is chosen so as to oppose the modifier obtained from table 2. i.e. if the table two modifier is 60 and a 2, 3 or 5 is rooled the modifier is only 40.

The final modifier is now added to the current speed to give the new speed. Any penalties are administered and the car moved the appropriate number of spaces.

For use of tactic cards:

If 'Accelerate to 120mph possessed, employ at start.

If dice roll modifier is six then use one card (pick randomly). If good cornering, ignore speed modifiers, if negative, add 20 instead.

When tyre wear or break wear reach maximum, car will pull into pit at end of lap.

1977 DAVID BOLTON

Right, now all go away and try it, let me know what you think, what are it's failings etc., and I'll publish any relevant comments/suggestions next issue. In the meantime, what about other games? Does anyone have solitaire rules for any other old favourites (or even new favourites)?

**** * * * * *
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* * * * *
* * * * *

WADDINGTONS: © 1972

A review by TONY BARTLE



'Speculate' is, by far, my favourite face to face game. The reason I enjoy the game so much is probably because I enjoy turning a little money into bountiful amounts without trying too hard, but I like to think that I win by skillful judgements and intelligent decisions (don't we all!).

Basically, the game involves buying certain shares in stocks, preferably at low prices, and selling them later on, preferably at high prices.

The shares in stocks are divided into five categories: Mining, Stores, Transport, Property and Engineering. There are limited amounts of stock and the shares representing them, and their availability is designed to run short, along with cash, later on in the game.

To gain possession of shares it is necessary to pay point value per share, ranging from 0 points to 30 points. The cost is a pound a point, unless buying from the bank, when the points total is taken to be +1 of that on the Stock Exchange, or -1 if you're selling.

To enable the shares points to fluctuate properly Waddingtons have introduced certain cards to help influence the fluctuation. These cards can raise or lower the points value by up to 4 points, and there is much cursing to be heard when a -4 points card is played!

Waddingtons have also been so kind as to include 'dividend cards' which pay, of course, dividends in the specific stock mentioned on the cards thus bringing a little more money into the pockets of the players.

And just to make the game a little more interesting, task cards have been introduced. These cards are used by many to be their main objective during play, and who can blame them? Each card carries 3 specific titles of stock with the objective number alongside. (The objective number equalling the amount of shares held x points value on the stock exchange.) It is necessary to reach every number before the task card can be declared completed, (usually to groans of dismay). However, if the player has any other type of stock, his declaration is void (followed by whoops of delight!)

To give each player a sporting chance, the task cards are divided into certain degrees of hardness. To begin with each player has the easiest task to complete, and immediately on its completion he is given a task card to the next degree of difficulty and so on...

Every-time a task is completed, the player receives £25 from his fellow gamesters and £125 from the bank.

The highlight of the game is when someone goes bankrupt. He loses every-

thing, and all but himself laugh...!

Although I'm sure it's illegal, double dealing and bribery is ripe! If one is holding a sufficient amount of stock and knows that his neighbour has a +4 points card in his particular stock, (by methods known as 'cheating'), a £50 bank note might persuade him to play it.

The game comes in an attractive box, designed to hold everything during play, and includes a French set of rules (wow!)

Finally, the ratings:

Complexity	8	Playability	9
Skill	10	Adaptability	Not really!
Length of game	5 to 9	Enjoyment	10
Postal playability	1	Overall value	10
Action/Excitement	9		

TOTAL RATING (neglecting 'Adaptability', 'Length of game' and 'Postal Playability') = 9.33

Beats Monopoly anyday!!

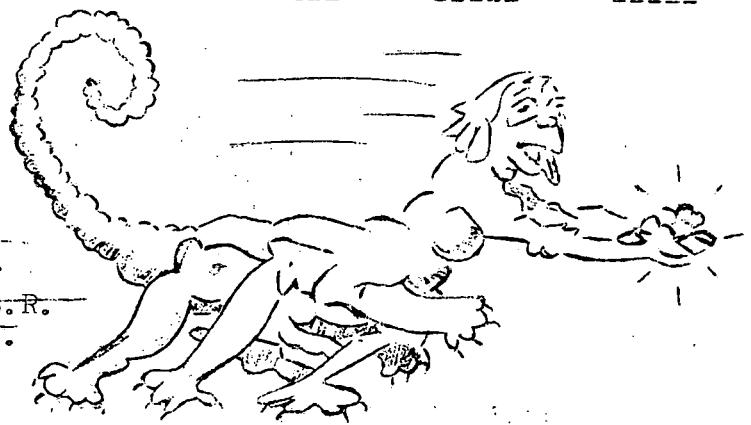
1977 TONY BARTLE

TEKUMEL

THE EMPIRE OF THE PETAL THRONE

An adventure in umpteen parts, set on the fantasy world of Professor M.A.R. Barker and recreated by the T.S.R. game 'The Empire of the Petal Throne'.

THE QUEST FOR THE TREASURE OF
CHAYAU'DLANG'USH



Part Fifteen

Dyoghraykh was first out of the boat as it ploughed into the soft, almost white sand of the beach and he danced up through the surf in a merry jig, celebrating the feel of firm earth once again under his feet after almost a month and a half on the sea. The huge lumbering frame of Greshl was not far behind him in splashing up the shore and when they met the two of them linked arms, dancing, swirling, shouting, laughing, leaving circles of footprints in the damp sand. The other members of the party looked on in amusement, egging them on with happy shouts of their own until they were sharply jogged back to reality by Qyshu ordering that the boat be hauled up the beach to above the high water line. The state of euphoria lasted however, and the whole party continued to laugh and joke as the boat was dragged through the sand. Alongside them as they laboured, walked Qyshu and Greshl discussing their various theories as to how the island could have been omitted from the official charts for so long. Then Qyshu stopped sharply and reached out to touch the arm of Greshl stopping him too.

"Hold it with that boat" he said calmly to the others, "I think the natives are about to welcome us....." and he nodded in the direction of the trees up ahead from which a party of humans had just emerged and stood facing them about 50 yards away. All of the fighters in Qyshu's party stiffened and although they made no obvious moves for their weapons it was clear that they were weighing up the opposition and gauging their chances should they prove unfriendly. Hailmhuling counted 35 of them but there could be more in the trees to the rear. They didn't look like the natives they'd expected either, very few of them were dressed in animal skins and most had light Vringalu hide armour. Here and there a few were dressed in magnificent suits of Chlen hide plate brightly patterned with daubs of blue, red and yellow pigment. Their weapons as well didn't look the crude affairs that one would expect of natives on an uncharted island. Not many were on view, the small arms remaining in

in belts and sheaths, but here and there well made spears and pikes rested beside the men.

One of the men, obviously the leader or chosen spokesman for the others, stepped forward from the shade of the trees and the colours of his armour increased in intensity with the bright sunlight.

He came forward until he was about 25 yards away and then stopped.

"Ilcobaltoon ashee'bentum sibii Kibl'staanti?"

He seemed to be asking them something and certainly didn't seem to be aggressive. Qyshu took two steps towards him to show that he would speak for the others.

"I do not understand" he said, shrugging his shoulders and spreading his palms.

"Bentaalun obsterin meekaan declaast....." the native went on, talking all the time as he delved into his breastplate and brought forth what looked to be a large, dull gemstone, but which Qyshu immediately recognised with mounting apprehension as an 'Eye'. The native kept talking, the syllables, meaningless, droned out over the Tsolyani party. The others too recognized the 'gem' for what it was and nervous fingers touched weapons by their sides as they each moved cautiously away from the magic-user and out of the direct line of fire of the device. They knew from experience that most of the old 'Eyes' on the planet (ancient technological artefacts of the old civilisation), had a very limited directional beam and that the more space they kept between each other the more chance they would have of avoiding any effects.

"Steady" said Qyshu softly and calmly to his men, "and keep watching the others too, don't let him draw all your attention and don't touch your weapons unless they do something definitely aggressive", then turning to Greshl who had sidled about 5 yards away, putting a little distance between them, he said "He's making it obvious he's got the 'Eye', as if he wants us to be sure what it is. Perhaps he's giving us some sort of warning to keep away?"

Greshl glanced briefly at Qyshu before reverting his gaze back to the man that faced them. "I don't think so" he said, "his tone doesn't sound threatening and that bloody grin on his face looks positively friendly.....LOOK OUT, here it comes.....!!!"

The native, still gabbling away in his undecipherable tongue had pointed the 'gemstone' towards Qyshu who tensed himself in anticipation. He felt pretty sure that the man facing him had the intention of plastering him all over the shoreline he would have done so immediately without the long performance that had led up to it. In fact he knew full well that the chances were that the 'Eye' would be something quite harmless, for he'd decided in his own mind that the man now pointing it at him had gone through the long performance simply to set his mind at rest and that his intentions were quite peaceable. Now though, as he looked into the crimson eyelike gem in the leading edge of the device facing him it was becoming increasingly difficult to maintain that conviction. Greshl was by now about 10 yards away and so never heard Qyshu's muttered comments that if the 'eye' was being used as a weapon against him he'd show them firsthand, 'the biggest bloody display of fireworks they'd ever seen' - possibly he meant he'd blast them with a 'Doomkill' spell...that would certainly be spectacular!

Facing him the native leader was still babbling away as he depressed the stud on the 'eye' that activated it. Qyshu started slightly and flinched away, but all that happened was that the unintelligible babbling of the native suddenly became intelligible. Qyshu could still hear the words as they were spoken and they still made no more sense than before, but the meaning of the words was somehow being fed directly into his brain. The native stopped speaking but his thoughts were now passing directly to the mind of Qyshu who was vaguely aware of Greshl off to his right asking if he was all right. In reply he nodded that he was and motioned with his right hand for Greshl to be still.

"I am sorry if I frightened you with the 'eye', but as you can see it is no more than a communication device", said the voice in Qyshu's head. Well, actually it didn't 'say' and there wasn't even a voice, Qyshu just knew, somehow, exactly what the other was trying to communicate to him.

"I guessed as much" he replied, "though I won't say that I wasn't a little worried. Excuse me, but I must tell my associates here to relax, I can see that they are still very worried." Then he turned to Greshl and his other men,

informing them of what was happening and that everything, for the time being, was alright. The device, he said, was simply an 'Eye of Incomparable Understanding' similar to that which Dyoghéykh had owned but which had been destroyed as they left the Jakalla underworld on their last expedition. Then he returned his attention to the man with the 'eye', whereupon he was welcomed to the island which the inhabitants called 'Chádlang' for no reason other than that it had always been called that' and asked what it was that bought himself and his ship there. He told the man simply, and truly that they were adventurers who had been bought to the island by stories of a forgotten fortress in the hills, and that it was their intention to re-discover it. The man doubted the existence of any 'forgotten fortress' in the mountains, but informed him that there were the ruins of an old castle up in the Rainstone hills, surely he didn't mean that? A further exchange proved to Qyshú that this was indeed the 'fortress' they sought but he refused to go into more detail about why he was so interested. Their 'converstion' then developed along different lines as Qyshú asked about the possibility of buying provisions to replenish those on the ship and at at this the native spokesman became very business-like. Certainly his people would be pleased to discuss terms, perhaps Qyshú and his party would care to accompany him to the village where they would be able to hold their discussions in comfort?

In silence the two parties set off for the village with the natives leading the way and also bringing up the rear. Two charges from the 'Eye of Incomparable Understanding' had already been expended and as the devices did not last forever the owner was loathe to use more. To get back to the village they took the path back through the forest, at first along a path that the natives had obviously cut on their way to meet them a little earlier but later, after about half a mile, along a footpath that maintained it's clear course through the forest owing to constant and regular use. Even so, it was still only wide enough to allow passage in single file as the oppressive, closely woven branches of the undergrowth pressed in on each side. It was hot, it was humid and the three mile walk to the village was uncomfortable to say the least. Qyshú wondered why they hadn't just walked along the beach and saved all this. The trees and undergrowth were full of animal sounds, some of which were immediately recognisable to the party as creatures they knew but others to which they could put no names at all. The undergrowth there by the path was so dense that they saw no sign at all of the forest dwellers and it was only the incessant echo of animal calls through the trees that betrayed their presence.

Eventually the two parties broke from the cover of the trees onto the bank of a river flowing into the sea off to their right. Across the river, some 200 yards or so away, nestled the huts of the village, and three sharp blasts on a conch which one of the native party was carrying soon bought forth three outriggers, ploughing across the waters to meet them.

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INVESTERBOSS
GM: IAN MCLAREN

FINAL STATEMENTS (as at 7th May 1977)

A year after the start, the fund managers' performance is now ready to be measured. It's been an odd year, with the market plummeting down for the first six months, then rising even more sharply in the second six months. The better investors managed to outpace the cash fund, although some of the more extreme portfolios managed to lose money.

<u>FUND</u>	<u>PLAYER</u>	<u>FINAL VALUE</u>
Caledonian Investments	Gus Ferguson	£121,205
J.S Investment Trust	Phil Stutt	£118,700
Swinging Securities	David Tant	£118,234
UKDA Pension Fund	Richard Nash	£113,494
Hunts Cabmens Widows	A.N.Other	£113,454
Scrooge Savings	Andy Davidson	£109,583
Great Intl Growth Fund	A.N.Other	£106,795

Surrey Supreme Pete Cousins £ 95,907
 Hornchurch Cyclops PF Lee Johnson £ 89,570

Andy Davidson left his fund in cash through the whole period, so this can act as a benchmark for the other funds. Five of the equity funds managed to outperform Andy and only three were worse, two of those making actual losses.

Interest and dividend payments are approximate.

The final breakdown of the Portfolios was:

	<u>CASH</u>	<u>GILTS</u>	<u>EQUITIES</u>	<u>COMMODITIES</u>	<u>PROFIT (%)</u>
Cal. Inv :	50.2	4.8	45.0	0.0	21.2
J.S.I.T. :	15.9	0.0	84.1	0.0	18.7
Sw. Secs :	42.6	9.9	32.5	15.0	18.2
UKDA PF :	70.3	0.0	29.7	0.0	13.5
H.C.W.F. :	26.0	36.8	37.2	0.0	13.5
Scr. Sav :	100.0	0.0	0.0	0.0	9.6
G.I.G.F. :-	0.3	18.8	63.0	18.5	6.8
Surrey S :	23.3	0.0	76.7	0.0	- 4.1
H.C.P.F. :-	73.3	0.0	121.5	51.8	-10.4

The winning portfolio had only one set of decisions, made on June 19th. Gus kept 50% of his cash in the bank and bought some War Loan and six equities. The best buys were Burmah Oil (up from 43p - 77p), Tomatin Distillers (48p - 70p) and the builders Rush and Tomkins (45p - 59p). The only major problem was the purchase of 20,000 British Leyland shares which lost 25% and paid no dividend.

