



Welcome all to this the incredible 33rd issue of the illustrious wonder 'zine 'CHIMAERA, undefeated champion of Europe according to the 'Mud Policy' 'zine poll and looking now as if it is to remain so for ever and a day. CHIMAERA is a magazine of games and games playing for games players and appears once every four weeks. It is edited by I, Clive F. Booth of Wellington Station, 71 Clara Mount Road, Langley, Mearns, Derbyshire DE7 7HS, United Kingdom and is costing you 18pence\*for this issue in this new litho format. Printing is done by Asgard Miniatures of Nottingham and anyone who wants the 'zine can receive it by sending me any sum of £1 or over. I'll then send you each issue as it appears deducting cost from your remaining credit. In so doing I am assisted by Boot, the wonder-dog assistant 'zine editor and neither of us are prejudiced in any way. We don't care if you're black; yellow, Catholic, American, Dwarves, Elves, Fairies, Queens or Kings and we're even tolerant of people from south of Watford. (That last sentence may have special relevance for readers of Bellicus, but for the rest of you I'll explain a little later). [ \* plus postage ]

First though I must try and calm those of you who are muttering away under your breath about the price rise. I am sorry, but with this litho format it is necessary and I hope that you will all agree that it is worth the extra 2p. Even with that extra 2p I am, because of the amount of free issues that somehow get distributed everytime, still going to lose, though not too heavily. Whether we stay in this format or not depends on a few things, they are: A) whether your response is favourable or not; B) the size of the eventual loss w.en I dip into my pocket; C) if cost does prove a problem, whether the non-playing readership can be boosted or not; and D) whether Asgard are prepared to continue printing at the same bargain price.

I do want to stay litho if possible as it saves me 7 or more hours an issue in cranking the hand duplicator and that's time I can put to better use on the magazines contents. Litho does of course mean that artwork is about 100% easier to produce and so as of now I am actively soliciting drawings, cartoons etc, from you readers along with my usual plea for articles, reviews and any odd snippets of 'news' about the hobby in general.

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As the smoke begins to settle and the high blood pressure and racing pulse caused by the broken duplicator last issue begin to ease, it is at last possible to count the cost. The £7 loss on CHIMAERA and £2.50 on EN GARDE that I anticipated on my part were very wishful thinking and the actual cost to produce last issue was £56.55 of which but £35.62½ was recouped in subs, hence my loss was a staggering £20.92½!! Hells Bells! If I'd realised that before I wouldn't have gone to the printers, I could have sent you all a note saying 'Sorry, magazine delayed' and still have saved myself a packet. Oh well, we all learn by our mistakes.....

A special thank you here to the CHIM subbers that sent donations towards the loss. That the magazine is appreciated to that extent really tugs on the old heart strings and the thought is very warmly appreciated. I can't, however, accept the money and those concerned will find notes of explanation and thanks enclosed with this issue if they haven't received them already.

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This issues saddest news is that Richard Walkerdine is to fold his long running 'Diplomacy' magazine 'MAD POLICY'. I suppose that the fold has been on the cards for a long time now with the dissatisfaction that Richard has regularly voiced of recent, but I'm sure that we all hoped he'd come through the depression and continue his publishing career. The fold is particularly sad for me as it was Richard that gave me much



(3)

such help and advice in setting up CHIMAERA and to my mind he has always been one of the cornerstones of the hobby. In fact as far as I was concerned he and Mick Bullock were the hobby and now, alas, they are both making their exits from active 'zine publishing at the same time. How am I, and others like me, ever going to withstand the Sharps and Piggotts and Havens of this hobby without the commonsense of the two of them in the background as a beacon of sanity?  
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Remember my editorial of last issue where I castigated Will Haven over his continual attacks on CHIMAERA via his own magazine 'BELLICUS'? Well, Will has replied via B. and I think that we are once again on friendly speaking terms. It seems that many of Will's attacks were no more than attempts to draw a vicious response from me in the belief that this would inject 'character' into these pages. Now whilst I appreciate his motives, if indeed he were trying to help, I am afraid that I have no wish to inject that sort of 'character' into CHIM. It is not my character and I have no desire to pretend to be something I am not, and anyway, I would find it intensely difficult to maintain the facade from issue to issue (I'm just a nice guy see...). I don't mind friendly bickering disagreements approached and conducted with humour from both sides (as the exchanges between Will and myself used to be), but I don't like it when the knives come out and genuine bitterness starts to creep in, (The recent attempted assassination of Paul Willey by John Piggott leaves me feeling sick and disgusted. It was unnecessary and although Paul was at fault the criticism could have been couched in more amiable terms ((Yeah, I know I shall be more than likely called a milksop, but I just don't think it was necessary))).

Anyway, Will has been gentleman enough to admit he might have been wrong in some criticisms and I'm happy to do the same, thus I hope putting us back to the state of friendship that existed before all this got out of hand.

Ah, but if you're a reader of BELLICUS you're probably just waiting to see what I have to say about the revelation that Will came up with in the last third or so of his reply. For those of you who do not see BELLICUS I'll explain:

Will took offence to the first paragraph of my last editorial where I referred to him as a 'fairy' (in actual fact I didn't refer to him as such, I left it for the reader to decide, but his criticism is nonetheless accepted). 'Fairy' is of course colloquial English for 'homexual' as is 'queen', 'queer', 'puff' etc. I don't think it is the first time I have referred to Will in such terms, just the first he has taken offence, but in this and all other cases it was no more than a joke. There was no-one more surprised than I by Will's admission there in BELLICUS that he and Roland have a homosexual relationship.

Will quite rightly asks for an apology from me and if I have caused any embarrassment to either he or Roland then I apologise most sincerely. I am not prejudiced as he suggests and Will will be as welcome here as ever when we eventually meet for that game of 'Stalingrad'. The fact that I am not prejudiced does, however, mean that I will treat Will no different from the way I have ever done or for that matter, no different from any of the other CHIM subbers. This in turn means that he is as likely to be the butt of my pathetic jokes as anyone else and I trust that he won't be over-offended. He does not wish to be treated differently because of his sexual orientation and I would be the last to do so. In other words, Will may be an homosexual, but I won't hold it against him (joke number one....)

I greatly admire his courage in making the announcement, for I am sure that he will come in for a good deal of leg-pulling and even open hostility from other editors and members of the hobby at large. He will also find that hostility extends much farther afield than Yorks and Derbys, and I sincerely hope that he will not suffer from too much of a 'puritanical' backlash.

Sheeeesh, the lengths that guy will go to to fill his letter column...!  
(Joke number 2....).

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CHIMAERA FOLL

My thanks to all the people that responded to my request for information regarding the likes and dislikes in CHIMAERA last time. The response was truly astounding, particularly as everyone tells me people never respond to polls in this hobby anyway. In actual fact I got about a 40% response and that can't be bad can it, it must prove that more people actually read CHIM than read our lesser competitors who never get returns.....

Anyway, What did it show? Well, the overwhelming opinion was that the balance between games and articles in CHIMAERA was spot on and that surprised me a little as I'd thought we were getting a little top heavy on games. The favourite type of article was game reviews followed closely by humorous ones and then puzzles and strategy (strategy? I can't even recall publishing one.....). Favourite single article, surprisingly by a huge margin, is the fantasy adventure serial 'Tekumel', followed by 'The Pits of Cil' and the 'I'd like to introduce myself'. The favourite writer, excluding me who has an unfair advantage anyway because I get everywhere like hoss-muck, is Dave Tant followed at some distance by the late, lamented Tantalus.

Unfavourite writer I'm not going to reveal but there definitely was one picking up over 30% of the anti-votes. Diplomacy press is generally accepted to be sub-standard and even in some cases described as 'lousy' or 'dismal', certainly an area that needs to be looked at.

The final question was 'should I grow up?' and many of you seemed to think that this was put in as a joke. Actually it wasn't, it was perfectly serious and intended to find out whether you wished CHIMAERA to become more serious or not. Many didn't even bother answering the question, but all eight of those that did expressed a desire that it should remain exactly the way it is - slightly childish and insane. That suits me.

Oh, and of course you nearly all agreed that dogs were better'n frogs. There was one mentally deficient who thought frogs were better and there was even one no hoper who put purple striped camels at the top of the list! As I've always said though, and now I have common opinion behind me..... DOGS IS BETTER'N FROGS.

My thanks to all who responded - there will be slight adjustments to CHIM's course due to what has been shown, but certainly no major adjustments are necessary. This type of feed-back is very helpful and it might be a good idea to get you to rate contents each issue so that a continuing picture of opinion can be formed.

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Passing through the latest 'DOLCHSTOSS' the house 'zine of the NATIONAL GAMES CLUB, I eventually arrived at the 'Battleground' section and my eyes fell upon a name that I immediately recognised from somewhere: Editor in Chief and Treasurer-TONY DINSDALE it said, now where had I met him before? A racking of brains, a quick check through the files and, yes, here we are, the same Tony Dinsdale.