Phil Stutt was rather more active, holding 24 different stocks at one time or another. He kept his fund nearly 90% invested. His major successes were the investments in Lex Service (up from 33½p to 56½p), W.N.Sharp (54p - 79p) and Capper Neill (58p - 85p)

During the period of the game the Financial Times - Actuaries All Share Index rose from 169.39 to 188.08, that is by 11%. Dividends would have added another 5.5%, thus the top three funds can be said to have out-performed both cash and the market. These performances, I feel, deserve to be rewarded. Accordingly Gus Ferguson will be credited with £1.00. Phil Stutt and David Tant will get 50p each. Thank you to all the contestants.

If anyone wants details of their closing portfolio, please write, but don't expect a quick reply or very accurate calculations!

IAN MCLAREN

156 Agar Grove, London NW1 9TY

WARLORDS!

POSTAL WAR-GAMING

Part 6 of a series of
 articles by

RICHARD NASH.

Well, I am well into the rules now: close enough to announce that a line up can be announced just as soon as Clive is ready after issue 34. First off this time is the casualty table, Basically, this gives the following:-

Along the top are the number of figures firing, whilst down the side is the % firing factor. Cross index the two and you get the number of casualties in REAL LIFE terms; for example, 12 figures firing at 15% (the maximum possible) would cause 22 casualties. These are noted at the end of the battle and each regiment has the total losses apportioned as described in an earlier part re KIA, walking and seriously wounded. Losses are then replaced - if available - from the central pool as per the rules given in part 5. To print the table would be superfluous. Factors from 1% - 15% and men from 1 - 12 give 180 possible values at least. For the actual value of casualties, take the number of figures firing, multiply by 12 to make it real life terms and multiply again by the % factor for a result.

For example as above :-

12 men at 15% gives - .15 (12 x 12) = 22

7 men at 8% gives - .08 (12 x 7) = 7

Therefore any combination can be worked out by using the formula % (12x), but tables are given by GM if asked for.

What firing factors must be taken into account? And what is the range and rate of fire for Infantry? For convenience both USA/CSA forces use .58 calibre single shot muzzle loading musket.

RANGE 300 yds. (280m) = 25" (70cm) on the table.

This is maximum.

RATE OF FIRE 3 shots per minute

Contrary to belief, these muskets could be fired 5 times per minute by an expert and at least twice by a beginner. I choose 3 as a fair average - but it can be altered as the musket clogs up.

There are three main factors which affect whether a shot will hit:

- (i) Target factors
- (ii) Firing unit factors
- (iii) Miscellaneous factors

Under (i) comes the range, size, deployment, mobility, cover and visibility of the unit.

Under (ii) comes the ratings mentioned earlier of the unit, casualties, deployment and cover.

Under (iii) come a long list of miscellaneous items that can be altered as suits the GM. To mention them would take too much time in explanation.

ARTILLERY

For simplicity both USA/CSA will use only one type of gun since it was the most common, other guns only rarely being used. It is the 12 lb. smooth-bore (like me) muzzle loading cannon.

RANGE - 300 - 1600 yds. (280 - 1480m) = 24" - 132" (70-370cm) on table.

R.O.F. - 2 rounds per minute.

Like most cannon of its time there was a range below which they could not hit anything, hence the reason for starting at 300yds. It has 4 types of projectile :-

- (i) Solid shot - Long range against I/C/A.
- (ii) Shell - " "
- (iii) Canister - Short range for I/C.
- (iv) Shrapnel - " "

Firing factors are basically the same for infantry except that the type of target/projectile used must be considered.

CAVALRY

Again both sides use the same weapon - the Breech loading carbine (.57 Enfield). Its rate of fire was more than that of the musket generally but this can be reflected more accurately by giving it the same R.O.F. but increased accuracy re casualties.

RANGE - 250 yds. (250m) maximum = 21" (56cm) on the table. Over this range it became less accurate, though it could fire up to 500yds.

R.O.F. - 3 rounds per minute.

Firing factors are the same as for infantry with a few additional miscellaneous factors thrown in.

Space calls for curtailment here. Next time comes Wagon train logistics/organisation and Weather, after which come the detailed campaign rules. Hopefully everyone is not yet totally confused, and those wargamers amongst you are noting these articles with interest. Especially you realists.

For up to now, despite the fantasy nature of the campaign, everything is realistically scaled down.

That's it for now. I hope to see about 30 a side starting in September; I leave game fees up to Clive, and deposit. But you can join, leave, rejoin etc. when you like without affecting the game.

RICHARD MASH 1977

There you are, for those doubting Thomas's amongst you that seem to doubt the existence of my wife she has just typed out that last article. (Now if you were all to write to her and tell her how nicely she did it, perhaps I could get her to help out more often.....). Anyway, line up of the Chimaera forces so far is: Big Chiefs - Boot and myself. Lesser chiefs - A.Powis, K. Thommasson, I.McLaren, C.Boyes, R.Bartle, R.Noonan, D.Garvey, W.Haven, F.Dunn. Handker-Chiefs - D.Thorby, M.Lean, A.Prune.

Don't worry too much if you haven't assimilated all the rules during the serialisation, I understand that Richard is going to get them all typed up for duplicating (if his stencils fit my duper) and copies will go to all the players plus any other interested parties. Still room for a few other players on the Chim side, remember we will be fighting Bob Howes' 'Lemming Express'.

RAILWAY RIVALS

Station-master

DAVID WATTS,

RR 05 J

Round 10

Runs

12. Grimsby	- Selby	: CCC 20(-1)=19; PIST(+1)
19. Wakefield	- Birkenhead	: CCC 20(+5)=25; TPR 10(-5)=5
20. Gainsboro	- Sheffield	: TSR 20(+8)=28; GNF 10(-8)=2; KBALS/CCC 0
21. Accrington	- Lancaster	: PIST 20
22. Beverley	- Leeds	: PIST 20(+5-2)=23; CCC 10(-5+2)=7
23. Ellesmere Pt	- Colne	: GNF 20(-9+1)=12; KBALS 10(-10)=0; TPR 0(+5+2)=7; PIST (+6+3)=9; CCC (+1+1)=2
24. St.Helens	- Lincoln	: GNF 20

An error last time: 3 points credited to David Thorby instead of David Tant (an easy error to make as they are both David T's, we're running in partnership, and are both grandfathers). Thanks, honest Jim Thorby.

Scores

PIST	: 130 + 53 = 183	I thought this was supposed to be a very close game?
GNF	: 127 + 34 = 161	
KBALS	: 124 + 0 = 124	Note that CCC and PIST missed run 23: CCC wanted exchange of r.p., and PIST wanted a joint run, so neither took place.
TSR	: 117 + 28 = 145	
TPR	: 115 + 12 = 127	
CCC	: 97 + 53 = 150	

Builds for round 10 were:

Trans-Pennine Railway - (Tony Ball - Red)

(Sheet 5, G12)-E11; cost 2+1 to GNF. Sheet 4, J10)-Bolton. Cost 2. Total cost 5.

Great Northern Frailway (Mike Lean - black)

(C10)-Northwich. Cost 1

Clockwork Chocolate Carriageway (Ian McLaren - Brown)

none.

Keighley, Bury and Liverpool Service (David Thorby - blue)

none.

Trans-Siberian Railway (Richard Bartle - orange)

(H7)-H4-Liverpool. Cost 4+1 each to KBALS and TPR. Total cost 6.

Preston Industrial Steam Traction (David Tant - green)

(K13)-Barnsley; cost 3+1 to KBALS.(C16)-Bacup; cost 4 (Sheet 4, L5)-L6; cost 1. Total cost 9.

Scores at end of round 10:

PIST	183	-	9	=	174
GNF	161	+	0	=	161
CCC	150	+	0	=	150
TSP	145	-	6	=	139
TPR	127	-	4	=	123
KBALS	124	+	2	=	126

Runs for round 11:

25.	65	Scunthorpe	-	52	Sheffield
26.	15	Hull	-	23	Harrogate
27.	46	Bacup	-	33	Bradford
28.	54	Chester	-	36	Leeds
29.	44	Bury	-	21	Preston
30.	12	Heysham	-	62	Manchester

BUILDS: up to 7 points

(*) (*) (*) (*) (*) (*) (*) (*) (*) (*) (*) (*) (*) (*)

RR 20 L

Round 1

Apex Train Service (Andrew Smith - Purple)

1a:(Paris)-C5. 1b:(C5)-B5-B6-N7. 1c:(N7)-L8; (C5)-D5. Still 20 points.

Fil Rouge (Rob Thomasson - red)

1a:(Paris)-B2-N3. 1b:(N3)-J5. 1c:(J5)-H6-F5-E6-D5. Still 20 points.

Royal International Carriageless Horseway (Richard Bartle - orange)

1a:(Paris)-C1-A17. 1b:(A17)-A16-L14. 1c:(L14)-M14-K9. Still 20 points.

Great Scottish Railway (Ian Watters - Green)

1a:(Paris)-B1-A2-N1. 1b:(N1)-Orleans-J16)-Tours-G13-F13. 20+10 = 30 pnts.

Paris-Amiens Rapid Transit (Frank Dunn - brown)

1a:(Paris)-D1-F2. 1b:(F2)-Amiens;(F2)-F5. 1c:(F5)-F6-Reims; (D1)-D17-E17-Rouen-F15. 20+15 = 35 pnts.

Player no.6 (black)

1a:(Paris)-D2-D4. 1b:(D4)-D8. 1c:(D8)-D10. See below.

G Davies has not been in touch with me, and has sent no moves, so we must assume he's not interested. I have therefore put in a reasonable first move (less one hexagon), and invite Richard Nash to carry on from there.

Respectable starts; what gives this game its special flavour in contrast to the others is that all start from the same central spot; this means that an entirely different strategy is required; a beginner is liable to become trapped within just a single sector.

Throws for round 2: 5, 4, 4.

David G. Watts 1977

Since receeing the above report from David, I have received a letter from Gavin Davies in which he apologises for not being able to take up the position owing to pressures of work which have kept him away from home for some time. Can I therefore just confirm Dave's comments that RICHARD NASH is now the sixth player in this game. Hope that's O.K. with you, Richard.

SORCERER

GM'd by KEDGE NEUMAN

Due to circumstances beyond our control, the reason for the NMR printed last issue has been revealed. After a lengthy enquiry, I have decided that Andy Davidson's NMR was not his fault and thus his orders are as follows: (players see enclosed sheet). All objections in writing please.

NEWS FROM FANE

The news that we broadcast some time ago was, in fact, false. We have now located the source of the propaganda and it has been silenced. The truth is that the Yellow sorcerers have denied allegiance to any peace movement and to prove their point they have moved against the humans allied to blue in some force, obliterating them. This eems to be in retaliation for the attack on Gevn, from which he survived only by the skin of his teeth. The story of his being dead is totally untrue, he is at this moment with an air-dragon attacking the humans.

So the battle of Edann-Kolass has ended with Gevn in retreat, but without a doubt he is now on the war-path with a vengeance!

The last printing of Victory Points was correct, but no-one noticed. The true tally is:- Blue; 11 (hex convert & 2 green H dstr)

Green: 3 (1 purple H dstr)
Orange: 15 (5 purple H destr)

KEDGE NEUMAN
10 Burton Road
Hornsea HU18 1QY

THE PITS OF CIL XII(The Chimaera Game of Dungeons and Dragons)Dungeon-Master Dave Tant (Nothing in the Honors List again sigh.)

This seems to have been a very quiet month. I only had two sets of orders for the Jubilee weekend and so was able to have a good old look-in at the celebrations on the box. Then only six sets this week! Have you all gone to sleep?

Still, I should complain! The slower the orders come in the more parties I can cope with. Come on in Chris Boyes. Let's have your initial choices so's everyone else on the list can move up one.

Come to think of it, Clive Wardley's N.M.R.'d again, so we'll sling him out and David Bolton can start as well.

This will leave:

THE WAITING LIST

1st Brian Conway; 2nd Russell Noonan; 3rd Alan Powas; 4th Richard Sealy; 5th Jerry Elsmore; 6th George North; 7th Henry Olsen; 8th Don Turnbull; 9th Andy Davidson; 10th Mike Lean.

To forestall complaints, George hasn't jumped the queue, I missed him out last time by accident.

Nice to have Andy's name down; I've always thought that any game that he isn't in must be counted as at least a partial failure.

N.M.R.'s

Quite a few newcomers have appeared since I last explained my stand on this point, so I'll go over it again.

Players in "The Pits" can write to me as often as they like. The only governing factor is the speed with which I reply, and I try to average a letter a day and normally beat that self-set target easily. As a result, some players write three or four sets of orders per deadline, most send a couple and one or two only write once. That's up to you, but I do expect to hear at least once per deadline as, with the possibility of inter-player action, you may well be holding up someone else otherwise.

If I hear nothing at all from one deadline to the next, that's an N.M.R. Two in a row and you're out!

ACTION

(Climbs off hobby-horse, puts away care and gets out the files)

First, sackcloth and ashes time as I apologise to CLIVE BOOTH, who hadn't N.M.R.'d last time after all. He'd phoned in and sat patiently waiting for a reply from me, which wasn't forthcoming as I'd forgotten all about it.

Let me insert a word of warning here to other telephoners. My memory's quite good, once it gets a jog, but if you try and give me an order over the phone I'm liable to stick it in your file and forget it's there. I therefore prefer only to answer queries on the phone and insist on written orders.

So Clive has set off to investigate more thoroughly the room where someone met a Doppelganger some time ago. In the corridor outside he cast an illusion of a rushing torrent, which seems to have permanently flummoxed another player. Clive found a secret door which has escaped attention, and behind it a roomful of drunkenly snoring Hobgoblins. His thief became somewhat insubordinate when offered a paltry 1 gold piece per throat slit, and Clive's now about to have his way by means of another subterfuge.

ALLAN OVENS has found some interesting Chaotic artifacts which may be quite valuable. Unfortunately the finder moved them before anyone read the notice warning him not to. He and his party are all getting cricked necks now trying to look over their shoulders to spot their doom which must be imminent.

Meantime, they are breathing down the neck of.....

ADRIAN ATTWOOD who, once again with all followers visible, has found a lot of books in a cupboard in Chaotic territory.

Newcomers on the fourth Level are CLIVE WATERHOUSE and friends, who have accepted a commission, from the King of the Elves, to see what has happened to his son, last seen heading off with high hopes under the benevolent protection and inspiring leadership of Allan. Err... just what happened to him?

The Lammasu, who heads the forces of Good, is getting a little tired of all these adventurers barging through his territory, and may well bar the way to the next lot, who look like being the famous "Brown Party".

"Brown Party" I hear you cry? Yes, the dwindling band led by that wishful fellow BILL HOWARD. They have managed to steer clear of trouble since their brush with the Medusa, having merely a passing bout with some Giant Spiders, and now investigating a roomful of Giant Rats. (Someone must have misplaced a box of hormone tablets around there.) Unfortunately for Bill, two other parties have been in the Rat's room before him.

CHRIS RICK was in a similar situation, but managed to find quite a number of things his predecessors had missed, and is profiting greatly therefrom. At the moment his fingers are itching to remove the stopper from a funny sort of container he's found in the innards of a Rust Monster.

One of his recruits from Bill's party isn't so sure of him now, since the magic spear Chris gave him turned out at a crucial moment to be a Spear of Backbiting. Still, when a Paladin Lord turns on the charm he can usually smoothe things over.

IAN JONES made skillful use of a wish in order to recover his incinerated magic user, and is now off pursuing his escaped Troll in a secret corridor, so far unpenetrated by anyone else. (The corridor that is, not Ian!).

There he has discovered a Black Pudding, which has also discovered him, and the firebombs are flying about again.

ST. MARTIN RUNDLE was probably relieved that Ian was prepared to let bygones be bygones, and exerted himself to cure the fighter he wounded, before turning to examine the room.

DAVE ALLEN had been having further misfortunes, but has so far managed to preserve his own (resurrected) skin. As things are boiling up nicely between Dave and his opponent RAY GALE, I can't say too much about their situation in this issue, except to say Ray's ahead on points at the moment.

RON CANHAM has N.M.R.'d. (Yawn)

IAIN DRYLIE has come back upstairs, and carefully dispelled Clive's torrential illusion. He is now cautiously investigating a room where it's all happening!

MIKE CLOSE is in, but I haven't adjudicated what he's met at the time of writing this.

INTELLIGENCE

Not worth doing a "Matters Arising" for this, but I've been having some discussion with Bill on the subject of intelligence, in part to do with its application to D & D.

Basically, someone of "average intelligence" is what I would term "thick". I can't off hand think of any postal games-player I've met whom I would consider to be of "average" intelligence. Most are considerably higher, and those of you who wish to argue should first try to find some people of 100 I.Q. and hold a conversation with them!

Anyway, for purposes of the game, characters of around intelligence 9 - 13 can follow orders well but will use little initiative. Those of less than 9 may well not even be able to follow orders properly.

Remember, knowledge that you, as leader of your party and a high-level something-or-other may have, will not necessarily be available to footslogger Bert at the back - so make your orders clear.

MAGIC USERS

With grateful acknowledgements to "The Dragon" and Bill Howard, here are the famous "Magic-User Character Definements": -

22nd Level Wizard: - Leaps tall buildings in a single bound: is more powerful than a speeding locomotive; is faster than a speeding bullet; walks on water: gives policy to God.

14th Level Wizard: - Leaps short buildings in a single bound: is more powerful than a switch locomotive: is just as fast as a speeding bullet: walks on water if the sea is calm: talks with God.

Wizards: - Leaps short buildings with a running start and good winds: is almost as powerful as a switch locomotive: is faster than a speeding BB: walks on water in an indoor swimming pool: talks with God if special request is approved.

Sorcerer: Rarely clears a Quonset hut: loses tug of war with a locomotive: can fire a speeding bullet: swims well: is occasionally addressed by God.

Enchanter: Makes high marks on walls when trying to leap buildings: is run over by locomotives: can sometimes handle gun without inflicting self injury: dog paddles: talks to animals.

Conjurer: Runs into buildings: recognizes locomotives two out of three times: is not issued ammunition: can stay afloat with a life jacket: talks to walls.

Medium: Falls over doorstep when trying to enter buildings: Says, "Look at the choo-choo.": wets himself with waterpistol: plays in mud puddles: mumbles to himself.

The Referee: Lifts buildings and walks under them: kicks locomotives off the track: catches bullets in his teeth and eats them: freezes water with a single glance: he is God.

The Dragon comes from: - P.O.B. 756, Lake Geneva, WI, 53147, U.S.A. (Subscription for a year for overseas readers was a hefty \$20 last I heard - but you get six issues by airmail for that, and the best is never the cheapest.)

"ALLENCON"

Last year Dave Allen organised an excellent games convention in Birmingham (MIDCON), and he's repeating the effort this September in (I think) Nottingham (or somewhere in the Midlands anyway.).

Somewhere along the line it got adopted by the N.G.C. last time, although as Dave wasn't a committee member and did nearly all the work I think he deserved rather more personal credit. I expect much the same will happen this time, but I don't think N.G.C. membership is necessary to attend.

Still, that's all by the bye - why I'm raising the matter here is to investigate the support for D & D to form part of the proceedings. Hartley Patterson was supposed to run something last time, but it never came to anything and I'd like to know who's interested this time.

If there are sufficient people keen, some of us will be happy to run campaigns, but I want your views on this now. So please let me know whether OR NOT you want D & D there, and if so what sort of campaign you'd favour.

Drop me a line, give me a ring or, if your name's Bullock, castigate the idea in your next editorial.

So it's goodbye from:

Dave Tant
32 Nursery Avenue,
Bexleyheath,
Kent, DA7 4JZ

NEXT DEADLINE:

See Back Cover

(Clive does quote it sometimes!)

Phone: 01 - 303 - 7405

CONQUISTADOR

GAME 1 : Designation: BALBOA

GM: Charles Vasey.

PATHE NEWS 1516 - 1520

France: Louis XIII (Andy Davidson) completes the destruction of the Incan Empire, however his troops searching for the silver mines are killed in an avalanche. A regiment is sent to watch the Spanish approaches. The Plate colony continues to grow with the French fleet using Brasil as a portage point to save supplies. Back in Paris the French royal family does it again when the third d'Avidson brother - Lorenzo - shoots his nephew and ascends to the throne.

Portugal: (Duncan McLeahy) The Potugese continue to mine in Saquenay but send most of their people south to the Atlantic coast and establish a colony under the Appalachians. They also form the Sonora Company with the Bank and over-run the province of Sonora. The lack of colonists continues apace, and is a blow to the new provinces.

Spain: (Allen Ovens) Chichen Itza is sacked and gold mines discovered in Panama. Cotes and a few troops set off down the Amazon - only just avoiding a native uprising.

England: (Paul Blackwell) - slumbers peacefully through a civil war, being saved from a terrible fate by the bank sending out a fleet to pick up the Texas Rangers.

Cash: Portugal, Spain and France remain closely bunched, all have hopes of recovering large sums from mining with only France staying free from the Bank's schemes. England continues to slip and could well be bankrupt in two turns.

.....

GAME 2: Designation: CORTES

GM: Dave Merriman, 9 George Street, Swansea, SA1 4HH

Turn 1 1495 - 1500

Things don't look good. To start with most of the kings have died off!

France's new king, the great Nephew L'atfield declares 5 years of mourning for the late king. Not surprisingly the peasants don't like it, so when Gonneville gets his fleet ready only a few colonists turn up, aided slightly by the middle class.

Portugal, under the steady hand of good king Ian, tries to get 135 ducats from the German Bankers, however Count Von Shan Hoopenswatter foils this attempt. But the king had merely planned two expeditions. Only his minister Screttau can sort this out, and after several months delay a small fleet sets sail west under Diaz. Not long afterwards they bump into South America, indeed the Rio Plata, where they make port amongst friendly natives. Diaz sends forth the First Foot to conquer the Incan Empire, but they are defeated at Lake Idi. As news of this filters back to Rio Plata the natives there attack the colonists, killing many and burning their lands before being driven off. With half of the people killed Diaz sets sail for home to give the news to King Ian.....but on arriving finds the king dead!

England: sails for the Aztec Empire, landing not far from it's capital. My Lord of Essex sets forth for Tenochtitlan with four detachments and a large rabble of colonists. On reaching this great city he finds it empty and so takes possession in the name of the king. But the trap is sprung and the Aztecs under Chief Tooperwhatsit surround the city. Essex killed many but failed to break out. What happened next is not known, but they were never seen again.

Spain does little this time, for she has just finished a costly European war with the Moors. However, she does send a small armadillo to the Atlantic coast where the natives are quickly disposed of by Ojeda and Fr. Iulius. Columbus then sails home to give the news to King Carlos the arbitrary who dies of shock when he finds out that they didn't discover North America!!

PressTHE MEMOIRS OF J. CABOT June 11th 1495

After sailing for three months my fleet reached land. My trusty flagship 'The Gnasher' put down her life-boats and made for the shore. As I stepped ashore my mind again went back a week and I felt nausea swell in my throat as I thought of Roderick Murphy who had had to be put down. The poor sod went mad! He was the chairman of 'The Flat World Society'.

The suspense was too great. I was brought back to reality by an elbow in my

side from my busty (or should it be rusty?) bo'sun Pugwash.

"Look yonder Cap'n" he spat, "There be a nigger."

I glanced to where he was pointing, whilst mopping the familiar green liquid from my brow. That always seemed to happen when Pugwash spoke. My word of command sent two of my lackeys scurrying after the humanoid. So, I thought, Columbus is right, the world is round. By this time the two sailors had brought the nigre back. With the aid of my Oxford/English/^{Indian}Dictionary we introduced ourselves. He was kalled Kunte Kinte, a name which was to go down in the annuls of history.....

That's all for this turn, watch out for the Welsh revolt!!

So much for Conquistador for this issue, whoever wrote that last bit of press sounds a bit of a Kunte Kinte himself. Next on the agenda is.....

..RUSSIAN CIVIL WAR

Game 1

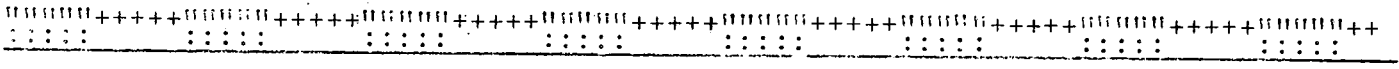
GM: Charles Vasey

Reds invade the white homeland. Clash in Perm. Japs push up to meet the Reds, French into Central Russia. Poles push forward and Finns stand fast. Committee fail in purge, but saved because victim failed to counter-purge on victim (pity, he would have got a 2 leader). Three gun Ovens slaughters Wrangel, his troops are left leaderless. There'll be a hot time in the old town tonight after this lot of combats.

Sino-French Pact Announced

News has just been recieved of shock developments in the political sphere. Influential government sources close to the person of the French King today revealed that the two ministers of state have 'reached an understanding'. It is believed that the agreement is over the exploitation of new lands revealed in an ancient document, the so called 'Titanique Rutter', and that expeditionary forces have already been despatched to claim these lands in the name of the alliance. Our reporter managed (after many negotiations with highly placed court officials) to obtain an audience with King Louis XXX. His Majesty said that, on the subject of the rutter pact, and expeditionary forces, he had 'No Comment' to make at this stage.

N. d'English - Senior Reporter



DIPLOMACY GAMES

LEANDER 'REDISCOVER' SPRING 2903

GM & DESIGNER: RICHARD BARTLE

SHOCK! PROBE! NO HEADING!

FRANCE : (Close) A(Mar)-Lyo, A(Spa)-Mar, A(Lon)-Yor, A(Ire) s A(Lon)-Yor, F(BoBi)-MAOc, F(Por) s F(BoBi)-MAOc, F(Tou)-BoBi.

SCANDINAVIA: (Nash) F(GoFi)-Fin, F(NSW) s F(GoFi)-Fin, A(Den) hold*, F(Sco)-NTHS.

GERMANY : (Waterhouse) F(Bel)-NTHS, A(Dre)-Cze, F(Skag)-Osl, F(GoDa) s F(Ham)-Den, F(Ber)-Cha, F(Ham)-Den, A(WhR) hold, F(America) does something.

RUSSIA : (Neuman) A(Ala)-(America), A(Fin) hold*, A(Lit)-WhR, A(Ukr) s A(Lit)-WhR, A(Vol)-Ode.

BALKANS : (Quinton) A(Tri) hold, F(Sof)-IONS, F(Bw)-AEGS, A(War), A(Lvo) &A(Ode) s German A(WhR).

ITALY : (Booth) F(Azor)-Cub, F(WesM)-TyrS, F(Nap) ch A, F(CMS)-Apu, A(Ven) hold, F(Mor)-Azor.

TURKEY : (Lean) F(Aegs)-BlaS, F(EasM)-AegS, F(IonS)-AdrS*, A(Ben) ch F, A(Asi)-Kui, A(Usk) ch F.

Retreats: Turkish F(Ion)-Crete. Scandinavian A(Den) annihilated, Russian F(Fin) annihilated

Press

OSLO

It is reported that the poor state of Gnashers forces is due a severe bout of gum disease.

JUST OUTSIDE LISBON

"Damn!" exclaimed the Dauphin, "I've forgotten to change my underwear".
"Back to Lisbon - and hurry!!!"

PARIS - BERLIN

I wish two of those three would make an agreement and start fighting.
TRIESTE - VENICE ((He didn't write 'Venice'))

This is getting a little boring.....perhaps next season?

BASILISK 1975FS SPRING 1912

AUSTRIA (Howes) A(Mun)-Ber, A(Sil) s A(Mun)-Ber, A(Ruh)-Kie, A(Tyr)-Mun,
 F(Tri)-ADR, A(Ven)-Apu, A(Pie)-Tus, A(Bul) stands,
 ENGLAND (Meadon) A(StP) st., F(BAR) s A(StP), F(NWG)-Nwy, A(Lon)-Hol cby
 F(NTH), F(BAL) s A(Ber), A(Ber) s A(Kie), A(Kie) s A(Ber), A(Bel)-Ruh,
 F(Hol)-HEL, A(Par)-Bur, F(Gas)-MAO, A(Mar)-Pie, F(GOL)-TyS, F(Tun) s F(TYS)-
 ION, F(TYS)-ION, F(Apu)-ADR.
 ITALY (Anarchy) F's Rom & Nap stand.
 RUSSIA (Cook) A(Pru)-Ber, F(AEG)-ION, A(Lvn)-StP, A(Mos) s A(Lvn)-StP,
 A(Gal)-Boh, A(Ukr)-War, F(Sev)-BLA.