On 26th January this year he signed up for a game of 'Russian Civil War' in Chimaera and then demanded that he should be allowed to play without subbing to the magazine. Eventually he disappeared without another word leaving all the other players three moves into a game which was fortunately saved by the rapid drafting in of a replacement.

I bear Tony no malice for his action though he'd better not ask for another game in this magazine and if other editors have any sense they'll think twice too. I mention this simply to warn members of the NGC of the comedian they have got running there 'Wargames' section. May God help them.

I have no intention of sending Mr. Dinsdale another free copy of CHIM so if anyone knows him perhaps they'd just care to mention I've been talking about him. Thanks.

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And now, over the page, the best bit of CHIMAERA, no not the end William, it's.....

# TÉKUMEL

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 Sixteen

The party and their hosts clambered into the three outriggers and were quickly skipping across the mouth of the river towards the village. Several of the warriors that had met them a little earlier helped the rowers to pull on the oars and a rapid progress was made. Soon they were again clambering ashore onto another beach of almost white sand, just down from the village.

The first thing that struck Qyshá as he stood on the sandy bank of the river, hands on hips, looking towards the buildings, waiting for the others to disembark, was that these were not common or mud clay huts, they were well built stone structures in the form of conventional mud huts. The doorways were not hung with animal skins either, but were blocked by ornately carved wooden doors on heavy hinges. As Qyshá watched, one of the doors opened and an aged white haired man with face whiskers to match stepped forth. He wore a long cloak of purple with elaborately designed abstract patterns embroidered in bright silks to decorate the edges. He was accompanied by three hefty warrior types, obviously his bodyguards. He bowed lightly towards Qyshá and then spoke in the same unintelligible language that the other natives had used earlier.

"I'm sorry" said Qyshá "but I do not understand, I have already said to your....."

Several other purple cloaked men, all of approximately the same years as the first and all with the same long face whiskers had appeared from some of the other huts and now stood a little behind him. As Qyshá spoke one of them stepped forward.

"Ahh, you are Tsolyani," he said, then he turned to the first man and spoke a few words in their own language. The man replied and the second translated his words to Qyshá.

"Welcome to our island. It is not often that we have Tsolyani visitors but you will find us most hospitable. What brings you here and how can we help you?"

Qyshá was taken aback slightly to hear the interpreters perfect Tsolyani and he made a mental note to bring up the question of where he'd learnt it at the first opportune moment. Common etiquette told him now though that he must first answer the others questions. He replied, telling briefly of their quest to discover the fortress in the hills but leading them to believe that his reasons for wishing to do so were simply to find the ancient home of his ancestors.

The interpreter translated for the chief, a broad smile on his face but before he'd finished the chief and all the gathered throng broke into loud guffaws of laughter. The chief, wiping tears from his eyes, replied and the translator passed on his words.

"Of course you have, my friend. I don't suppose for one second that you've come seeking the treasure of Chayau'dlang'ush have you? No, of course not....."

The whole of Qyshá's party were visibly stunned by this statement and even when Qyshá tried to reply he could no more than 'um' and 'errr' able to find no words at all suitable for the situation. The chief spoke again.

"Oh, don't worry about it. You're not the first to come seeking it

and I don't suppose that you'll be the last. Apart from a few odd coins and artefacts no one ever finds anything up there."

They spoke more about the fortress and the treasure and Qyshá admitted that it was stories of the hidden treasure that had bought them there. He didn't, however, give any inkling of the fact that nestling safely in his gown was the 'official' map to the treasures location. He thought it better to just let their hosts go on thinking that they were simply just another band of adventurers seeking their fortunes by hit or miss methods. It fleetingly crossed his mind that perhaps some of the others had had maps too, but he put it from his thoughts. He'd worry about that later if need be.

Qyshá and Gresh'l were separated from the other members of their party and were led into the nearest hut, the one from which the chief had appeared. Inside the heavy wooden door they found the 'hut' was no more than a large hallway with mirrored walls on two sides and a wide, carpeted stairway running downwards directly opposite them. On either side of the stairs stood a guard, feet slightly apart and hands one atop the other on the hilts of their unsheathed, jagged-edged swords which in turn rested on the floor. Qyshá and Gresh'l followed the chief and his party down the stairs and Qyshá was fascinated to see that the light they walked by was provided by a gentle glow that emanated from the walls and ceiling. They followed the stairway down for about 15 or 20 feet before it opened into a second circular hallway from which led half a dozen doors. They passed through the one directly opposite the foot of the stairs and came into a large room decorated with heavy hanging tapestries and with large cushions set on the floor around a long low table. The chief motioned them to sit, but he did not do so himself. Instead he spoke to his interpreter, bowed once again to Qyshá and then disappeared out through the door.

"Our leader is sorry that he must leave you," said the interpreter as he sat down opposite them at the table, "but he has other pressing duties demanding his attention. I am Thesá V'shangtló, assistant to our leader and I have authority to conduct discussions with you on his behalf. Now then, I understand that you wish to purchase supplies for your vessel?"

Gresh'l answered that they did need supplies, fresh fruit, meat and water plus any grain they could spare. Thesá nodded slowly as he spoke, then reaching under the table he produced a wad of paper and a pencil. Qyshá glanced around, there were six of them in the room, Gresh'l, Thesá, the three hefty warriors that had earlier accompanied the chief, and himself.

"How much do you require" asked Thesá, and then as Gresh'l went into detail he scribbled away on his pad. Eventually they both finished and they all sat in silence as Thesá studied his notes and occasionally jotted more figures. Then he looked up, laid his pencil carefully on the pad and announced "300 káitars the lot....."

"Done!" interjected Gresh'l obviously satisfied with the offer.

".....but you collect your own fruit and meat", finished Thesá smiling.

"Hmmm, I see" said Qyshá. "For the 300K we get just the grain and your permission to collect fruit and hunt meat on the island. Is that right?"

"Exactly, only only within the limits we mentioned and only within certain areas of the island that we will lay down. Take more than your quota and we'll have to raise the price."

"And if we take less do we get something back?" asked Gresh'l.

"If you like", replied Thesá, "but the island is rich with wild fruit and animals. You will make your quota easily."

"O.K." said Gresh'l, "I'll get some of my men ashore in the morning and they can start work. Now, I think there are other things that we wish to talk about." He looked towards Qyshá who took up the conversation.

"Yes indeed, like for instance how com you speak Tsolyani so well?"

How come you live so lavishly for a small island community? Why doesn't this island appear on any official maps? I find there are many mysteries here and I am curious."

Thesd tapped the top of the table gently with the palm of his hand. "Always the same questions" he laughed. "Our visitors never cease to be amazed. Look, my friends, it is not for me to answer your questions, even though the answers are known to me. I will tell you only that I speak Taalyani well because I am a citizen of that country. There are citizens from many of the countries of humankind here. The island does not appear on your maps because your masters do not wish it to do so. For further information I must refer you to the Omnipotent Azure Legion of your own country, though I wouldn't recommend that you approach them on the matter.

They sat in silence for several seconds, Qysht and Gresh'l trying to sort out in their minds just what this island was all about. Then they became aware that Thesd was speaking again.

"Come, you have journeyed long and must be ready for nourishment. I will have your fellows bought down from outside and we'll feast."

With a clap of the hands he signalled the warrior by the door to open it and through it came female after female each carrying steaming trays of food which they set down on the table.

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# 1829

GM: IAN MCLAREN  
THE  
Railway  
Game.

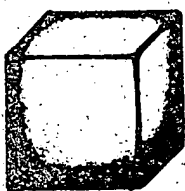
1850: The game is now in its final stages - the most powerful '7' trains are in use, and the most complicated Grey tiles are available. Some of the copanies are in fairly good heart - LNWR, GNR and LSWR in particular. Others are in a more parlous state - Midland, L & YR and SECR do not have a train between them.

At this stage, Dave Tant is in the lead by £500 from Gus Ferguson and Tony Ball. The other three; Keith Thomasson, Rob Thomasson and Bill Thorne are about £300 or so behind them. Still very close.

The game will run for another 12 operating rounds (i.e. until 1866). There will be another 2 sharebuying rounds for the shareholders to try to improve their capital values.

BILL THORNE will not have received a copy of '1829A:16 by post: he has not sent orders recently and owes me one S.A.E. all ready. I'll keep him in the game until the end, but he won't get any more reports until I hear from him.

IAN MCLAREN: 156 Agar Grove, London NW1



BLACK BOX  
Game No.1  
Prize money  
£1.35

- Lionel Bidwell: 3rd Ray enters 29, exits 30  
4th Ray enters 9, exits not.
- David Bolton: 1st Ray enters 8B, exits not.  
2nd Ray enters 8C, exits 8D(bottom).
- Mike Lean: 3rd Ray enters P, exits not.  
4th Ray enters F, exits not.
- George North: 1st Ray enters T, exits not.  
2nd Ray enters A, exits not.
- Andrew Smith: 3rd Ray enters 31, exits 11.  
4th Ray enters 18, exits not.
- Kth Thomasson: 3rd Ray enters 16, exits not.  
4th Ray enters 32, exits not.
- Rob Thomasson: 3rd Ray enters NS, exits BT.  
4th Ray enters AP, exits AE.
- Bill Thorne: 3rd Ray enters 15, exits not.  
4th Ray enters 7, exits 23.

Mike Vernon: 3rd Ray enters N, exits not, 4th Ray enters 7, exits N

# GAMES SHOP

If you've any games to sell, or any games you want to obtain, advertise them in this column. It costs you nothing.

**EN GARDE!** David Bolton, 19 Carrickburn Rd., Carrickfergus, Co. Antrim, Northern Ireland BT38 7ND has 5 photo-copy sets of En Garde rules for sale @ £1.00 each + 10p postage.

Mick Bullock, 14 Nursery Ave., Halifax, W. Yorkshire has a full set of Allan Owen's 'En Garde' magazine available from issue number 4 onwards for a large, well stamped envelope.

**Willy Haughan**, 54 Linden Rd., Gosforth, Newcastle, Tyne & Wear has the following games for sale: All SPI & boxed; Starforce, Sorcerer, World War III for £4.20 each inclusive of postage.

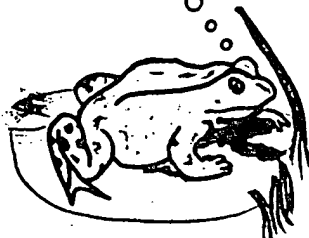
**Gary McNeil**, 49 Breedon Close, Corby, Northants has a boxed SPI Sorcerer for £4.00 inclusive of postage.

Next..... the Day of the Frog.

O WAD SOME POW'R THE GIPTIE GIE US  
TO SEE OURSELS AS OTHERS SEE US!

Robert Burns 1759-96

Did you know  
Robbie Burns?



This issues guest is..... **ETF**

otherwise know as Ethil the Frog  
accompanied by **JOHN PIGGOTT!**  
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Before we commence the ~~assassination~~ the next article, just a few words for newer subbers.

In this column we every so often look at some well known member of the hobby and ask all and sundry for their impressions of him. For this issue we've picked on John Piggott and his magazine 'Ethil the Frog' usually accepted as the best in the hobby. (Needless to say it's generally John that does the accepting...). Anyway, now for the truth, read on!

In bygone days, Ethil the Frog used to be one of the best - if not the best - 'zine in the world. I only saw the last few issues of this publication, but they were still good. That was in bygone days.

I was shocked in February to find that issue number 47 of Ethil was out! I was even more horrified to receive a copy of it. I thought Piggott went down with Victor Ludorum, yet here he was again. Just to ensure that it wasn't just one of Davidson's programs on some computer which was unfortunate enough to bear Piggott's characteristics, I sent off my cash.

Ethil (new variety) isn't as good as it's predecessor. It is professionally printed if not likewise written, and (unfortunately) appears promptly. Mr. Piggott makes a big thing of giving out reviews to people, and his SF page has to be seen to be ignored. He has a letter column full to the brim of (would you believe?) letters which are not only irrelevant but L-O-N-G. This time he included in his undead 'zine an article by some depraved soul named D'Amassa, which just has to be the worst rubbish I ever saw in a 'zine.

No, but  
I suppose he  
would if you  
put enough para-  
fin on him...



Piggott does have some good points though: his 'zine already has 5 games which are taking up a lot of space, so he might soon not have room for his snide remarks and smarmy comments. I recommend 'Ethil' to all of you though, despite all this it is still one



one of the best around.

CRIPPEN

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Ethil the Frog? The most pretentious 'zine of them all!

ROB CHAPMAN.

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Ethil the Frog. It isn't a bad 'zine, but why the hell has the so called 'hard core of Dippy' got to make out it's the greatest? To my mind, any 'zine that is totally letters and Dippy talk, no matter how well done, would get to be a bit boring after a while.

DAVE MERRIMAN.

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The publishers sent me a copy of EtF as an example of their printing powers. Best way to describe it is Zzzzzzzzz.

PAUL BLACKWELL.

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Piggott. It appears to me that there is an old timers clique which pretends that only they know the true way - and also pretends they're in the majority.

LEW FULSIPHER.

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My name is Jiplet Figlet, but very few people hold it against me, only that fawning creep and cow-sucking milk addict D'Avidson, whose own ego has been expanded to almost the size of my own prize organ through intensive work in the back of Glyn Palmer's juggernaut with a plastic bullworker.

My occupation is lame duck spotter; lame frog healer; and self appointed authority on fanzines, fans, readers, writers, Wimbledon illiterates and Derbyshire dry-stone walls.

Marital status: occasionally, but never on deadline day.

Age: always at my prime!!

Interests: Frogs, pigs, 'Private Eye' cartoons, private part abnormalities, intoxicating D'Avidson with one pint of Unigate over the eight, maintaining my own reputation as the greatest thing to be catapulted from the superior field of Sci-Fi fandom to land in your own apathetic closed laps; and aiding Paddington police in their feeble attempts to extradite one Jonathan Palfrey; tax-exile and Ronald Biggs impersonator.

Ambitions: To edit a Diplomacy fanzine for 47 issues before returning to oust Dickie Blunt from his salaried position at the Slander Bureau of Bygone Affairs (Ltd).

Achievements: Little and often is my motto. I achieved my greatest scoop in those halcyon days of St. Catherines, Cambridge when I discovered D'Avidson reading classified Diplomatic orders in my room that would have a lasting effect on his career at the Milk Marketing Board in charge of sanitation control in cubicle 7 (executives only). It took two hours of the cat-o'-nine-tails and Andre in his leather Y-fronts to calm me down. I was so angry that I almost STAMPED MY FEET!!!

Likes: Faggots, Gingers, gay young things, Danny La Rouge, Watney's Wet Bread, Me.

Hates: The happy couple in Chorley, Lancs; food, Deep Fix, Diplomacy; all that nasty horrible Capital Radio airways effluence...boogie, boogie, boogie.....Yeachi!

Naturally, you will want first rights for the sequel....just drop a carefully written request to P.O. Box 1 London, South of the Tees-Ex Line.

I understand your total rapture at receiving this ~~letter~~ missive;

Yours,

JIPLET ESQ. (& BAR)  
BARREN.

So that's 'Ethil the Frog'. Was it fair or unfair? Don't look at me, I didn't write it, it's simply what the subbers to the 'zine think and they's the ones that pays the money.

'Ethil' is available from John at Flat 6, 15 Freeland Road, Ealing Common, London W5 3HR for 25p per issue inclusive of postage. It is litho printed in reduced format (A4 to A5) and generally runs to 16/18 pages. Lots of letters interspersed with John's often caustic replies.....or is it the other way around with the letters doing the interspersing?

Games of regular Diplomacy available at £1.50 a time, waiting lists being open. Includes a good informative SF column. Regular appearance, although for some reason I don't get my copy until a week and a half after everyone else. John?

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Now then, we want a volunteer for the next 'To see ourselfs....' spot.

Ah, gentleman at the back there, why, it's the Kernel, WILL HAVEN.

Right then, everyone; can I have your thoughts and impressions of Will for the next issue along with your thoughts and impressions of his 'zine 'BELLICUS'. Honest opinions please.

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A N N O U N C E M E N T  
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The second in a series of articles  
by  
CHRIS RICK

This issue....

PRIZES.....

RICHES.....

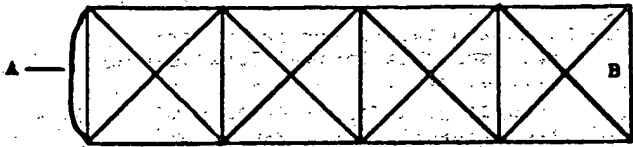
GLORY.....

ETC... (but no-one will win...)

A small correction from last time - Professor Stone ain't a Yank. Right, anybody made a hexa-hexa-flexagon yet? Found all six sides? Easy. Just choose one radial line and flex about it until it won't flex any further, then move clockwise to the next radial line and repeat. Keep going clockwise and all the faces will eventually appear, though you'll find that the 1's and 2's do so much more frequently.

If you join a strip 9 triangles long to form a flat Z, then it can be folded into a 'street' flexagon. This is a flexagon that flexes from 1 to 2 to 3 etc, in the right order. If anyone out there can do it you ought to be in topology, or maybe you are already.

This time I'm going to describe two shapes that are more of a puzzle or problem. The 'flexatube' (shown below) is four squares made from stiff card.



Score along all the lines and stick flap A onto B to form a square

The object of the exercise is to turn the tube inside out, but only by folding along the scored lines, no bending any of the card. I know one way of doing this, but will offer a prize of £1 to anyone giving another solution, failing that £1 to the first solution.