DAEDALUS 1976AO SPRING 1909

AUSTRIA (Thorby) A(Sev)-Mos, A(Rum)-Ukr, A(Smy)-Arm, A(Con)-Bul, A(Ank)-
 Lvn, A(Gre) st., A(Sil)-Ber, A(Gal)-War, A(Tyr)-Mun sby A(Boh), A(Vie)-Tyr,
 A(Ven)-Tus, F(Tri)-Alb, F(ADS) st.
 ENGLAND (Howes) F(MAO)-WMS, F(ENC)-MAO, F(Gas) st., A(Lon)-Bel, F(NTH) c
 A(Lon)-Bel, A(Bur)-Mar, A(Mun) st., A(Ruh) s A(Mun), A(Kie) s A(Mun), F(Ber)-
 Pru, A(Den)-Lvn, F(BAL) c A(Den)-Lvn, A(StP)-Mos, F(BAR) st.
 ITALY (Lean) F(BLA)-Con, F(ION)-TYS, F(Apu)-ION, A(Rom)-Ven, A(Mar)-
 Spa, A(Pie)-Mar, F(WMS) disbanded last time, (Pay attention!).

PressROME

Now is the time to emerge from my hole in the ground and reveal to the
 world my tactical genius. (Thinks.....with what?)

ROME - LONDON

Curse you, Howes.

ROME - VIENNA

Curse you, Thorby.

ROME - VIENNA (again! Gosh, what an original date line)

You obviously possess a duff tape recorder, my version of I.S.I.R.T.A.
 was the full unedited version (with the exception of a couple of Bartle
 spelling corrections which shouldn't have been corrected, but he does try his
 best).

Go ahead with your new 57½ episode, 4 page press series. I don't think
 I'll be around much longer to read it. What are you going to call it? - Down
 up the swinging mountains? Whatever did happen to that?).

It is impossible to out-bore Nash, I've tried it in Albatross and he's
 accused me of being interesting (!) (Sorry Clive, I didn't intend to plug
 Albatross when I should really mention Tripedal.)

TAG HILL

I have a proposal for this game to be declared a three-way draw. Votes
 please with next issue, no vote implies acceptance.....and what the hell is
 Tripedal?

ICARUS 1976HB SPRING 1906

AUSTRIA (Pringle) A(Bud)-Vie, A(Tri) s A(Bud)-Vie.
 FRANCE (Forrest) A(Par)-Gas, F(WMS)-TYS sby F(Tun), F(Mar)-GOL, A(Tus)-Rom,
 A(Ven) s Austrian A(Tri), A(Bur)-Mun, A(Ruh)-Kie sby A(Hol), A(Lon)-Den cby
 F(NTH), F(HEL) s A(Lon)-Den.
 GERMANY (Wardley) A(Ber) s A(Den)-Kie, A(Den)-Kie*, A(Vie) st*, A(Mun) ms
 A(Sil).
 ITALY (Anarchy) F(Nap) & A(Apu) st.
 RUSSIA (Anarchy) F(Swe) & A's Nwy, StP, Mos*, War st.
 TURKEY (Johnson) A(Sev)-Mos sby A(Ukr), F(BLK)-Con, A(Rum)-Bud, A(Ser) s
 A(Rum)-Bud, A(Gre)-Alb, A(Bul) s A(Ser), F(ION) st.
Retreats: German A(Den) annihilated, A(Vie)-Gal. Russian A(Mos) disbands.

Press
PARIS

Had my regent been at all intelligent, I could have won this in 1906 instead of 1907.....

TAG HILL

I have a proposal that this game be conceded to France with Turkey 2nd, Germany 3rd., and Austria 4th. Votes please for the next issue, no vote implies acceptance.

JANUS 1976HX SPRING 1905

AUSTRIA (Waldschmidt) A(Con)-Ank, A(Sev)-Arm, A(Rum)-Bul, F(Smy) st., A(Alb)-Ser, F(Tri)-ADR, A(Bud)-Rum, A(Vie)-Tri, A(Ty^h) s A(Vie)-Tri, A(Mos) s GERMAN F(Fin)-StP-SC.

ENGLAND (Nash) F(Swe)-GOB, F(HEL)-Kie sby F(Den), A(Yor)-Nwy cby F(NTH), F(Lon) s F(Nth), A(Edi)-Yor.

FRANCE (North) F(MAO)-WMS, A(Ber) s A(Ruh)-Mun, A(Ruh)-Mun, A(Bel)-Ruh, F(Hol) s F(ENG)-Bel, F(Bre)-ENG, F(ENG)-Bel.

GERMANY (Watson) F(Fin)-StP-SC, A(Mun)-Kie*, A(War)-Pru.

ITALY (Nathan) A(Ank) st., F(Gre) st., F(ION)-ADS, F(TYS)-Nap, F(Tun)-ION, A(Ven) unordered.

Retreats: German A(Mun) disbands.

Press

VIENNA - ALL

Sorry I haven't written, I've been very busy.

THE REYKJAVIK ARCHIVES Part IX

Kurt Hans heard the buzzer and entered the surgery of Doctor Freud.

"Er.... I've come on behalf of a friend of mine," began Kurt nervously.

"Oh, yes", the psychiatrist replied knowingly.

"I'm the secretary to his Imperial Highness the Kaiser, His Highness is suffering from a persecution complex, alternating with delusions of grandeur. Sometimes he imagines that all the other European leaders are against him. At other times he imagines that he's the legitimate Emperor of all Europe. What shall I do?"

"Can't you persuade this 'friend' to come and see me personally?" asked the doctor suspiciously.

"No, all he seems to do is pore over a map of Europe and move bits of plastic about. He refuses to acknowledge that anything is wrong."

Dr. Freud went to a shelf and got down a games board and opened it up.

"Like this?"

"Yes, that's the one."

"In my opinion, it's an advanced case of DIPLOMACIMANIA. Wait a minute, I'll check."

Kurt twiddled his thumbs whilst the ^{most} famous psychiatrist in Austria took a thick book from the shelf behind him and flicked open the pages.

"Is it curable?"

"Yes and no. There's no cure as such. It's better to humour the patient than to cure him. It's best if he met like minded people through a contact magazine known as Chimaera."

"What about the Kaiser's persecution complex?"

"Here", and Dr. Freud presented Kurt with a shining halo.

"What on earth's that for?"

"It's the Colgate ring of confidence", replied Freud.

LONDON.

Reports that a Fischy Spastic called Queer was flying to England from Reky-brek disguised as a bionic bird have been confirmed by our new man in Washington, Mr. Jaywalker. The Foreign Office have already sent Vatman Healey in pursuit as a cover - in reality Callaghanus has expelled him as undesirable.

Meetings with the Kaiser have produced a working relationship - but the P.M. has denied any further involvement. It is expected that the Austrian ambassador is to be removed from office for seducing a guest of the Queen. An embassy spokesman declined to comment. Neutral observers believed this to be a smokescreen, as alterante reports had filtered through to them.

One last clip of news: the Sultana has recovered from her defeat and has now joined hubby in Echo. It is reported that the pair of them will be off for a well earned rest shortly. No not that. Can't say anything nowadays without it being taken up the wrong way - as Nixon said to Halderman when discussing the weather 'Could be signs of Frost on the horizon.....'

THE SIMON HARDBOTTLER SAGA Part VII

Boothy thought for a moment, considering how best to put the bad news.

"Haven attacked Pomeroy, declaring war on the Scots and setting fire to the HQ. Then he revealed a scandal of the highest proportions, which once it gets out to the Scots, is bound to bring her down - well, you know - and she'll be finished."

"You mean the suspected Bullock/Pomeroy saga?" Trash queried, "but that's utter rubbish!"

"You know it Rick, and I know it, but who'll believe us? Anyhow, she's now with special agent Thompson at Wellington in Somerset, and I have an impersonator operating here to keep her hunters guessing."

Trash cut in sharply. "THERE? Christ, what if they get her? Jesus CB, get rid of her - by any means!"

"It's OK CB, all is under control. We got a NLA pilot here and 'Pomeroy' interrogated him, letting out the plan that she is planning a coup-d'etat when the Royalists and my forces cut each other up over England. I plan to let the pilot escape and bring news to Haven, that should keep him guessing; he won't move on the Scots now, if he believes they will take me and Howes out of the game."

Trash smiled. CB was proving to be the genius he had said he was, "What about the party though?" he asked. Trash knew that CB had not said all yet.

"Soon after Haven and his cronies left, a new force appeared at the burnt HQ. It seemed that all was not well in London. Colonel Howes is now positively in danger of his life, though he has control of his council."

"Where's the threat from?", the President asked.

"From a group calling themselves 'Leviathan'....."

NO DATELINE

To be continued.

My very good friend Richard Gnash tells me he has replied to my article, the open letter, in last month's zine. Now I know Richard is a very prolific writer and he will never say all he has to say in five minutes, so can I get in just before he starts and say 'fiddlesticks'.

MARS 1977BT AUTUMN 1902

AUSTRIA (Lockyer)	A(Bud) ms A(Ser)*, F(ADR)-ION,
ENGLAND (Nash)	F(Lon)-ENG, A(Wal)-Yor, F(NWG)-Nwy,
FRANCE (Noonan)	F(Spa-SC)-Por, A(Mar)-Spa, A(Bel)-Wal, F(ENG) c A(Bel)-Wal.
GERMANY (Smith)	A(Sil)-Mun, F(BAL)-Den, A(Swe)-Nwy, F(NTH) c A(Hol)-Edi, A(Hol)-Edi.
ITALY (Ovens)	A(Tyr)-Vie, A(Tri) s A(Tyr)-Vie, A(Tus)-Ven, F(WMS)-Spa-SC.
RUSSIA (Malvisi)	F(Nwy) st., A(StP) s F(Nwy), A(Rum)-Bud, A(Gal) s A(Rum)- Bud, A(Sev)-Rum sby F(BLA).
TURKEY (Randall)	A(Alb)-Ser sby A(Bul), F(Gre) s A(Bul), A(Con)-Ank, F(AEG)- ION,

Retreats: Austrian A's Bud & Ser annihilated.

WINTER 1902 - builds

AUSTRIA (Vie), (Bud), (Ven)	= 0:lose 1 F(ADR) OUT!!!!
ENGLAND Lon, Lpl, (Edi)	= 2:lose 1 F(NWG)
FRANCE Bre, Par, Mar, Bel, +Por	= 5:bu 1 F(Bre)
GERMANY Kie, Mun, Ber, Den, Hol, +Edi, +Swe	= 7:bu 2 A(Kie), A(Ber)
ITALY Nap, Rom, Tun, Tri, +Vie, +Ven	= 6:bu 2 F(Nap), F(Rom)
RUSSIA Mos, StP, Sev, War, Rum, (Swe), +Bud, +Nwy	= 7:bu 1 A(War)
TURKEY Ank, Con, Smy, Bul, Gre, +Ser	= 6:bu 1 A(Con).
NEUTRAL Spa	= 1

Press

SOMEWHERE IN RUSSIA

"What are you doing, Ivan?" said the midget.

"Shut your festering mouth, you fool!" said the huge Russian, and he delivered a blow to the midgets fundamentals which had him reeling in agony in upper B sharp.

"What I have got here is going to bring the Turk to its knees. It was sent to me by a friend in England, they call it a gramophone record."

"How does it work?" asked the midget.

"Well by sticking a pin in it it spews forth words and music."

"What is on the record?" asked the midget.

"Quiet! You scab, I'm coming to that! Already across the waters, thousands of these are being given away free with every four gallons of carpet cleaner, People are taking them home, playing them, and becoming disgusted with their whole system of government. The people will cry out to us to be their saviour from the religious regime. The song which will be the cause of all this is called....."

He switched the machine off.

"Well!" roared the general, "What was it called?"

"We dunno, the bleedin' tape ran out, but if what that commie sez iz true, somebody's days are numbered."

LONDON

Special Jubilee offer: Volume after volume of boring press releases for only three French supply centres! A golden opportunity to purchase these historic works of the now famous Yeukdas Poof. Offers welcome for a priceless Jubilee work of art - 'The Echo Syndrome', painted by Mr. Poof, a director of Inter-related Game Press Releases Inc. 'Smaschen von Nashen' will not be accepted in part exchange. Latest reports indicate that SvN has reached gross sales of over \$1.4 million - that is approximately £10 million. Reports that the £ took another plunge on the exchange yesterday have been denied by the Queen in a special Jubilee broadcast to the nation. Said one Trotskyite spokesman: "When we were democratically elected by the proletariat street revolution many people thought our policy on allowing immigration to continue was wrong. This appears to be the case. Many pockets of white immigrants have caused trouble throughout the country in recent months."

It appears that the Queen may be deposed by Idi Amin at the next Ugandan Commonwealth conference.....

PARIS - ROME

No wonder you're re-inco-ordinated if you sit on your goblins! - Undead are chaotic yet I'm supposed to be lawful. This logic is too much for me.

BYZANTIUM

It was with something approaching unholy glee that the Patriarch read the reports of the Swiss Guards strong foothold in Austria. The news that Marshall Ovens of the Vatican Air Force was leading the purge against the excommunicated gave him great delight.

The door opened and a young archimandrite entered.

"Your Holiness", he began, "I have been sent by the monks to ask why you regard the Roman Church with such favour. Was it not the Church of West that we and the Russians separated from because of doctrinal differences? We are rather confused by your present attitude."

"You are indeed right, my son. There is indeed doctrinal differences between us. For instance, I could never stomach this belief in the infallibility of the Pope, especially with the one they have at the moment. But these are troubled times; the forces opposed to Holy Church are many. All believers must join, despite differences, in an ecumenical crusade. Did not our Lord say, He who is not against us is for us'?"

NORNS SPRING 1901

AUSTRIA (Bartle) A(Vie)-Tri, A(Bud)-Ser, F(Tri)-Alb.
 ENGLAND (Waterhouse) A(Lpl)-Edi, F(Edi)-NWG, F(Lon)-NTH.
 FRANCE (Lockyer) F(Bre)-MAO, A(Par)-Bur, A(Mar)-Spa
 GERMANY (Howes) F(Kie)-Hol, A(Mun)-Ruh, A(Ber)-Kie.
 ITALY (Strangward) F(Nap)-ION, A(Ven)-Tyr, A(Rom)-Ven
 RUSSIA (Bolton) F(StP-SC)-GOB, A(Mos)-Ukr, A(War)-Gal, F(Sev)-Rum
 TURKEY (Bidwell) A(Con)-Bul, A(Smy)-Con, F(Ank)-BLA.

Press

VIENNA

What was wrong? Why did the Arch Duke Emperor sit on his throne, posed in his accustomed poise of dumbness and depression, bottom lip over top, and staring at the tiles on the floor?

Cautious and afraid, his counsels approached him. Spagetti, the Chancellor from Trieste, moved up to the Emperor and kissed his jewel studded hand. "Lord" he said, springing with fear, "what troubles you?"

The Emperor looked hard into Spagetti's eyes, and with the roar of a rabid lion bellowed "MORE BEANS!!!!"

LONDON - TAG HILL

With a name like 'Morns' it was destiny this game should be delayed.

TAG HILL - LONDON

I should have had more sense.