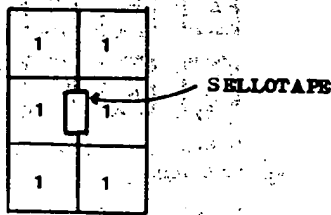
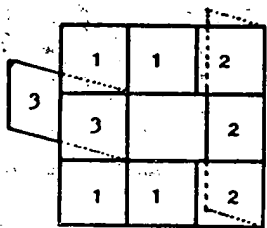
The second shape I want to describe is the 'tetra-tetra-flexagon'. This is 12 squares arranged in a 4x3 rectangle, numbered as in the diagram below. If you cut along the dotted lines to form a flap, and then fold as in the two lower diagrams, finally sticking the flap with sellotape, you have your shape. Now this shape can be flexed to get the three's side easily, but what about the four's?

FRONT

1	1	2	3
3	2	1	1
1	1	2	3

REVERSE

4	4	3	2
2	3	4	4
4	4	3	2



Next time I'll explain how to flex the tube, and mention some of the more complex shapes.

.....CHRIS RICK 1977.....

# BOGGLE

PARKER PALITOTY 1977  
A game review by  
CLIVE F. BOOTH

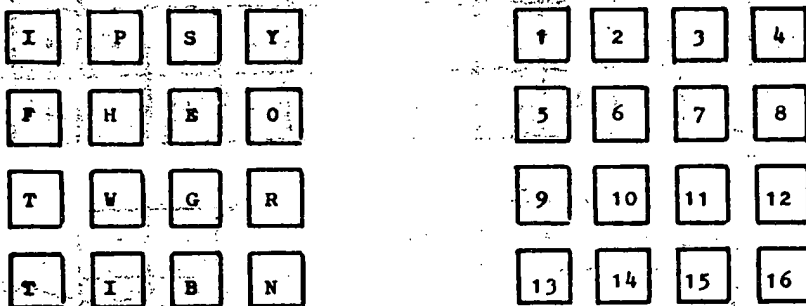
'Boggle' is one of two new word games introduced to the market by Palitoy Parker (the other is 'Probe' which we'll be looking at next issue), and has proved to be one of the most enjoyable word games I have come across in a long time. It's a good fun family game, is playable by 2 to 200 players and should go down with any party were nothing too taxing is required for the people that don't play games too often. My own wife hasn't stopped playing it since it arrived and for her to do that, believe me, it's got to have something special. The something special it has got is, I believe simplicity.

So, what do you get for your money? Well, there's a plastic 4" square tray, an ochre, transparent plastic hood that covers it, a three minute egg timer and 16 wooden six-sided dice with a letter of the alphabet on each face. To play the dice are put into the transparent cover, shaken and then

the cover is inverted over the plastic base so that the dice fall into neat little niches so forming a 4x4 square with the top sides of the dice showing. The cover is then removed, the egg-timer set in action and the players race against it to make as many words as possible of three or more letters before time runs out. That's all there is to it, simple, but a great deal of fun and much more testing than you might imagine.

Once time is up, players compare their lists and if a word appears in two or more lists, it is deleted and discounted. Therefore only words that but one player has spotted are counted. Players get one point for each word scored plus a bonus for any of five or over letters. The victor is the person achieving the highest score.

Words can be made up from any group of adjoining dice either horizontally, diagonally or orthogonally (the rules say 'vertically' but as the cubes are never more than one high I'm sure they don't mean that....). As an example let's take a look at the diagram below:



(I've included the numbered box to ~~fill in spaces~~ make it easier to describe paths.)

Right, that's what the dice have come up with this time and immediately you'll start to spot the three letter words, like for instance, HIP (6-1-2) or BET (15-14-13). Longer words are more difficult to pick out though it's still not difficult and in the above HIP could be extended to SHIP (3-6-1-2) and HIPS (6-1-2-3). Both are acceptable as each letter may be used any number of times during a game, though only once in each word. SHIPS (3-6-1-2-3) therefore would not be allowed as the S (3) would be being used twice. Even longer words are possible from the above including WITHER and WIGHT though they're more difficult to find, especially if you're racing against time.

Distribution of letters seems O.K., although you do from time to time get some rolls that are real stinkers and defy you to make more than half a dozen words from them. That, of course, is when the vowels let you down and fail to appear, but on breaking down the cubes it's clear that the law of averages would decree fractionally over 6 vowels split as 2 E's, an A, an I, an O and either a U or another A or I. That's a goodly amount of vowels for 16 letters and does perhaps appear a little high, but I'm sure Parkers did plenty of play-testing before arriving at it.

Every letter of the alphabet is represented, the common ones more frequently than the less common ones, and a special concession is made in respect of the Q. Instead of being alone on the cube face it is accompanied by it's own private U which makes things a lot easier when it turns up.

With two players the game is always a race to make as many words as possible in the allotted time. You can't afford to ignore the little ones in a search for the longer ones that carry the bonus, because to do so would be making a gift to your opponent of all his uncancelled little ones. With more players in the game though, you need the longer exotic

words to score, for it's odds on that someone else will also have spotted the simple CATS and DOGS. Maybe you could ignore the smaller ones altogether, using your time to search for ones the others will miss, but the problem with that is if the others have the same idea. If they do then the person that did take the trouble to list the little ones is an almost guaranteed winner. I'd like to try it with 5 or 6 players as it would probably develop into a game of bluff and double bluff. If one player starts scribbling frantically away listing the smaller words, someone has got to try and stop him, but the person that does try to stop him is almost guaranteeing himself a low score as they'd be cancelling each others words out. Now the person that started the listing does of course know this so he might as well stop and try to find something original of 7 or 8 letters, but if he does stop and the other person continues then that person is going to pick up lots of points for uncanceled little words. See the problems? Oh what fun!! No doubt some of you are wondering 'Why not list the little words and then look for the larger ones?' Well I'm sorry but that just doesn't work, remember you've only got three minutes and that ain't long.

We also came across a strange phenomena whilst playing this game, and that is that after about the third or fourth consecutive game your mind starts to get fuddled. You begin to overlook the most common everyday words, in fact you see them but they just don't register as words. We've had occasions where words like 'MEND' have been challenged as nonsense and have had to have meanings explained!

'BOGGLE' is a truly good, fun, party game and highly recommended. It's not often I recommend a game without proviso, in fact I don't think I've ever done it before, but I really do like this one and I'm sure you'll enjoy it too. It's available from most games shops and costs in the region of £2.25.

..... CLIVE F. BOOTH 1977 .....

# SCRIMMAGE

SPI MARCH 1973

A game review by  
RICHARD NASH

Not wanting to remain in the confines of warfare games, SPI branched out into what they considered would be a good simulation along a different theme: in their own words 'The Ultimate Wargame'.

They used their own hex conflict technique to produce a game of American Football for the tabletop, using their counters to represent individual men.

I would agree that the idea of such a game would appeal to any designer, but that is as far as it goes. For customer appeal, it lacks fluidity, excitement, interest and variation.

Basically it is a two player game, one player taking the offensive team and the other the defensive. With each game turn the former tries to move the ball forwards whilst the latter tries to force him back.

There are four 'pre-contact' game turns during which the offensive player arranges his tactics for the move (the famous 'football huddle'). He arranges his men on his side of the scrimmage (scrum for Rugby fans), whilst the defensive player is arranging his team on the other side in a predetermined defensive formation. After the four turns are up (or earlier if desired) the 'Snap' turns begin when the offensive team attempt to run the ball or pass it. These continue until the ball is down.

Each of the sides eleven players have a passing ability, a pass receiving ability, a movement allowance, a physical value and a jersey

number and position on their counter. This varies with positions, but is identical for each side in respective positions.

Various rules, such as facing, player contact/neutralization, sighting, simulate the effect of 'putting an opposing player out of the game' for a while to clear a path for the player with the ball. Tactic markers as stated above have 7 for the attacker (run left/right, forward pass, pass left/right, option left/right) and two for the defense (zone or man to man defense). Various possibilities and tactical situations are discussed within the rules leaflet.


In general, the game on paper looks to be a superb one (in fact a postal American Football game (as Soccerboss) would be tremendous, but it falls down when actually played. The rules, though realistic, are too long and cumbersome for the average player. Most players, not content to advance by a few hexes at a time, try for a spectacular long pass and fail. The game tends to drag and get bogged down as moves fail again and again. However, its one advantage - for rule makers only, like myself - is that the rules are very adaptable and I have changed my set so much that it is virtually a new game and also faster flowing. However, for the normal customer I would not recommend it. To back me up, it has been near the bottom of the ratings scale ever since it came out, and SPI have also said they regret publishing it. Useful only if you like rule changes.

RATINGS:

Complexity	8	Playability	6	Postal Play	6
Skill	7	Adaptability	7	Enjoyment	2
Overall value	2	Length of game	1	Action/Excitement	2

TOTAL RATING 4.45

RICHARD NASH 1977



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(sword or spear)	12p	FM4 Were Rat	30p
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F04a Dwarf Standard Bearer	15p	FM6 Giant Rats (2)	12p
F05 Dwarf Crossbowman/Handgunner (crossbow or handgun)	12p	FM7 Golem	12p
F06 Dwarf Halbardier (assorted polearms)	12p	FM8 Gargoyle	30p
F06a Dwarf Standard Bearer	15p	FM9 Harpy	30p
F07 Dwarf in Full Mail (sword or hammer)	12p	FM10 Giant Bats (3)	20p
F1 Old Wizard (staff)	12p	FM11 Salamander	30p
F2 Fighting Bishop (mace, flail or hammer)	12p	FM12 Cockatrice	35p
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# THE PITS OF CIL

The CHIMAERA game of DUNGEONS AND DRAGONS

Dungeon-Master DAVE TANT

## PART 14

No comments from me about N.M.R.s this time, as you only had a few days before the deadline due to my holidays and Clive's missing part!