TOLSTOY'S TALL TALES - Volume One, Part One, section A

'Twas a cold winter in Moscow. The Tsar shivered - he'd run out of Turkish cigarettes and the damned Sultan had refused to send him any more peasants for making them.

Section B

Turbocwzitz entered, "Sire, we've found one hiding in the dungeons under the Palace, a real live Turk!"

The Turk stared doefully at the Tsar, his large eyebrows drooping in a silent plea of mercy.

"Off to the factory with him" ejaculated the Tsar, "and have those cigarettes bought here quickly!"

Section C

Sitting in his bath with a cigarette, happily having his back rubbed by Torbo and surveying his school-girls map of Europe, the Tsar shrugged his shoulders and muttered "Well, Turbo, it's time I gave up smoking, I fancy some Viennese biscuits - send the First Army (Von Döelskitz's) and be quick about it."

"But Sire....."

"No buts or I'll go back to ciggies - Russian style."

Three months later the army was mobilized - the war for the Tsar's biscuits was about to begin!

NEW GAME START

2 season/year Regular Diplomacy

.Chimaera designation: POLYIDUS

To answer the question before it's even asked, 'Polyidus' was a sooth-sayer who gave guidance to Bellerophon on how to kill the Chimaera.....
....I hope I'm not tempting providence.

AUSTRIA	Richard Nash:	3 Fortwilliam Drive, Belfast 15, N.Ireland	£8.28
ENGLAND	Geoff Malvisi:	47 Despenser Street, Riverside, Cardiff	(.17)
FRANCE	Willy Haughan:	54 Linden Rd., Gosforth, Newcastle,	
		Tyne & Wear	.70½
GERMANY	Linda Thompson:	97 Ash Tree Rd., Stokebridge, Frome,	
		Somerset	.54½
ITALY	David Bolton :	19 Carrickburn Rd., Carrickfergus,	
		Co. Antrim, N.Ireland, BT38 7ND	.71
RUSSIA	Ray Lee :	10 Papillon Rd., Colchester, Essex, CO3 3JJ	(£3.66½)!!
TURKEY	Doug Wakefield:	Residence la Martiniera, Rue des Archers,	
		59400 Cambrai, FRANCE	.43½

50p game fee and £1 deposit deducted from each of your accounts. The 50p is mine, the £1 you get back as soon as you're eliminated or the game ends provided you haven't NMR'd on 2 consecutive turns or dropped out for any reason.

German player is really Lara Jane Thompson, but as this is her first venture into postal dip, mum is going to help a little.

Doug Wakefield, will you please let me know how you want Chim sending; either surface (I understand about 10 days), Air for the lot, or just air for the page with the game on and the rest surface. If I can remember I'll send you just this page by air this time, with the other pages following surface so that you've got an idea of the difference.

Best of luck to each of you, we start next issue so don't miss the deadline.

(Apologies to Bob Howes, who I know would have liked to have been in this game. Sorry, Bob, but you just missed it.)

HYDRA 'MERCATOR III' FINAL STATEMENTS

Game start announced: June 1st 1976

Magazine: Chimaera GM: Clive F. Booth

TURKEY : Stuart Dagger = 1st
 ENGLAND : Doug Wakefield = 1st
 INDIA : Steve Pratt = 1st

ARGENTINA: Ron Fisher nmr: Aug 1890 = 4th
 JAPAN : Clive Waterhouse = 4th
 U.S.A. : Peter Nunn = 6th
 FRANCE : Duncan Morris nmr: Apr 1891 = 7th
 BRAZIL : Ron Canham nmr: Oct 1890, May 1891 = 8th
 AUSTRIA : Kedge Neuman nmr: May 1891, eliminated June 1891 = 9th
 GERMANY : Gary Porter nmr: Oct 1890, Jan 1891, Feb 1891, elim
 Mar 1891 = 10th

RUSSIA : Paul Segal nmr: Aug 1890, Feb 1891, elim Mar 1891 = 10th

CHINA : Mike Roberts nmr: May 1890, Aug 1890, Oct 1890,
 Anarchy Nov 1890 UNPLACED

ITALY : Bernard M. Crisp nmr: Apr 1890, Oct 1890,
 Anarchy Nov 1890 UNPLACED

	3/1890	6/1890	9/1890	12/1890	3/1891	6/1891
TURKEY	9	11	15	17	23	25
ENGLAND	8	8	9	12	16	23
INDIA	7	10	10	13	16	18
ARGENTINA	6	8	9	11	11	13
JAPAN	6	9	11	14	15	13
U.S.A.	7	11	11	12	12	8
FRANCE	9	10	10	11	12	6
BRAZIL	6	5	5	2	1	1
AUSTRIA	6	7	5	5	1	-
GERMANY	6	5	5	2	-	-
RUSSIA	11	12	10	5	-	-
CHINA	5	4	2	2	2	1
ITALY	8	7	5	2	-	-

FINAL STATEMENTSTURKEY - Stuart W. Dagger -- Joint winner

As far as I was concerned this game went like a dream; I got all the alliances I tried for, and no one was ever inconsiderate enough to see the stab coming. What is more the neighbour whom I feared most and trusted least (Steve) was always kept busy by third parties and so the long expected flare up on that front never actually came.

My initial plan was for a long term alliance with Russia or India. Which of them I would keep (assuming I got both) would depend on how the game developed in the early stages. Unfortunately for Paul he managed things so well in Asia and against Austria on those first two moves that I, and one or two other of his neighbours, got nervous. This is the big problem for Russia in Mercator - how do you consolidate your initial position without causing a panic? I would suggest that rule one is "ally with China against Japan" and rule two is "don't let Turkey into the Black Sea - no matter what he says". (For an interesting discussion of Russian strategy see Mike Nicolas's article in the latest 'Gummiballs'.) Paul neglected both rules to my considerable advantage.

The Mediterranean proved very easy. Tactically Italy seemed to know what he was at, but psychologically was clueless. He wrote very few letters, and replied late when other people wrote to him, which is not the way to win allies. Moreover, you don't put the fear of God up a player like Duncan Morris on one move and then turn your back, or at least you don't if you wish to survive. Italy's fall meant that only Austria was left of my northern neighbours. He had fought back so bravely from an appalling start that it was obvious that he could develop into a real threat. So I did the gentlemanly thing and jumped him while he was still small. After playing a few games with

Peter Nunn one learns to steel oneself.

Round about this time I did a deal with Doug for a three way win, with Ronnie as the probable third. I also confirmed my two-way arrangement with Steve, and thereafter was able to cruise home. When Argentina's stab on the U.S.A failed in February 1891 I put the two deals together, and Doug and I told Steve that if could reach 18 by May we'd settle. With one move to go his chances looked negligible, but a superb last round swindle saw him through.

My thanks to Doug and Steve for good alliances, to Kedge for some very amusing letters and to Clive for running the game rather more efficiently than he was prepared to admit. (You should try playing with the great Clagg in charge of the typewriter.) Thanks also to various press writers. Most press should have a blue pencil struck straight through it, but that lot was good.

ENGLAND - Doug Wakefield - Joint Winner

I rate England among the strongest powers in Mercator III and felt a little guilty, as the designer, in grabbing it.

The policy, from the word go, was to work with France - and this was O.K. since Duncan is an even older lag than I am. The U.S.A., I was confident would be preoccupied in the Pacific - and so old 'Bald Eagle' Nunn was - more than bloody occupied! Our idea was for Duncan to ravage Italy, North Africa and Iberia and me Germany, Scanland and the north of Russia (relying on two or three others to weaken Russia). Then we would consolidate in Europe and blitz Bald Eagle.

What I hadn't reckoned with was Stuart's astonishingly easy progress. Austria wrote some tidy press but that he didn't see the big boot coming exactly when it did, staggered me. Soon the position was Turkey ahead by 'N' lengths with England, France, Argentina, Japan, India and the U.S.A. in the running - but only just.

Duncan meanwhile was fooling about (or so it seemed), interminably switching fleets around in the Rome, Piedmont, Genoa area and was disinclined to have a go at Stuart. It looked like a runaway for C.D. Wish unless I could close up smartly - and there was only one way to do that..... (France's problem in Mercator mid-game is to avoid being gobbled by England, for whom any build threatens France.)

Stuart was happy to settle for a three way with me, I and either Ronnie or Steve - and my build in Afg was aimed at the possibility of helping rather than attacking India. To me India was a better bet so I hastily told Eagle of Ronnie's coming stab, banking that in the long run it would get me Que and NeY in case of a 'two way' requirement. (Sorry, Bootsie!).

That's about it. A bloody good game with some famous press, to which Flushman himself contributed but one (epic) poem. Stuart, I reckon rated an outright win, which he could doubtless have got, while Steve is always a good money bet. Ronnie, Eagle and Clive - not to mention Duncan - can feel hard done by and Clive's dog, despite his obvious distaste, GM'd excellently.

Last word - I wasn't bloody BERNARD M. CRISP! WHO WAS??

INDIA - Stephen Pratt - Joint Winner

This was my first ever game of Mercator and I got a great deal of pleasure out of it - particularly that final season!! The game started fairly well for me - I think India is a very strong country. I set out to smash the English/French colonies at the outset - well with Doug Wakefield & Duncan Morris playing England/France who wouldn't? It seems that the dependence of the colonies on each other makes an E/F alliance a little too certain. I had good lines of contact with Mike Roberts who used to be one of the keenest players about. My other firm ally was Stuart Dagger as Turkey who apparently has quite a reputation as a stabber but who maintained absolute honesty in our game long alliance (good enough Stuart?) even to the point of telling me that if I didn't make the criterion on the next season our alliance would end with him pushing for the two-way or the solo.

That was the position then, my growth had lagged behind Stuart's partly due to an inopportune NMR and to a couple of nit-picking stabs by the U.S.A and Japan. Those stabs were particularly annoying since they gained the stabber little but meant that I could never really entertain the possibility of attacking Turkey myself. Towards the end of the game some sort of grand alliance was beginning to emerge to stop Stuart's push for victory, but it was too late and

I had the chance of risking all for a three way draw for playing ball in the hope that Stuart/Doug could be worn down. An unlikely hope, I think, and even if it could have been achieved I suspect that India would have been next for the chop. No - my best chance was to stab everywhere on the last move and hope, deperately, that 1/ I'd make it to 18 centres and 2/ England/Turkey would declare the win as agreed. As it turned out Ron Fisher and Stuart bith covered for my aggresion but Clive Waterhouse pulled back from his gains as a getsure - which was just enough for me to win through - phew!

JAPAN - Clive Waterhouse - = 4th

My initial plan in this game was to ally with Russia against China as I had seen Mike Roberts at work in another Mercator III game and I didn't fancy my chances if I'd allied with him. This worked extremely well apart from the fact that the U.S.A. attacked in February. To my amazement he withdrew, but by now Russia had gained considerably in the destruction of China and was getting too close for comfort, so I let him come on a little more until he was exposed in the north and attacked with an A/F in Korea. There was nothing he could do about this and I had only to mop up the centres while they NMR'd. All the time India was steadily moving east and when he was in a position where he could take one of my centres I decided enough was enough and sent an A/F into SCS. Previously I had attacked the USA when he moved his forces south but I found he was too much to handle on my own so I withdrew, conducted a peace alliance with him, allied with Argentina and attacked again although never in any real force.

India and I were now fighting each other and problems were caused by the build of Turkey in Sak just when I'd decided to put a unit there to stop him doing this. At last I got the upperhand with India and could have gone up to 20 centres but before the deadline I had a letter from Steve Pratt proposing cessation of hostilities and try to stop Turkey who was looking a sure winner. I was not totally convinced but I did not have all that much to lose, so I decided to trust him. Still, I didn't do that badly in the end.

Many thanks to Clive for his GMing. As for errors in the last session how about USA on 10 centres while I can only count 8?

U.S.A. - Peter Nunn (Bald Eagle) - 6th

Well there's not much to say. Hydra is over and I won, at least Flushman did and that's the same thing isn't it? My thanks to Clive for ruining the chances of Japan and USA - Flushman would never have done it without you. Congratulations to my co-winners. I was feeling in a generous mood when I agreed to the triple win - next time they may not be so lucky.

Now to more serious matters. The 'top' dippy 'zine without a game of the 'top' variant!! I know it's hard for you Clive, but you really must concetrate. Unless you wish to slip down to seventh place next year, I expect to see at least three games of Mercator in Chimaera in the next few months.

Mercator V is the one - fourteen guaranteed subscribers and you could even persuade me to play. I know you have had complaints from the morals commission but perhaps a little 'X' rated section in your 'zine could carry Mercator games and if you really are stuck I would be pleased to GM one for you.

Thanks again for the game lads although I thought the press was pretty rubbishy.

TAG HILL

Thank you, gentlemen. Looking back on it all it was, in the main, a quite enjoyable excercise. It has, however, put me off running large scale, complex variants once and for all. It might be alright if you've got the time to devote to it, but it becomes a nightmare when you've got another dozen standard dippy games to get through in the week-end as well, plus all sorts of other odds and ends like letter columns and so on. As for guaranteeing me 14 subbers, I'm not that hard up for them!! and anyway I reckon I could do 3 to 4 standard games in the time I was taking to do Hydra and that's 21 to 28 guaranteed subbers!.....

If you're serious in the offer to run a Mercator game via Chim, then by all means do so, the game is very popular and I'm sure you'd rapidly fill the waiting list. There is however one small problem in that you'd have to set the deadlines a week in advance of the Chim one thus cutting down on the 'diplomacy' time available to the players. If you're happy at that, set your game fee, decide which version it's to be and we'll open lists next time.

ARGOS 1975FH SPRING 1909

ENGLAND (Bullock) F(Tun)-TYS, F(Por)-Spa-SC, F(ENC)-MAO, A(Mar)-Pie, A(Gas)-Mar, A(Bur) s A(Bel)-Ruh, A(Bel)-Ruh, F(Hol) s F(Kie), F(Kie) s F(Pru)-Ber, F(Pru)-Ber, F(BAL) s A(Nwy)-Swe, A(Nwy)-Swe, F(NTH)-Den, F(Edi)-NWG.

FRANCE (ANARCHY!!) F(MAO) & A's (Ruh)*, (Ber)*, (Mun) stand

ITALY (Nash) F(Ven) st.

RUSSIA (Lovibond) F(LOS) s F(Nap)-TYS, F(Nap)-TYS, F(Sev)-BLA, A(Tri)-Tyr, A(Ser)-Tri, A(Bud)-Vie, A(Rum)-Bud, A(Gal) s A(Bud)-Vie, A(War)-Sil, A(Mos)-StP, A(Fin) s F(StP-NC)-Nwy, F(GOB)-Swe, F(BAR) s F(StP-NC)-Nwy, F(StP-NC)-Nwy.