Quite a lot of you may get this issue before my reply to your last orders. I'm sorry about that, but the letters have just built up in a pile for a fortnight, and are being steadily answered in order of post-dates.

One post-script to last time - after the stencils had been typed I received a very nice letter from Ron Canham, resigning gracefully. Thanks Ron, and your comments are appreciated. What was that bit about "intriguing G.M.ing" though? Lessee..... intriguing... er.... "indirect or underhand scheming or plotting .... indulging in secret or illicit love affairs...." RON!

No new players started off this time, due to time problems mentioned above. One or two new names on the list, however, which now goes something like this .....

### THE WAITING LIST

1st. Russell Noonan; 2nd. Alan Powis; 3rd. Richard Sealy;  
4th. Jerry Elmore; 5th. George North; 6th. Henry Olsen; 7th. Don Turnbull; 8th. Andy Davidson; 9th. Mike Lean; 10th. Keith Thomasson;  
11th. Barry Delf, Simon Lindsay.

---ooo---oOo---ooo---

### MATTERS ARISING

An interesting situation arose in Ian Jones adventures, when he wished to lower some of his party down a shaft to a room below, and his rope wasn't long enough.

Ian solved the problem ingeniously, but the situation may arise again where characters have to drop several feet, and of course there is always the chance of falling through a trap door and somehow avoiding the spikes, boiling oil and monsters to land on the rocky floor.

I have therefore made out the following rules for my own use, as there is a gap in the published ones on these points.

## Injuries from Falls

For convenience, we'll allow that a normally agile, unencumbered person should be able to jump down 10 or 11 feet without injury, and fall perhaps half that.

So, if prepared, we'll allow a character to drop the number of feet equal to his dexterity without risk of injury, but each complete 100 g.p.s. equivalent of weight carried will reduce that figure by one. Being unprepared results in a further 5 being deducted from the figure.

However, the figure can never be reduced below 3.

Exceeding the resulting figure by one foot of drop brings a 50% chance of injury, increasing by 10% for each further foot. (Roll percentile dice)

If injured, a D8 is rolled: -

- 1 = Left wrist sprained (defence, and use of 2 handed weapons impaired)
- 2 = Right wrist sprained (use of all weapons impaired, 20% chance of magic-users miscasting spells)
- 3 = Left arm broken (no shields or 2 handed weapons useable, thieves cannot climb)
- 4 = Right arm broken (cannot attack, some defence possible)
- 5 = Sprained ankle (speed halved, climbing impaired)
- 6 = Broken leg (cannot move by self)
- 7 = Concussion (stunned for D12 turns)
- 8 = Broken neck (R.I.P.)

Sprains can be mended by "Cure light wounds" or Paladin's touch; broken limbs or concussion by "Cure Serious Wounds" or Staff of Healing.

If double the distance which would give a 100% chance of injury is dropped, proceed as above but roll again if 1, 2 or 5 rolled, making a broken limb or concussion certain. If treble the distance dropped, death is automatic.

Example: A character of 18 Dexterity carrying 1,000 weight falls unexpectedly through a trap, landing on solid rock.

- If he falls 3 feet only, he won't be injured.  
 4 feet and there is a 50% chance of injury.  
 9 feet and he is certain to be injured.  
 18 feet and he will definitely break a limb or be concussed.

Right, where's that squad of construction dwarves?



Someone was asking if I regularly re-populate rooms or levels that have been "cleansed out".

Well, if completely "cleaned out", I roll to see what may happen. The construction dwarves may move in and completely overhaul it, a new monster may appear "from out of nowhere", some existing wanderer of the corridors may move in, or it may stay empty.

---ooo---oOo---ooo---

## MIDCON II

I should obviously have tried to get my proposed Co-operative Dungeon on the road rather earlier. Only Paul Blackwell came up with a firm offer of assistance, and that wasn't really enough for what I had in mind.

However, according to Nicky Palmer, I'm on the new N.G.C. Committee as the member with special responsibility for Fantasy gaming, so I'll promise here and now to have something more ambitious ready for next time.

What I have in mind is a dungeon of 3 or 4 levels, with each of 4 D.M.s designing one quarter of each level on a large graph sheet pre-marked with connecting corridors. This will be circulated so that all 4 are familiar with it, then each one will run it for some hours at the 1978 Con. (Friday evening, Sunday morning and twice on Saturday). That way we can accept 10 or 12 players at each sitting.

Rule interpretations would naturally have to be standardized (preferably my rules!) and it would suit me best if three of my players would volunteer. (I'll let you know who you are later!:) I should also favour having pre-determined characters available of around 4th or 5th level, for players to choose from amongst. Comments?

This year, I'll bring my own dungeon and try it on that basis for one session Saturday p.m. Room for 10 players, priority to those in this postal game, first 10 names to me, list opens ... now.

---ooo---oOo---ooo---

## ACTION ('bout bleeding time an' all)

Chris Rick killed a couple of Minotaurs and the odd Rust Monster, then feeling a little bit at a loose end, he tried the mysterious robe on his second mule. As he half suspected, it went all weak and foolish, and now he can't get the robe off it again. Two mules down and one to go.

Bill Howard is bargaining with a Gnome in a magical smithy. It seems the gnome can "+1" any weapon, but he demands payment by way of a live slave being left with him. So, if you don't want to spend the rest of the game pumping a pair of bellows, steer clear of Bill for a bit.

Ian Jones has eventually assisted all his party down into the room with the water, after skilful use of a Potion of Levitation. He's now perfecting his system of instant ice-cubes, much to the discomfiture of the water's inhabitants.

Clive Waterhouse has been having a bit of a bad time. He insisted on entering a large room inhabited by hordes of Stirges, and had to be pulled out bodily, very much the worse for wear. Hordes to me means hundred at least: to Clive I think it must mean about 10! Then the very next door he opened had a Basilisk behind it! Clive managed to turn it into a pineapple, (No, I don't know why a pineapple. Adrian turned a Stone Giant into a Daffodil Bulb - I think I must see a psychiatrist about some of you.) but not before one of his best boys got stoned. However, within the room is a statue of an Elf, clutching a Scroll, of which Clive has high hopes.

Ian Drylie's adventures are so far out he's not even in the Pits. (I'm letting him stay in the game though.) It seems that a Red Dragon moved into the neighbourhood around Camelot a couple of weeks ago. King Arthur sent two of his knights to investigate and they didn't come back. Fortunately, Merlin had a scroll with a spell which was supposed to summon help from the future, and when he read it, lo and behold (Low?) there was Iain with his crew. Iain is now invisibly descending a sloping tunnel into the bowels (Yeuk) of the earth, accompanied at a distance by his men, following a trail of ichor from the already wounded dragon.

Adrian Attwood has claimed his reward from the Lammasu, and will probably be ambling down to the 5th level soon.

Allan Owens acceded to the importunities of the Elves, and escorted them back with their library, and the Elf King's dead son. The E.K. seems to have gone mad with grief, and the Lammasu is trying to get Allan to take his reward and run. Trouble is, the reward was "as much gold as he can carry", and I think Allan's trying to work out what equipment he can afford to sacrifice in order to carry more gold.

Dave Allen is trying to find the late Ron Canham's chaoticized party in an attempt to convert them into Grunwick pickets.

Ray Gale, having escaped Dave's clutches, is investigating a new level. (Better not say more in case it helps Dave to track him down)

Of the recent entrants, Chris Boyes has chosen the room with the cauldrons, Mike Close the Orcs' dormitory, and David Bolton and Paul Blackwell are still making final adjustments to their parties before entering.

Orders from Clive Booth are in the pile, but nothing heard from Martin Rundle for a while or Brian Conway yet.

NEXT DEADLINE  
See elsewhere

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

# ?? Perplexor ??

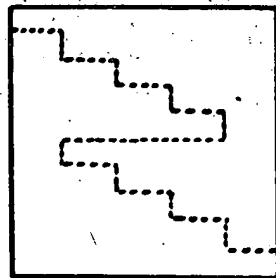
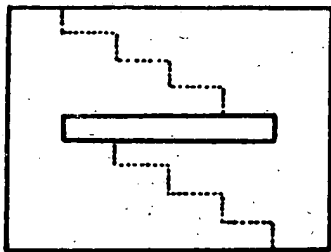
19

Several correct entries received for last issue's 'Perplexor' problems (and several incorrect ones too - tsf, shame on you and these were easy starters too...). Winner of the 50p prize put up by 'Perplexor' is RICHARD BARTLE, whose all correct solution plumped through the Wellington Station letter box within a couple of days of the last issue going out. Congratulations Richard, the 50p prize has been added to your Chim/EG credit. Runner-up, pipped only by the odd day or so, was Richard's brother, Tony (a talented family indeed!). Third was George North, fourth Richard Sealy, fifth Ian McLaren and then came still several more, too numerous to mention. (Good job I changed Perplexor's original offer of 50p for each correct answer to 50p for the first correct one!!)

I won't embarrass the people that tried and failed by naming names, but guesses at question two like 'don't carry it, rest it on the floor', 'dismantle it' or 'hold it out of the window' do tend to tax the editors' patience, as do answers to question three like, 'I wouldn't buy a carpet with a hole in in the first place.....'. Thank you all, and remind me to enter your quizzes someday..

Anyway, for those who did try and fail and for those that didn't try at all, the answers are:

- 1) 8ft (the ship rises with the tide).
- 2) The fishing rod will fit diagonally into a 3' x 4' box.
- 3) The rug (cut along dotted line)



(If you don't believe that works, cut it out and try it!)

Now for this issue's problem, an absolutely brilliant crossword which will tax your ingenuity to the limits! Same 50p first prize but with a slight alteration to the rules to give everyone an equal chance. Instead of the first correct solution received being the winner, I'll put all the correct ones into a hat on the non-dip deadline day and first one out is the winner, that way our Australian subbers stand as much chance as the rest of you.

Oh damn! There's no way I'm going to squeeze the crossword into this space so it'll have to be over the page, my problem is 'what am I going to fill in with here?'. I know, what better than a continuation of the Chimera NAME GAME from last issue, this time with readers' ideas?

...from Law Pulsipher: Would a joining of the families of Ron CANHAM and Paul BARKER produce children that liked pork-flavoured canned dog food?

from Richard Sealy: Could the famous suitmakers be the offspring of Richard BURTON and Elizabeth TAYLOR?

If Frederick POHL had an illegal relationship with Clive BOOTH would the children vote at every election?

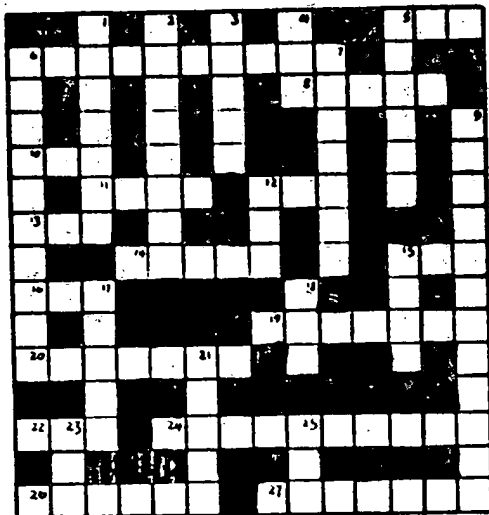
If Barbara WINDSOR married Roy CASTLE would the product be a royal residence?

Good, good, keep them coming. There are still a few more on file from Richard which may go in later this issue if space allows. How about a few from you others?



But now, let's have some hush for the people that want to try the Crossword.

CLUES.



- | Across      | Down              |
|-------------|-------------------|
| 5) U        | 1) <del>X</del>   |
| 6) I.I.     | 2) (R)            |
| 8) MR       | 3) ^              |
| 10) O       | 4) UU             |
| 11) O       | 5) N              |
| 12) C       | 6) (O)            |
| 13) TT      | 7) MM             |
| 14) AF      | 9) CCCCCC (3,5,4) |
| 15) I       | 12) C             |
| 16) U       | 15) EC            |
| 19) 4C      | 17) E             |
| 20) MNS     | 18) U             |
| 22) 8       | 21) TT            |
| 24) II      | 23) 2             |
| 26) I<br>II | 25) T             |
| 27) } 3     |                   |

(Clue 9 down is put in especially for GAMES & PUZZLES addicts as a standard clue.)

© Perplexor 1977

O.K., puzzle addicts, that's your quota for this issue, you seem to have done rather better than usual what with Perplexor and the \*\*. It must be about time we started on some of the games? And what better to begin with than.....

# RAILWAY-RIVALS



Station-Master  
DAVID WATTS

RC 05 J  
Final Round

Races

- 31 Wigan - Stockport : TPR 20-4=16; KBALS 10+3+1=14; GNF 0+4+1=3; TSR 0+1-4=-3
- 32 Hull - Ilkley : PIST 20-9=11; KBALS +7; CCC +2.
- 33 Manchester - Leeds : TPR 20; KBALS 10+1=11; CCC 0; TSR 0-3=-3; GNF +2.
- 34 Hull/Grimby - Barnsley : PIST 20; CCC 10-4=6; KBALS +4.
- 35 Manchester - Keighley : TPR 20+6+4=30; KBALS 10-4=6; PIST 0-8=-8; CCC +2.
- 36 Northwich - Southport : GNF 20+5=25; KBALS 10-5=5.

Final scores over the page....

\*\* = Held over until next issue.

**Final Scores:**

PIST	211 + 23 = 234
KBALS	179 + 47 = 226
TPR	156 + 66 = 222
GNF	167 + 30 = 197
CCC	169 + 10 = 179
TSR	147 - 6 = 137

- DAVE TANT - First
- David Thorby - Second
- Tony Ball - Third
- Mike Lean - Fourth
- Ian McLaren - Fifth
- Richard Bartle - Sixth  
(fined 4pts for late moves).

\*\*\*\*\*

I enjoyed this game and I hope the players did too; Mike Lean did anyway, another who declares "Better than Diplomacy". Three or four line final statements appreciated from players for next time please.

I think the final result was fair. David Tant was the first to take the Halifax route from Preston, whereas earlier J players took the obvious but longer Ribblesdale route via Skipton. His Preston-Hull line was as straight as practicable, and earned a huge revenue. It's curious how the importance of Hull has been missed by most players; including Beverley it's worth 5 towns - as much as Liverpool (including the 1 'anyport' point). Tant's Hull monopoly won for him.

Dave Thorby's network didn't look an effective one, but he earned his second place by 'diplomacy' - many joint runs, especially with PIST, boosted his total.

Ian McLaren and Tony Ball had, as one would expect, very good networks but the fact that they ran exactly parallel cut their revenues. Ian also NMR'd twice, and, I think, was tricked by Tant for Hull.

Mike Lean and Richard Bartle both had good networks, but only in a limited section of the board; both needed joint runs and exchange of running powers to get good scores. Richard's branches often went off in the wrong direction so that he had all the long ways around, and sometimes he built extensions exactly one round to late to earn revenue from them. Sometimes this was due to arithmetical troubles.

All in all then, a good game and a fair result.

..... DAVID G. WATTS 1977 .....

The other Chimaera 'Railway Rivals' game currently on the go, RR 20 L, does for this issue go out on carbon copies only for the players. If any none players were following the game, then they may have a copy of their own for the asking. Waiting lists for the next 'RR' game are already open, see later in the magazine.

CRICKETBOSS

A Unique System of Postal Cricket Simulation

GM'd by BILL DOVE

15 players now signed up and ready to go in this first game of 'Cricketboss'. That leaves just one more place open for another prospective manager to get in on the act. If you don't have a copy of the rules they're still available from me (Clive) for 2p plus a s.a.e. (or I'll send them with the next Chim and save you postage). Now over to Bill.....

.....PLAYERS AND TEAMS

- A) Dave Tucker - Bedfordshire C.C.C.
- B) Tony Ball - St. Albans C.C.
- C) Chris Boyes - Essex County CC.
- D) Clive F. Booth - Chim Cavaliers ((Away the lads!!!))
- F) Chris Walton - All time Classic Greats.
- E) Ian McLaren - Rutland C.C.C.
- G) Cliff Kennedy - Ducalis Slashers.
- H) Dave Lockyer - Londonshire City C.C.
- I) John Garrett - Cleveland C.C.C.





- J) Martin Rundle - Middlesex C.C.C
- L) Rob Dove - Surrey C.C.C.
- N) Carrickfergus - Dave Bolton
- P) ONE MORE PLAYER NEEDED!! FIRST COME, FIRST SERVED!
- K) Alan Powis - Yorkshire C.C.C.
- M) - Steve Pratt
- O) P. Bolton - Ulster C.C.C.

RESULTS OF FRIENDLY MATCHES

First of all apologies to Dave & P. Bolton, Steve Pratt, Rob Dove and Ian McLaren for not giving their friendlies. Hopefully I'll be able to GM RUTLAND v SURREY soon and send out the result separately.

All matches this time were played on good pitches and batting was fairly good. Yorkshire and St. Albans both look to have good teams but this won't be confirmed until after the first few games. Only one game each this issue, but hopefully two games each issue here after.