TURKEY (Pratt) A(Vie) stands.

Retreats: French A's Ruh & Ber disband. Turkish A(Vie)-Boh or disband.

PressLOVIBONDOVITCH/CAMELOT

Congratulations Mick, and well deserved. As I said all those months ago "May the best man win." What with my conversion to pacifism and the fact that I'm still a 'boy' at the time of writing, it's strictly no contest. Mind you after May 30th.....

TAG HILL

I have before me a proposal for this game to be declared a two-way draw between England and Russia with the Autumn season not to be played if accepted. Votes please by the next deadline, no vote implies acceptance.

Ron Canham joins a growing list of 'blacklisted' players in Chim, and is perhaps the most surprising one yet. You're one of Chim's longest serving subbers Ron, and to say I'm disappointed in you would be to put it mildly.

COCKATRICE 1975ID AUTUMN 1912

FRANCE (Scott) F(Lpl) prays, F(Bre)-MAO, F(ENC)-Lon, A(Bel)-s F(Hol), F(Hol) st., A(Ruh) s F(Hol), A(Bur) s A(Ruh), A(Pie)-s A(Tri)-Tyr, A(Ven) s A(Tri)-Tyr, A(Tri)-Tyr, A(Ser)-Bud, A(Gre)-Ser, F(AEG) s F(EMS)-Smy, F(Con)-s F(EMS)-Smy, F(Bul-SC) s F(Con),

GERMANY (Groom) NMR!!!! F's NTH, Den, BAL & A's Kie, Mun, Sil, Boh, Tyr*, Ukr, Nwy, Edi all stand.

RUSSIA (Nash) A(Smy)-Con*sby A(Ank), A(Vie)-Tri sby A(Bud), F(IRI)-Lpl, A(Rum)-Ser.

Retreats: German A(Tyr) disbands. Russian A(Smy)-Arm.

WINTER 1912 - builds

FRANCE Bre, Par, Mar, Spa, Por, Bel, Lon, Tun, Ven, Rom, Nap, Con = 18:bu 2 WINS!!!!
Gre, Ser, Lpl, (Tri), +Hol, +Bul, +Smy

GERMANY Kie, Mun, Den, Swe, Ber, Nwy, StP, Mos, War, Edi, (Hol) = 10:lose 1

RUSSIA Sev, Ank, Rum, Bud, Vie, (Bul), (Smy), +Tri = 6:lose 1

So Cockatrice becomes the first Chimaera regular game of Diplomacy to come to an end and it does so with Richard Scott emerging as victor. Congratulations Richard.

I'll do a final supply centre chart for next time and comments on the game would be appreciated from the participants (particularly the victor).

PressSEVASTOPOL

The Tsar was overjoyed. Exultant. His forces had been destroyed in open combat, his supply centres lost, his empire all but evaporated, the French on the verge of triumph, but he didn't care. The telegram said it all. From his agent in London it read:-

'FA CUP STOP UTD 2 LIV 1 STOP'

It had happened! The impossible dream had become a reality! He surveyed his maps again. Yes, all were there.

"What about the game situation, Hardbottle?" he asked boringly.

"I reckon France should do it this year unless we can intercept his orders."

"You mean to outguess him?" the Tsar asked.

"No, to stop them getting in."

"Oh, Ah well, it was a ggod game. Anyway, make preparations for a voyage

to Liverpool. Get the Kaiser to help. I'm going there now to rub defeat into the noses of those Liverpool supporters."

Hardbottle sighed. The Tsar had gone off his rocker. At his age too. He obviously didn't know that Anfield had won the cup the following Wednesday... Would Ju-bileeve it" he mused.

RUSSIA - FRANCE

Congratulations on an hard win. Pity Mike didn't beleive me earlier when I said you'd stab him.....

TAG HILL

£1 deposits refunded to Richard Scott, Mike Groom and Richard Nash. Fancy another one?

ECHO 1976 AU SPRING 1908

AUSTRIA (Dove) A(Vie) st.

ENGLAND (Thompson) All units stand.

ITALY (Lindsay) A(Ven) st.*

RUSSIA (Nash) F(Spa-NC)-Por, A(Rom)-Ven sby F(Apu), F(Tun)-WMS, F(AEG)-ION - no such unit(already in ION), F(Nap)-Rom, F(Rum)-BLA, A(Con)-Bul, F(Smy)-AEG, A(Ank)-Con, A(Gal)-Ukr, A(Bud)-Gal, A(Ser)-Bud sby A(Tri), A(Alb) s A(Tri).

Retreats: Italian A(Ven) disbands

TAG HILL

I have a declaration of a two-way draw from both England & Turkey, and as there is no way Richard Nash can fail to get the final Austrian centre next season, I take the liberty of calling this game over now. 3rd is Bill Dove as Austria and 4th PeteLindsay's Italy.

I'll do a final supply centre chart for next issue and statements would be welcome from any of the players.

Deposits refunded to Bill Dove, Linda Thompson, Pete Lindsay, Richard

Nash.

Press

ANKARA

The Sultan was still shaking from his wife's decision to return to mother as he finished his painting and left it out to dry. A beautiful contrast of blue and yellow, he thought. Then, suddenly, he heard sobbing in the background of the picture coming from the ~~Har~~ Palace. He went over to find his wife sitting in front of a wrecked hull of a model ship.

"Whassamatta Anna?" he asked in his best Chinese accent.

"That big Austrian hulk, Waldschmidt broke my model of Janus to pieces and threw me out of his house, luv", she sobbed.

"Ah so, nava wari petal, I shall destroy hecm. Leva this to me!"

The Sultan stormed out of his Palace and headed through the Tardis back to the Reky-brck Hunting Lodge, scene of the earlier midnight bathe. There he found Waldschmidt practising his counting. "1...2...3...6...4...9..."

"Balkan Pig! Standa up Anna be counted! Before Ia blasta you outa da sky!"

The Hulk rose. As part of these cartoon crimebusters, he was taking no chances. His comrades were at that moment trapped by the evil.....oh, sorry wrong story! He turned to face the Sultan. Two seconds later he collapsed in agony as the Sultan blew his brains out with a double-boring shotgun.

The Sultan returned to the Echo chamber and confronted his wife with what he had done. She turned on him.

"I'm not interested in youra boring Conquistadora's, what did you do with Waldschmidt?"

"I shot him and bought you back a new ship. It's nearly finished, and is called Icarus. Look you can see five building blocks just there."

The sultana smiled opportunely. And obliged.

"You know, I would never have gone back to mother: I would have divorced you instead.....

And they both lived happily ever after.....

ANKARA - LONDON

My best wishes to Calamity Jane; hope to entertain her and yourself at my Royal Banquet in Switzerland this September. Shall bring the Sultana too. Hope to join you in the next game.....

GORGON 1976GB SPRING 1907

AUSTRIA (ANARCHY!!) A's Ven, Tri, Bud* stand.
 ENGLAND (Quinton) A(Edi) st., A(Yor) st., A(Hol) s A(Kie), A(Kie) s A(Hol),
 A(StP)-Lvn, F(NWG) s F(Nwy)-BAR, F(Nwy)-BAR, F(BAL) s A(StP)-Lvn, F(Fin)-
 StP-SC,
 FRANCE (Humphries) A(Mun) s English A(Kie)-Ber, A(Ruh) s A(Mun), A(Bel) s
 A(Ruh), F(Tun)-ION sby F(TYS), A(Tyr)-Vie, F(MAO) st., A(Mar)-Pie, A(Par)-
 Bur, A(Nap) unordered.
 GERMANY (Anarchy) A(Ber) st.
 RUSSIA (Howes) F(AEG) st., A(Gre)-Ser, A(Bul)-Con, A(Rum)-Bud, A(Gal) s
 A(Rum)-Bud, A(Vie)-Tri, A(Sil)-Boh, A(War)-Sil, A(Lvn)-Pru, F(BAR)-StP-NC,
 A(Mos) s F(BAR)-StP-NC.
Retreats: Austrian A(Bud) annihilated.

Press

LONDON - MOSCOW

You tell me.

KRAKEN 1976FF AUTUMN 1904

AUSTRIA (Ferguson) A(Tri)-Tyr sby A(Vie), A(Bud)-Tri, A(Gre)-Alb, F(ION)-WMS*
 (not connected).
 ENGLAND (Gale) A(Edi)-Hol, (no such unit), F(NTH) c A(Edi)-Hol, A(Ruh) s
 A(Edi)-Hol, A(StP)-Mos, F(HEL)-Kie, A(Den) s F(HEL)-Kie, F(BAL)-Ber, F(Nwy)-
 Swe, A(Lon) stands unordered.
 FRANCE (Rundle) A(Tyr)-Mun*, A(Gas)-Par, A(Pic)-Bel, A(Muh)-Ber, A(Bur)-
 s A(Pic)-Bel, F(WMS)-TYS.
 GERMANY (Dove) F(Kie) ms F(Hol).
 ITALY (Barker) NMR!!!! F's Tun, Apu & A's Ven, Rom stand
 RUSSIA (Powis) A(Sil) stands.
 TURKEY (Close) A(Mos)-War sby A(Gal), A(Sev)-Mos, F(AEG)-ION, F(EMS) s
 F(AEG)-ION, A(Rum)-Bul, F(BLA)-Bul-EC.
Retreats: Austrian F(ION) disbands. French A(Tyr)-Boh.

WINTER 1904 - builds

AUSTRIA	Bud, Tri, Vie, Ser, Gre	=	5:bu 1	A(Bud)
ENGLAND	Lon, Lpl, Edi, StP, Swe, Den, Nwy, (Bel)	=	7:lose 1	F(BAL)
FRANCE	Bre, Mar, Par, Spa, Por, (Kie), +Bel, +Mun	=	7:bu 1	F(Mar)
GERMANY	Ber, Hol, (Mun), +Kie	=	3:bu 1	none rec'd OWED.
ITALY	Nap, Rom, Ven, Tun	=	4:N/C	
RUSSIA	(War)	=	0:lose 1	A(Sil) OUT!!!!
TURKEY	Ank, Con, Smy, Bul, Rum, Sev, Mos, +War	=	8:bu 1	F(Smy)

'Bye to Russia and Alan Powis, you're £1 deposit refunded.

Press

NO DATELINE

PM: "Isay McDuff there was no need to carry on to the Ruhr you know."

Mc: "Och A'na, but yon froggie who I gave the poond note to ran of wi it,
 so I charged after him and the krauts got caught in the way again."

PM: "Oh well, I suppose we must get rid of the last two or they may start
 to think we've got something against them!"

CONSTANTINOPLE

'Bye Alan, and what have you got that axe for?Aaaargh!

PERSIA

It would seem that Superturk will fail in his second quest- that of
 rescuing Kaiser Bill. The Gale blowing through Germany continues unabated,
 and it is feared that even the mighty Superturk and his ally Archduke Gus
 can not stop the awesome military machine that trundles towards them.
 However, it still remains to be seen whether the Italian leader will see that
 he has been barking up the wrong tree until now, and will join in the Eastern
 alliance. It will be a close run thing. (What the hell can you do with Powis?)

OEDIPUS SPRING 1901

Mutter, mutter, mumble..... The game start is unfortunately held over
 for an issue, though as I didn't, on this occasion, offer a double deadline if
 you wished it I am sorely tempted to penalise RAY LEE (Italy) by starting
 without him. However, he's saved by the fact that ALAN POWIS (Germany) has

lost his last copy of Chim with the addresses and so has requested the double deadline. For his information the addresses are as follows:

(A) Doug Pringle, 42 Stewartville St., Glasgow G11 5PL

(E) Bill Dove, 27 Davos Close, Woking, Surrey. Richard Nash, see page 24. (F)

(I) Ray Lee 10 Papillon Road, Colchester, Essex CO3 3JJ,

(R) James O'Fee 31 Knockmore Park, Bangor, BT20 2SL. N.I.

(T) Cliff Kennedy, 'Kilcree' Sandford Road, Dundrum, Dublin 14, Irish Repub.

DIPLOMACY WAITING LIST

Regular 2 season/year: Bob Howes.

Fee 50p + £1 deposit (This may be the last game start at this price so hurry if you want a place. I've found from experience that the easiest way to slow down game starts is to up the fee, and as we've been starting them at 1 an issue recently they need slowing down. (I'll probably make it 75p)

An easy (to run) variant preferably on the regular board (suggestions appreciated.) Fee 75p to a £1.

£1 deposit payable on all Dip game starts (refundable).

+++++.....+++++.....+++++.....+++++.....+++++.....+++++.....+++++.....+++++.....+++++.....+++++.....+++++.....

OUTDOOR SURVIVAL

GM'd by Clive F. Booth

Apologies to all involved in this game for the recent problems, but I have now retrieved the maps etc. from Carl Jennings and have got a good way towards sorting it out. Lot's of players seem to have NMR'd and I am sure that this is probably due to the poor GMing to date rather than dissatisfaction with the game itself. Can I therefore plead with these missing players to rejoin the game, give it a couple of seasons and you'll see the difference. None of you are too far behind, or even too exhausted, to still make it a race.

Last times adjudication:

1. Adam Quinton: Tries to make a water skin, though as he hasn't killed anything on this turn I don't know what he intends to make it out of (must be the sun going to his head). He hasn't seen any sign of human life for weeks, and now finds himself with a largish forest to the SE, a swamp to the north and perhaps the beginning of a desert to the NE. WA/FG/LLB
2. Allan Ovens: builds himself a shelter just south of a murky looking river flowing from a swamp. (Carl's map wrong, new one enclosed) WA/FD/LLD
3. Findlay Mabbot: seems to be lost in the wilderness (NMR) WD/FF/LLD
4. Andy Davidson: is also lost in the wilds (NMR) WC/FD/LLC
5. David Thorby: still toddles along at his own sweet pace admiring the scenery. At the moment he's facing a big patch of class II mountain ahead to the SE and a stretch of clear to the NE. The clear looks to run into a swamp though, and there's signs of beasties in the hills..... WA/FD/LLA
6. Ian Jones: after skirting rough terrain and avoiding a swamp, Ian finds himself with a small swamp ahead with class I mountains rising just beyond it. WB/FC/LLA
7. Les Kennedy: is lost somewhere in the wilds (NMR) WE/FG/LLD
8. Ron Canham: is lost too (NMR) WC/FC/LLB
9. Willy Haughan has been eaten by the beasties.
10. Dave Allen: tries his hand at hunting but fails miserably. He spots Dave Tant away to the north (1 hex) and nods a greeting. WA/FD/LLA
11. Rob Chapman: is lost in the wilderness (NMR) WB/FB/LLA
12. Dave Tant: spies Dave Allen charging about trying to catch a rabbit just to the south, (1 hex). WA/FC/LLA
13. Paul Barker: is lost in the wilds (NMR) WD/FE/LLD.
14. Mike Webster: has been eaten by beasties.

To join forces with another player you must both move to the same hex, and inform me you're friendly.

Don't forget the storm hits next time, and because Carl has kept no records of who has made what, who's wearing clothes etc. I'm afraid it's going to wash

them all away and you're going to be left unarmed, in the nude. Start making things again from next time and I'll keep a record.

I've been able to pick up a few of the extra rules you and Carl have put into the game by leafing through back copies and I'll list them here.

1.) I found all sorts of information relating to picking up rocks. All pointless so ignore it in future.

2.) Spears cost 1mp to make, maximum you can carry is two and they are usable only once. (add to this the following: they can only be made in forest areas; they add +5% to chances of success when hunting; they add +1 to first dice roll if fighting another player.)

3.) Water-bags last one turn and are re-usable (add to this; they cost 3mp's to make and you must have killed an animal on the same turn (or be in the same hex were you killed one earlier) to take the materials from.

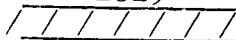
4.) Bows and arrows cost 3mp's to make. (add to this; You must obtain wood from a forest square (1 mp) and gut from a slain animal (2mp) (2+1 = 3).

That'll do for now. We're operating the 'optional rule' rule so there may be further additions as you think them up and get me to agree to them.....

Next turn send your orders to me and make them as clear as possible. Mark the route you are following on your map in pencil. Everything should be sorted out after next time and I have a volunteer in Chris Rick to take over the GMing. However, I enjoyed sorting out the last season so much I may keep it myself, it depends how long the adjudicating takes. If I do keep it though, I wonder if Chris would like to start another one with a more logical map than this (rivers flow up one side of a hill and down the other etc.....)

Remember, I want to hear from everyone before next issue, even the multi-NMR's and remember also that you can do anything you want in the game once you've agreed a mp cost with the GM.

1829



GM'd by Ian McLaren.

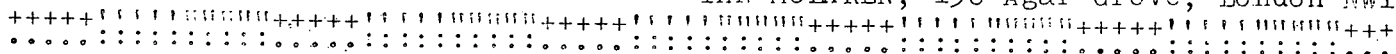
GAME REPORT AT THE HALF WAY MARK

For new readers, I am running a postal-version of the railway game '1829' (by Francis Tresham of Hartford Trefoil Ltd., about £8.00). We have had eleven moves, including 9 share buying rounds and 16 operating rounds. The six players are:

<u>PLAYER</u>	<u>DIRECTORSHIPS</u>	<u>VALUE OF HOLDING</u>
Tony Ball	London North Western, Lans & York	£2,355
Rob Thomasson	London, Brighton & South Coast	£2,233
Dave Tant	Midland, Great Northern	£2,162
Gus Ferguson	London South Western, G. Eastern, S.E.	£2,207
Bill Thorne	Great Central	£1,914
Keith Thomasson	Great Western	£1,651

The brown tiles will come out shortly, which will cause a number of significant changes. Notably, some local monopolies will be broken, and a number of companies will be able to reach London (only two can, at present). In the last round, the LNWR & GWR could both pay dividends of £200 and Midland £220. LSWR, GNR, LBSC and GER run for about £100 to £140 per round. None of the other companies have operated

IAN MCLAREN, 156 Agar Grove, London NW1



THE CHIMAERA AUNTIE TEASER

The winner is.... wait for it....Chris Rick, who pipped Richard Sharp to the answer by a short head. Also coming in later with the correct solution were Mike Lean, James O'Fee, David Bolton, Mike Vernon, Andrew Smith and possibly a few others. Well done all, it wasn't too difficult was it? In fact it's so easy I'm not going to reveal the answer to the ones that didn't get it, I simply give them a little more information to work on by means of some of the likes and dislikes that were sent in as answers. Before I do that though, Chris Rick has not taken the prize money of 50p but has instead put it up as a prize for the first person that can get the answer to his tea-ser. Here it is:

'A friend of mine has managed to book a charter flight to the moon, and you are all invited. Because it will be so crowded we can only take two bits of personal gear each. Now I've thought about it carefully and I decided to take a rucksack and my camera, and he said that would be OK!

All you've got to do is decide what you're going to take and whether Chris's friend will let you. Either send your answers to me for posting on to Chris with the next Chim, or to Chris direct at 3B Nottingham Road, Loughborough, Leics LE11 1ER.

Now back to Auntie: Chris Rick's winning answers first

<u>SHE LIKES</u>	<u>DISLIKES</u>	<u>SHE LIKES</u>	<u>DISLIKES</u>
Television	Radio	Decorating	Paint
Puzzles	Games	Women	Men
Drinking	Wine	Eating	Food

...and the runner-up, Richard Sharp:

'Auntie likes: Bedbug, Richard and Dolchstoss

Auntie dislikes: Boot, Clive and Chimaera

So why the hell didn't Auntie vote in the 'zine poll?

That's easy, she doesn't like Walkerdine.....And if there are any of you out there that still haven't got it, then I'm afraid you'll never know!

I see that our ol' friend Will Haven is in the process of buying a new house. May I say that I hope that he and his friend Roland will be very happy there. I suppose the 'open rear' aspect appeals. Let's hope you can soon sell the old one Will.



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340. Alan Watson

Seeing how you didn't publish it last month out of modesty I'm sure? CONGRATULATIONS to Chim on being top mag. Despite the miaows and clawings by several notably second rate drag mags the choice was good. Eclipsor I agree is catching up fast and frankly when my sub to the others expire, I'll not be renewing....

I'm not a D&D man myself but I still enjoy reading that section - every page is worth reading for entertainment value alone. I'm afraid I have no time for these pseudo-intellectuals who can't see past the Dippy board. Keep it up Pollyanna!!

Thanks for the kind words Allan, they're appreciated as are all the literally hundreds of others that have been written to me along the same lines. Yes, I suppose it was modesty that forbade me from including it last time for I tend to look on those sort of letters as personal thank-you's for the enjoyment we give through Chim. I see no reason to bore other readers with them, they know whether it's good or bad already without being told and won't change their mind. However, if I didn't get them from time to time I think I'd get pretty sick and soon start to think about folding.....and you can read a lot between the lines of that last sentence. I do of course get lots of letters from people who don't think it's the best too, for instance..

341. John Miller

Thanks for the copy of Chimaera 30. I must confess I still don't see why it won the Eurovision 'zine poll. My flatmate and I had a discussion

about the correct pronunciation. We decided it must be a hard 'c', and I hoped it rhymed with 'Eire' at the end. We definitely didn't want it to rhyme with 'shimmerer'. Anyway, we looked it up in our dictionary and were rather astonished to find that it indicated the correct pronunciation should be a rhyme with the end of...um...er....'Elizabethan era'!

That's right, Chimaera to rhyme with Elizabethan era (for all you new readers).....but of course it depends on how you pronounce Elizabethan era in first place doesn't it? I reckon that we in Derbyshire are the only ones that speak English as intended, 'cos whenever I go north or south of here the natives don't half talk queer. In London they always pronounce 'grass' to rhyme with 'farce' which if we didn't know better and didn't allow for their little quirks could cause all sorts of confusion. For instance take that most famous book in the world, the bible - I've always believed that Jesus rode into Jerusalem sitting on ~~his~~ ~~grass~~ but a London acquaintance assures me he was sitting on his arse (which seems perfectly logical). Anyway, it's KIM-ERA.

342. Cliff Kennedy

I'd be interested to hear your opinion of the following suggestion as regards the ordering of retreats. At the moment the rule is of course, that if a unit is dislodged and no retreat has been ordered for it, it is removed by the GM. Now what I would like to suggest is that if a player forgets to order a retreat the GM, instead of removing the piece from the board, should move it to an adjacent area himself - the place in question being determined by alphabetical preference e.g. thus if an army is dislodged from Smyrna by an attack from Constantinople and no retreat was ordered for it, it would be retreated by the GM to Ankara which comes alphabetically before Syria and Armenia - ordering of retreats is no problem at an early stage in the games but when one starts to deal with 12 or 13 units, well then..... I don't think it would put any great strain on the GM either. What do you think?

Well first of all it's not a new or novel idea, I believe that some magazines do operate such a system for retreats (Frigate used to) and the original Chim House Rules said that unordered retreats would be handled by some random method or other. I believe I changed it after pressure from subbers.

Dammit, if a player can't be bothered to submit retreat orders each season then he deserves to be penalised. Even in the case you quote where a player has 12 or 13 units, how many of them are going to be in positions where they may be forced to retreat from? Perhaps half a dozen at the most. No, if you want me to retreat units alphabetically, write it on the bottom of your orders each season and I'll follow your instructions. Woe betide you if two of them try to retreat to the same space though, 'cos I'll have 'em both off!!!!

343. Peter Waldschmidt

With regard to standby positions, I suggest you increase the basic fee for a game to £2.50 including the deposit. £2.00 would normally be returnable on completion of the game. If a player drops out he would lose £2.00. However, every player would be obliged to act, if necessary, as a standby for another game. If a standby position arises, you would select a player from another game by some random selection process. If the new player completes his main game but not his standby game £1.00 should be deducted from his deposit instead of £2.00. I hope you understand what I'm getting at. I don't think the admin would be much more.

At least if you feel doubtful about the idea you could publish the suggestion and try to get players' views on the matter.

To say I 'feel doubtful' would be an understatement, my initial reaction is 'no way, no way at all'. If someone told me 'You will submit orders for such and such a country in such and such a game I know what I'd tell them to do with it, particularly if it was a no-hoper with a couple of units. Even if I could get the players to agree to something like that, what's to stop them just writing 'all units stand' each time rather than going to the expense of contacting the other player etc.? I think you'll find that a player in a game he doesn't want to be in is likely to do much more damage than simply putting the country into anarchy. Still, you've put forward your suggestion and I invite other readers to comment.

344. Bob Stuart

Glory be - me lawks, would you be after having heard the tale of the man who went to Hodgis Figgis Ltd., in Dublin. (For those of you who have no knowledge of these things Hodgis Figgis is the only shop in Dublin which sells the written word). The following conversation ensued: Customer: "Is it possible that you would have a book of Englishman jokes?"

"Englishman jokes, you'd be wanting?" asked the assistant, "No, I've navy heard of them. We've lots of books on Mayoman jokes, on Corkman jokes, on Limerick-man jokes, I think we even had a book of Kerryman joke....."

The customer interupted "Kerryman jokes!?!"

"Kerryman jokes, yes, yes" he called to the back of the shop. "Mick, didn't we have a kerryman joke. In the name of all the saints, whatever happened to that Kerryman joke, we had it there only a few moments ago.

"Oh that one be sold" replied M^{ck}, "A man over from England bought it, he said he planned to make his fortune with it.

"How's that?"

"Well he said anyone who wanted a copy of it had only to write to him at c/o Maplay Games Ltd., 20 Kent Close, Orpington, Kent. He says that for £5.50 you get the lost Kerryman joke and a free copy of the glorious game 'Salamanca' too!"

I'm sorry I cannot think up anything better for Cliff Kennedy, but for him to translate known 'Irishman Jokes', into Kentman jokes, is the bloody limit!!

345. Willy Haughan

The debate on 'Fall of Rome' is interesting. I quite agree with Richard Nash, it is an excellent game and I think it's lack of success was due to the fact that many of the ideas were relatively new - area movement, random events etc. The game is very similar in its mechanics to 'Conquistador', which suggests SPI would be well advised to re-issue it.

346 Charles Vasey

'Fall of Rome' a neat idea - but not one for the stupid or those who demand to win.....

347. Andy Davidson

I quite like 'Fall of Rome' and had no trouble in playing it even before getting the erratta(?). The only problem is that once you get the hang of the game system it is too easy to beat the barbarians. Still, if you like winning.....

So, we still can't agree entirely on F.O.R. but fear not for Richard Nash has kindly loaned me his copy of the aforementioned game and by next issue I hope to have delved into it myself..... whatever that's going to prove.

348. Lew Pulsipher

Richard Nash needs to be pulled back to earth about UKW's 'zine 'Wargamer'. It's not bad, but certainly not the be all and end all. Some of the reviews, especially, are superficial. One scenario is a repeat of one printed in Perfidious Albion, with no credit given anywhere so far as I can tell. The entire organisation seems to depend almost entirely on one man, Kieth Poulter, and when he inevitably finds that it's more work than he bargained for, and less rewarding than he expected, there's a good chance that UKW will go the way of most clubs - total collapse.

'Battle of the Ring' (not Lord of the Rings as Richard calls it) is a nice three-player game (the two player version is slaughter for the bad guys barring unusual luck), but it doesn't bear more than a superficial resemblance to the War of the Ring.

349. Frank Dunn

Main reason for writing is to comment on a couple of points bought up by Richard Nash's letter (no.318, Chim 30), they are only minor ones. I am not, I hasten to add, joining in what seems to be a current trend viz; Nash bashing.

First of all the game is called 'Battle of the Ring'

Secondly the hex map is not beautiful and I imagine any Lord of the

Rings fan would be disappointed with it. I was, though I do realise that it was free with the magazine. One point or item neglected by Richard Nash in his enthusiasm was the counter sheet for the game. This was very poor, a sheet of thin blue card sectioned into square counters with pretty basic outline drawings on. In total not a very impressive package, though the magazine itself was OK considering it was the first issue.

I am fortunate here in that in the post this morning I received a copy of this game from the designer Martin Edwardes, so by next issue I should have had chance to play this too. I take your points about the quality of counter sheet Frank, but you gets what you pays for. At least the different pieces are clearly identifiable from the drawings (though different colours would probably have helped), which is more than can be said for the pieces in my first edition of 'WB & RM'. It's a pity you couldn't have touched on how the game plays in your letter, for it would have been interesting to see how you rate it in comparison to Lew. Perhaps for next time?

For readers who are interested the game is available for a meagre £1.20 (inc. p&p) from Martin P. Edwardes, 1 Maiden Road, Stratford, London E13. If you want to hang on there'll be more said about it next issue, if you don't then you can get the game and help to say it.

350. Linda Thompson

Thank you so much for the lovely flowers, dandelions and wild hemlock so unusual!! Well, it's a girl, Miss Lara Jane Thompson, lovely ain't it. She weighed in at 7lb lloz and dare I say it, she's beautiful! Lovely dark hair, just a little wavy and her daddy chin and some of his habits. i.e. sleeps constantly except when eating, then dribbles everywhere! Oh, and she's got a vivious suck!

I shall look forward to meeting the young lady, surely by now the most famous in UK Dippydom, in Nottingham in September. I've told Boot he mustn't touch and mustn't lose his temper if she tweeks his ears.