- 1) DUCAIS SLASHERS (Cliff Kennedy) 202-6 bt CHIM CAVALIERS (Clive F. Booth) 200-5 by 2 runs (40 overs each)
- 2) CLEVELAND (John Garrett) 65 all out lost to ST. ALBANS 69-2 by 8 wickets.
- 3) BEDFORDSHIRE (Dave Tucker) 217-7 (40 overs) lost to YORKSHIRE (Alan Powis) 218-7 (35 overs) by 3 wickets.
- 4) A.T.C.G. (Chris Walton) 205-9 (40 Overs) bt LONDONSHIRE (Dave Lockyer) 179 (38.5 overs) by 26 runs.
- 5) ESSEX (Chris Boyes) 244-5 (40 overs) bt MIDDLESEX (Martin Rundle) 234-7 (40 overs) by 10 runs.

NOTABLE PERFORMANCES

Barlow (Middlesex) 100; Boycott (Yorks) 91 N.O.; Great (Beds) 90 N.O.  
 Smith (Essex) 82; Brearley (Middlesex) 81.  
 St. James (St. Albans) 6-18; Lever (Essex) 5-31; Cook (Beds) 4-27;  
 Marlowe (A.T.C.G.) 4-31

Next issues fixtures are for the 'Benson & Hedges' Cup. The teams have been split into 4 groups of 4 with the top two teams in each group going into Division One in the league competition and the bottom two into Division Two. (Any new clubs after B&H will automatically go into Div.2.)

FIXTURES

GROUP I	ESSEX v YORKSHIRE	BEDFORDSHIRE v CLEVELAND
GROUP II	LONDONSHIRE v SURREY	ST. ALBANS v ULSTER
GROUP III	DUCAIS SLASHERS v MIDDLESEX	A.T.C.G. v RUTLAND
GROUP IV	CHIM CAVALIERS v CARRICKFERGUS	STEVE PRATT XI v ? ? ? ? ?

The winners of each group will go forward to the quarter finals. The teams will play each other once in each group.  
Match details included for players only.

MINOR COUNTY PLAYERS

- 1) L.O Batsman reserve price £2,000
- 2) L.O Bowler Res. price £2,500
- 3) L.O Bowler " " £2,500
- 4) L.1 Scout " " £5,000

Coaching, Incident Cards, etc start next week.  
DEADLINE: TWO WEEKS BEFORE MAIN CHIM DEADLINE.

Bill Dove, 27 Davos Close, Woking, Sy.

Well, will you look at that? Doesn't it make you want to go and grab the GM by the throat and shake him? My team of Cricketing Cavaliers pipped by two runs! That's not gone down very well at all, we demand a recount, ...er, a replay? Ah well, never mind, we'll vent our wrath on Carrickfergus next issue. (I didn't know they played Cricket in Ireland, always thought it was a game for English Gentlemen. Now with three Irish men and David Tucker in as well it's destroyed my theory on both counts.)

AN INVITATION TO A GUNFIGHT

Putting on my leather waistcoat, chaps, stetson pushed back from the brow and red spotted neckerchief, I slip into my not-ever-so good John Wayne drawl to do the following....

"O.K. you all, I'm invitin' yer to mosey down into Boot City, Chimaera County with me for the biggest goddam gunfight that the west has ever seen. I don't want none o' you youngsters too young to shave and still damp aroun' the nappy, I don't want any o' you effeminate nancy student boys, an' I don't want none o' you Commy b-st-rds either. I want men, real men, 'cos this ain't goin' to be no pic-nic an' I don't want you blubberin' like kids jus' cos you got your arm blown off or your guts are spread all down the street. This here game we're goin' to play is deadly an' there ain't goin' to be many survivors when the smoke clears. If you fancy yer chances with a Winchester, a colt or a Bowie Knife, then you get yer name down quick, son, yer might be in time to get onto my side. Now afore we start, just shift that fat ass, get on yer feet an' help me sing the 'Star Spangled Banner'. After 4, OK? One.....two.....er...three?.....four....."

Well don't look at me like that, I told you it was a not-ever-so good John Wayne impression. I'd best let the GM explain. RAY GALE, it's all yours....

THE ACTUAL GAME: Each player will portray one character in the game and will receive a list of his abilities, weapons and equipment along with his current situation and how he got into the mess. Each player will be part of a team answerable to the team leader, but it is up to him whether he chooses to follow his leaders instructions or not. The action will take place in a ghost town and the plot will be as complicated and involved as I choose to make it. You do not have to sub to Chim to play as the game will not be reported there as it would spoil the hidden movement factor. It will however run to Chim first deadlines.

To take part write to me at 338 High St., Jarrow, Tyne & Wear or to Clive. Game fee is 55p including comprehensive three page set of 'Skirmish' rules. S.a.e's will be essential and if your character should be so unlucky as to get himself killed before firing a shot, then you'll get a 25p refund

RAY GALE 1977

\*\*\*\*\*  
If anyone would like to have a look at the rules before committing themselves, they're available from either me (Clive) or Ray for 5p with a subsequent 5p reduction in the game fee should you sign up.

Fancy calling the game 'Invitation to a Gunfight', I think BOOT Hill would have been much better...

\*\*\*\*\*

OUTDOOR SURVIVAL

...GM'd by CHRIS RICK

Good-day, Gentlemen, I trust you had a good night even with the storm blowing? The dice indicate that there will be 24 hours of weather today - all of it good. Due, partially unforeseen circumstances, the game report goes only to players this time, but next time we'll be back to normal except that I won't be putting peoples life levels in. You won't know how fit they are until you enter the same hex - and then it may be too late. In future you won't be able to pick others brains either. If someone comes up with a bright idea then I will give a harsh ruling on it, and be very mean with the benefits it gives. I won't release it's details and unless someone else comes up with it independantly you will be the only one using it. One more point, the rules state that recovery from storm damage is by normal means, would you care to suggest what this is? The new players will be running to shorter deadlines and so should

catch up soon. There are some advantages and some disadvantages to running behind, but I've decided to penalise these players by one move (as some players have NMR'd this may not be much of a handicap), so if they win they have done quite well. Twelve in the wilderness, then there were...

.....CHRIS RICK, 3B Nottm Rd., Loughborough.

Oh yes, the rule about 'storm damage'. I can remember Carl came to me about this when he was GMing and to the best of my knowledge we decided then that all life levels lost would be irreplaceable. If anyone can think of a way around it, contact Chris.

## DIPLOMACY GAMES

### ARGOS 1975FH WINTER 1909

Slight error in last adjudication. England lost Nwy to Russia and so had 14 centres whilst giving Russia 17. Sez.

Draw proposal rejected by 1 vote - and RE-PROPOSED for next season. (Isn't this a little silly?)

English F(Tun) retreats to NAF, F(NWG)-Edi

ENGLAND	(Bullock)	14: N/C
FRANCE	(Anarchy)	2: N/C
ITALY	(Nash)	1: N/C
RUSSIA	(Lovibond)	17: Bu:3 A(War), F(StP-NC), F(Sev).

\*\*\*\*\*

### MARS 1977BT AUTUMN 1903

ENGLAND(Nash) A(Lpl) st\*  
FRANCE (Noonan) A(Wal) s German A(Edi)-Lpl, F(Lon) st., A(Mar) s F(Por)-Spa-SC, F(Por)-Spa-SC, F(MAO)-NAF.  
GERMANY(Smith) A(Edi)-Lpl, A(Sil)-War sby A(Pru), A(Den)-Nwy oby F(NTH) sby F(SKA) & A(Swe).  
ITALY (Ovens) A(Tyr)-Mun, A(Tri) s Russian A(Bud)-Ser\*, A(Ven)-Pie, F(ION)-Gre\*, F(TYS) s F(WMS), F(WMS) st.  
RUSSIA (Malvisi) F(Nwy) st\*, A(StP)-Lvn; A(War)-Sil\*, A(Vie)-Tri, A(Bud) s A(Vie)-Tri, F(BLA)-Bul sby A(Rum).  
TURKEY (Randall) F(Gre)-ION sby F(AEG), A(Bul)-Gre, A(Con)-Bul, A(Ank)-Con, A(Ser) st unordered.  
retreats: English A(Lpl) disbands. Italian A(Tri) disbands, F(ION)-Tun, Russian F(Nwy)-BAR, A(War)-Mos.

reas: see 'PREStigious'

### INFER 1903 builds

ENGLAND	(Lpl)	=	0: OUT!!!
FRANCE	Bre, Par, Mar, Bel, Por, +Lon, +Spa	=	7: bu 2 F(Bre), A(Par).
GERMANY	Kie, Ber, Den, Hal, Edi, Swe, (Mun), +Lpl, +War, +Nwy.	=	9: bu 2 A(Kie), A(Ber).
ITALY	Nap, Rom, Tun, Vie, Ven, (Tri), +Mun	=	6: bu 1 none rec'd!!!
RUSSIA	Mos, StP, Sev, Rum, Bud, (War), (Nwy) +Tri, +Bul	=	7: N/C
TURKEY	Ank, Con, Smy, Gre, Ser, (Bul)	=	5: lose 1 F(ION) GM.