351. Aaron Cojaksed

Fancy David Bolton doubting my existance like that, simply because I've got an unusual surname. What's wrong with Cojaksed I'd like to know. He probably won't beleve it either when I tell him I've got a young nephew called Shynon Cojaksed, but it's all true. Anyway, since I've been tempted to write to you again I might as well let the pen run on to include a few thoughts on solo-dungeoneering. I have seen and tried both the Gygax and the Bartle versions (favouring the Gygax), but I haven't yet seen a suitable system for maintaining the unknown quantity of a monsters hit die score. For instance, assume you meet a 2 hit dice creature in a normal dungeon you would have no idea whether its score was 2 or 12 and so it would not affect you decision as to whether to fight or run. In a solo dungeon, however, you have to play both the role of monster and adventurer and so you know how many hit points the monster has. This will obviously affect your decision as to whether to fight or not. To restore the uncertainty I use the following simple system. We know that it's HD total will be between 2 and 12 with the chances favouring the central area around 7 so let's make a list of just what they are.

1 = 0%	4 = 8%	7 = 17%	10 = 8%
2 = 3%	5 = 11%	8 = 14%	11 = 6%
3 = 6%	6 = 14%	9 = 11%	12 = 3%

Extend this to the list following:

1 = 0%	4 = 17%	7 = 58%	10 = 91%
2 = 3%	5 = 28%	8 = 72%	11 = 97%
3 = 9%	6 = 42%	9 = 83%	12 = 100%

Now, every time you score a hit on the creature, take the total damage you have inflicted on it to date, find the % alongside it on the table above and roll percentile dice. If you score less than the % shown the creature keels over and dies, if you score more it fights on. Hence the uncertainty is restored to solo monster fighting.

If any of your readers are interested in the system and are too lazy to work out the tables themselves I'll be happy to send them along.

Thanks Aaron, the nice thing about printing articles in the letter column is that I don't have to give free issues for them. I don't think your name is funny, but several Chimaera subscribers even seem to doubt your very existence! Willy Haughan even goes so far as to say that you're me!!!

352. Tony Bartle

Jim Pennington... I've heard that name before. So I've got no class, huh? I'll state again - Rowlf is vastly superior to friend Boot and his cartoon companions. It takes no genius to draw (Sauce of the Nile 3, page V, for example), but puppetry involves a unique skill available to very few. In is a skill misrepresented in many counties of this kingdom - notably at 'Punch & Judy' shows, which set a poor standard for other puppeteers to follow. However, on the muppet show this skill has been revised: Rowlf not only plays the piano (I, for one, cannot), but talks and expresses, physically, movements as variable as those of any average human being. The expressions achieved facially are also of this high standard. This does involve skill and moreover, teamwork - the backbone of puppetry. The teamwork from producing the puppets to the acting and filmimg - the hardest stage of production. It is impossible to see any trace of the puppeteers on the show - no mean achievement considering there are at least two characters involved in acting Rowlf, and the excellent filming of the cameraman also adds merit to the show.

I agree that those damned foreign accents lower the tone of the programme along with imported American actors, most of whom I've never heard of before, but the fact that it is produced by YORKSHIRE T.V. is good enough to make me put up with the distasteful choice of guests and Ynaky accents (no comments, please!)

OK Jim, OK Clive, OK Boot? Not OK Boot? Pistols outside the incinerator at 6.00a.m.!

No, it's not OK, for a kick off it's not produced by Yorkshire T.V. it's produced by A.T.V. which is London based and/is only fractionally preferable to the Yanks doing it. Secondly you say yourself that it is filmed and if they can't keep the operatives and cameramen out of the finished offering at that then god help them. When I've seen them go up on a stage and do it 'live', then you can tell me that they're expert puppeteers. I wonder how many 'takes' they do and how many miles of video-tape end up on the cutting room floor? You don't really believe Rowlf plays the piano, how naive can you get? When you see him you're probably watching a conglomeration of the best bits of umpteen different tapes.

Anyway, everytime I've watched it I've been able to see metal wires on Kermit's arms and they tell me now that Fozzie Bear is nothing more than a big hat! If seeing bearskins paraded about on top of mens heads makes you happy, I suggest that you watch the changing of the guard or the trooping of the colour - they do it live.

Finally, just to use you own argument, can you see any sign of the operatives pencil when you read a Boot cartoon?

353. Lew Pulsipher

ASTONISHMENT! AMAZEMENT! or at least surprise. Was that a joke or are you really married

I'm really married and it's no joke..... Lew goes on in his letter to ask why I don't introduce myself in the next auto-biographical section and he's not the only one to ask. OK, you've convinced me I ought to do it, so look out next time for a few facts about the editor, all so far unrevealed!

354. Dave Tucker

Finally, please accept my commiserations for your living in Derbyshire, - I went there once for a geographical field study, never again!

WHAT!! How dare you comment thusly on my home county, sirrah, without doubt the most beautiful in England. Certainly no way for a new subscriber to behave, I am greatly insulted. Get your lead, Boot, we're going to Bedford.....

That's all the letters again, so start writing now ready for next issue. If I, or anyone else (except Boot) have been talking rot then tell us so, if you agree with us then tell us that too. If you don't agree with anything

Boot as said, pretend you didn't notice. He's a bit uppity at the moment and I warn you for your own good.

THE LAST ROUND UP

Issue no.80 of Mick Bullocks '1901 and all that' contains the results of Micks 4th-frequency survey. The most frequent 'zine is proven to be Roy Taylors Jigsaw which at 3.19 weeks per issue is exactly what Chim used to be when we operated to three weekly deadlines. Chim is the 8th most frequent.

Issue 69 of 'Mad Policy' finds Richard Walkerdine once again looking at the results of his 'zine poll. First thing he does is to prove that 'Dolchs-toss' did pick up a few grudge, which I didn't believe. I'm pleased to say though that even if they're ignored completely ol' Bedbug still doesn't topple us from the top.....eh, eh.

Another thing Richard has done is a survey of the editors' only votes (saying it was an idea of 'Bob Howes', but I think Richard will find I suggested much earlier if he checks), and in this Chim becomes a real cropper tumbling to 5th position. I had a feeling that this is what it would show, it isn't really difficult to gauge the feeling of the other editors in the hobby towards Boot and I, and that is why I urged as many Chim readers as possible to get their votes in.... good job they did.

OK fellow editors, you've at last produced a table that proves Chim is not the best, now will you kindly stop it with the sly digs? I wonder if any of the other past winners have ever had the victory greeted in the way Chim has?

Of course, now they ought to publish a 'readers' or rather 'subscribers only' breakdown where Chim would presumably extend it's lead to even more gargantuan proportions..... but they won't.

Am I really getting all bitter and twisted? Am I finally going the way of just about all the other publishers in this damned hobby? I hope to God not.

David Watts of Railway Rivals fame is all set up to commence production of the first 'Railway Rivals' zine, 'Railway Rivals Recorder' in October. Approximately 10 pages for 6p, spirit duper (shades of the old days for Chim!), and including RR games, Oil Distribution, Diplomacy and 1829. Advance subs are already being accepted, so don't hang about if you want to be in on it! Dave's address is 32 Eastleigh Drive, Milford Haven, Dyfed, SA73 2LY.

Two magazines with duplication problems - Leviathan and Lemming Express. With Leviathan the printer is sick and/could well be another couple of weeks before it finally appears - one of the problems with litho printing I suppose. Lemming Express isn't litho printed and the problems there stem from the fact that Bob Howes has found it more difficult to get hold of a duplicator than he'd anticipated. Got one now though, so Ellie could be dropping through your door at about the same time as this.

The final report for the Chimaera Formula One race, ended last issue, is held up owing to technical reasons (Richard Nash and I can't agree on figures) but should be ready for next time.

GAMES SHOP

Ingo Baschck, D-486 Gelsenkirchen-Buer, Arenfelestrasse 12, West Germany would like to obtain a copy of 'Armageddon' preferably in mint condition. If you have one you're prepared to part with, please write to Ingo at the above address.

Willy Haughan, 54 Linden Road, Gosforth, Newcastle on Tyne has the following games for sale, prices are inclusive of postage:

Dungeons and Dragons - basic rules - £5.50

SPI Global War - boxed - £5.00 // SPI Strategy One - unboxed - £5.00

SPI Flying Circus - unboxed - £3.00

Dixie - with copy of S&T - £1.00. Also on offer are the following miniatures rules, all in good condition and all ridiculously cheap at 50p each inc postage.

Galactic Warfare by Dave Rotor----Wizards and Warfare by Peter Irving

Sword and Sorcery Society Wargame rules ---- Napoleonic Rules by Bristol Wargames Society----Advanced Ancient Rules by ADC----Infantry Action 1925-75 (2nd edition) by Wargames Research Group----Rules for 1750-1850 period by WRG----Rules for 1000 BC - 500 AD (July 1969 edition by WRG----Ancient Wargames

Rules (Feb 1969 edition) WGR--(must be collectors items by now!)----Micro series Ancient Warfare @ 70p.

I got a copy of 'Courier' again last week after a long gap and I'm sure there's no need to tell you that 'Courier' is the longest running 'zine in the British hobby. Free to all players in any of the games, but very expensive if you just want to watch (2p per sheet, 11P). It comes from Don Turnbull 5 Greenlands, Red Cross Lane, Cambridge CB2 2QY has openings for, besides Dip, Kingmaker, Madame Guillotine, Railway Rivals, Election, Jutland and Airforce. Surely the safest place around to play and recommended on that score, though not for you if you like something else with your game reports and press

'White Dwarf' the new Science Fiction and Fantasy games magazine from the Games Workshop finally made it's long awaited appearance last week. 50p seems a tidy sum even for a professional effort like this when it runs to but 24 pages. All good stuff though with articles on Metamorphosis Alpha, Warlord and lots of D&D....well, nearly all good stuff, can't imagine why they let Fred Hemmings in though. If you're a D&D/fantasy fan try 50p's worth and I'll bet you go back for more, but if you're not save your money.

Available from Games Workshop, 97 Uxbridge Road, London W12.

That other magazine of D&D affairs, 'Trollcrusher' arrived the other day too with lots more mind boggling thoughts on the game (I've given up trying to follow it all). Some of it is really bloody terrible (like the piece called 'Voyage to Skull Island') but with an apazine I suppose you have to take the rough with the smooth. D&D fans only are going to be interested in this, though Steve Fitzwater is attempting to get a 'Warlord' game started in it's pages.

Available from Bryan Ansell, 15 Furlong Avenue, Arnold, Nottingham.

Reasons for Les Kennedy's rapid disappearance from the postal games scene are now becoming apparent. He's getting wed (Fool).

MIDCON II, the years major games event is scheduled for 9th-11th September at Nottingham University. Everyone has got to be there and that includes you. B&B is £5 per night, I can remember that, but I seem to have lost my Norns that's got the rest of the information in it. If you're in a hurry send a s.a. to Dave Allen c/o British Rail, S & ISD, Room 243, 163-203 Eversholt St., London NW1 1BG and I'm sure he'll send you details, otherwise hang on until next issue and I'll try and get the info that's missing.

Japhidrew is no more, having now changed it's name to Stelphi. In the last issue Phil reveals all about the reasons for the 'zines recent poor quality, personal problems. I was seriously considering cancelling my trade with J. but I'll wait now for it to regain it's former glories albeit under a different name. I understand too that Phil has resigned his post as 'Soccerboss' secretary for the NGC and that has got to be good news. I can think of nothing that would turn a person more against the hobby than to have one of the recent J's as his first taste of it. New Soccerboss secretary is Gary Brittain.

Greatest Hits the magazine of Pete Birks is the latest of the established zines to fold, and this one came right out of the blue. Pete and I have never seemed to have much in common but I shall miss GH even if it's only for the letter column. The time that Pete saves by folding the 'zine he intends to devote to writing articles for other 'zines and to writing a book on poker. I shall probably read the former, but no way will I even look at the latter. Good luck, Pete.

Would you believe the 'Pistol Duelling Rules' from our own En Garde game have turned up in the Australian Dippy 'zine 'Tau Ceti', and without a word of acknowledgement to boot? If Australia wasn't such a long way off I'd send ol' Boot out to see Mr. Larry Dunning. No doubt he feels safe out there, but Boot has contacts with a couple of dingoes that just need a wink if he gets out of line too often.

Also in Tau Ceti is a game start of 'Rollerboss', the Rollerball version of 'Soccerboss'! Wouldn't mind having a go at that myself. Available from Larry Anthony Dunning, 46 Holmesdale Road, West Midland, Perth, W. Australia 6056

*****Coming in next months Chim. A new postal game from Bill Dove to rival Soccerboss! The first part of Richard Nash's 'Economic Diplomacy' variant, game reviews of at least some of the following- Blockword, Knights of the Round

Table, Battle of the Ring, etc. Plus me! Plus Boot!! and plus you!!!!

Chim is still looking for more articles and there's a free issue for each one printed. Remember, we're the best British 'zine (bite your lip, Sharp) and this is where you want to be.

Eeek, nearly forgot Black Box! Only Mike Vernon and Mike Lean have sent grids so far. Fire your first two rays next time lads and we'll get under way. Anyone else that wants to join in, you still can. Just send your grids and first two rays by the next deadline (as per Chim 30). Game fee 15p - winner takes all.

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DEADLINES: RCW, ^{Leander} Conquistador, Outdoor Survival, En Garde, Sorcerer, The Pits of Cil, Railway Rivals to relevant GM's by Friday 8TH JULY 1977
All other diplomacy to me by Friday 15th JULY 1977. (+ Black Box)

Changes of address:

Doug Wakefield, Residence la Martiniera, Rue des Archers, 59400 Cambrai, FRANCE.

Geoff Malvisi, 47 Despenser Street, Riverside, Cardiff, Sth Glamorgan.
Alan Powis, 14 Wyrley Close, Willenhall, West Midlands.

Credit figure by your name on the label is prior to deduction for this issue, which is a real bumper bundle and costs: Chim 17p, EG 7p, PC 2p

PRINTED PAPER Reduced Rate
Reduced Rate PRINTED PAPER

This is a giant size, special summer issue of CHIMAERA a wonder 'zine from Clive F. Booth
71 Clara Mount Road, Langley, Heanor, Derbyshire.
DE7 7HS
UNITED KINGDOM.

20 JUNE 77

Good news for blind illiterates!! David Thorby is bringing out another issue of Walamalaysia Gazette!



The end.

Alan S. Walsan (2.60/2)
38 Hommersknot Ave
Darlington
Co. Durham

DOGS IS BETTER'N FROGS -- DOGS IS BETTER'N FROGS -- DOGS IS BETTER'N FROGS -