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### NEW GAMES START - 2 SEASON REGULAR DIPLOMACY

#### CHINAERA DESIGNATION: RHADAMANTHYS

STRIA	Richard Sealy, 4 Garden Road, Southend on Sea, Essex SS1 1NG	(1.06)
GLAND	Richard Nash, 3 Fort William Dr, Belfast 15, N.Ireland	12.47
ANCE	Simon Burke, 4 Washington Park, Templegate, DUBLIN 14, Eire	1.25
RMAN	Ian Wishart, 21 Northesk Road, Montrose, Angus, Scotland	(1.49)
ALY	Cliff Kennedy, 'Kilcree' Sandyford Rd, Dundrum, DUBLIN 14.	.36
SSIA	Andrew Parsons, Deals Stores, The Street, Roxwell, Nr. Chelmsford, Essex CM1 4PA	(.80)
BKSY	Richard Beattie, 6 St. Crescent, Horsea, E. Yorkshire HU18 1AW	1.05



First orders please for next issue. Figures after your address are your credits after deduction of the game fee and deposit but excluding cost of this issue. A figure in brackets is a negative and must be returned to a positive before the game begins. The best of luck gentlemen.

DAEDALUS 1976AO SPRING 1910

AUSTRIA (Thorby) F(ION) s Italian F(Nap)-TYS, A(Pie) s Italian A(Mar), A(Ukr) s A(War), F(ADS)-Tri, A(Mos)-Lvn sby A(War), A(Sev)-Mos, A(Rus)-Gal, A(Vie)-Tyr, A(Tyr)-Mun sby A(Boh) & A(Sil).  
ENGLAND (Howes) A(Gas)-Mar sby A(Bur), F(GOL) s A(Gas)-Mar, F(Spa-NC)-Por sby F(MAO), A(Lon)-Bre sby F(ENC), A(Mun) st sby A(Ruh) & A(Kie), A(Lvn) st sby F(BAL), F(StP-NC) st., A(Pru) st sby F(Ber).  
ITALY (Lean) F(Con) templates its naval, F(Tun) s F(WMS), F(Rom)-TYS, A(Ven)-Tus, A(Por)-Spa, A(Mar) s A(Por)-Spa\*, F(WMS) s A(Por)-Spa.  
Retreats: Italian A(Mar) annihilated.

PRESS

AUSTRIA - ENGLAND: 15 + Por + Mar = 17. Tun is safe. Agree to a draw now and stop wasting our time.

TAG HILL: Votes please on the draw proposal for next time, and if it is rejected maybe England will be kind enough to outline his strategy to me. Waiting for NMR's won't wash.....

NO DATELINE: A vicar found himself playing Bridge against a retired colonel. The Colonel opened the bidding "1 Heart" to which the vicar responded "1 Spade". Then the Colonel bid "2 Hearts" and the vicar "2 Spades".

"3 Hearts"....."3 Spades"....."4 Hearts"....."4 Spades".... By this time the Colonel was angry and exclaimed "Bugger your Spades!"  
The vicar looked surprised and replied "I am unfamiliar with the term. However, re-bugger".

TAG HILL: See PRESStigious.

\*\*\*\*\*

GORGON 1976GB SPRING 1908

AUSTRIA (Anarchy) A(Ven) st.,  
ENGLAND (Quinton) A(Yor)-Lon, A(Kie) ms A(Ber), F(NWG)-Nwy, F(StP-SC) st sby F(BAR), F(BAL) s A(Ber), F(Edi)-NTH, F(Lon)-ENC.  
FRANCE (Humphrey) F(MAO)-ENC, A(Bur) s A(Mun), A(Ruh) ms A(Bel), A(Mun)-s A(Tyr)-Boh, A(Tyr)-Boh\*, A(Pie) s Austrian A(Ven), A(Nap)-Syr sby F(ION)-& F(EMS).  
RUSSIA (Howes) A(Sev)-Arm, A(Con)-Smy, F(AEG) st., A(Bud)-Ser, A(Gal)-Rum, A(Boh)-Tyr, A(Vie) s A(Boh)-Tyr, A(Tri) s A(Boh)-Tyr, A(Sil)-Boh, A(War)-Sil sby A(Pru), A(Lvn) s A(Pru), A(Mos) s A(Lvn).  
Retreats: French A(Tyr) annihilated.

PRESS: See PRESStigious.

TAG HILL: I have a proposal for the game to be terminated as a draw with France/England 1st, Russia 3rd and Austria 4th. Votes please for next season, no vote implies acceptance.

\*\*\*\*\*

ICARUS 1976HB SPRING 1907

AUSTRIA (Pringle) A(Ser)-Gre, A(Bud)-Rum (no such units!) A(Tri) & A(Vie) st.  
FRANCE (Forrest) F(TYS)-Nap sby A(Rom), F(Tun)-ION, A(Ven) s Austrian A(Tri), F(COL)-TYS, F(NTH)-SKA, F(HEL)-Den, F(Den)-BAL, (it's an army!), A(Bur)-Mun, A(Ruh) s A(Bur)-Mun, A(Gas)-Bur, A(Hol)-Kie.  
GERMANY (Wardley) A(Ber) ms A(Mun), A(Gal)-Sil.  
ITALY (Anarchy) F(Nap) st\*  
RUSSIA (Anarchy) F(Swe), A(Nwy), A(StP) & A(War)\* all stand.  
TURKEY (Johnson) F(ION) st, F(AEG)-Gre, F(Smy)-EMS, F(Con)-AEG, A(Ukr)-War sby A(Mos), A(Rum)-Gal sby A(Bud), A(Alb)-Tri sby A(Ser).  
Retreats: Italian F(Nap) disbands, Russian A(War) disbands.

TAG HILL: I have another proposal for concession to France; votes please for next issue, no vote implies acceptance.

\*\*\*\*\*  
JANUS 1976HX SPRING 1906

AUSTRIA (Waldshmidt) A(Mos) s German F(StP-SC), A(Gal)-Sil, A(Boh)-Mun, A(Tyr) s A(Boh)-Mun, A(Rum)-Gal, A(Sev)-Ukr, A(Bul) st., F(Tri) docks at Dubrovnik for the Kaiser's Jubilee visit, A(Bud)-Vie.  
ENGLAND (Nash) F(Lon)-Wal, A(Nwy)-Yor cby F(NTH), A(Fin)-Swe, F(BAL)-Den, F(Den)-HEL.  
FRANCE (North) F(Wal)-Lpl, F(MAO)-NAO, F(Bre)-ENG sby F(Bel), F(Hol)-NTH, A(Kie) & A(Ber) s A(Mun), A(Mun) s A(Kie), A(Mar)-Bur, A(Spa)-Mar.  
GERMANY (Watson) F(StP-SC) st., A(Pru)-Lvn.  
ITALY (Nathan) NMR!!!! F's Tun, Nap, Apu, ION, Gre & A's Smy, Ven all stand.  
PRESS: See PRESStigious: // A(Ven) st, sby F(Apu), F(Gre) & A(Smy) st., F(Tun)-\*Naf., F(ION)-Tun., F(Nap)-TYS ((Saturday A.M.!!!))

KRAKEN 1976FF SPRING 1905

AUSTRIA (Ferguson) A(Tyr)-Ven, A(Tri) s A(Tyr)-Ven, A(Vie)-Tyr, A(Bud)-Vie, A(Alb) st., F(Nap)-Rem.  
ENGLAND (Gale) A(Lon)-Hol, F(NTH) c A(Lon)-Hol, A(Lon)-Hol, A(Ruh) s A(Lon)-Hol, A(Den)-Kie, F(HEL) s A(Den)-Kie, A(StP)-Lvn, F(Swe)-BAL.  
FRANCE (Rundle) A(Boh)-Tyr, F(TYS)-ION, F(Mar)-GOL, A(Par)-Gas, A(Bel)-Ruh, A(Mun) s A(Boh)-Tyr, A(Bur) s A(Mun).  
GERMANY (Dove) F(Kie)-BAL, F(Hol)-HEL.  
ITALY (Barker) A(Ven) st\*, A(Rom) s F(Apu)-Nap, F(Apu)-Nap (no such unit), F(Tun)-WMS.  
TURKEY (Close) A(Gal)-Boh, A(Rum)-Gal, A(Sev)-Mos sby A(War), F(Smy)-AEG, F(BLA)-Rum, F(ION)-TYS, F(ENS)-ION.  
Retreats: Italian A(Ven)-Pie.  
PRESS: See PRESStigious

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LEANDER 'REDISCOVER' SPRING 2904  
GN & DESIGNER: RICHARD BARTLE

NASH DOESN'T READ GAME REPORTS!!

ITALY (Booth) F(Cub) st., F(CARS)-AZOR, F(Nap)-TYRS, A(Rom) s F(Apu), F(CMS) s Turkish F(Cre)-IONS, F(Apu) s Turkish F(Cre)-IONS.  
SCANDI (Nash) F(Fin) s F(NSW)-GOFI, F(NSW)-GOFI, (not connected).  
BALKANS (Quinton) A(Ven) ch F, F(ION)-EASM, F(Buc) s F(Ath)-AEGS, A(Ode)-s A(Ukr)-Vol, A(Ukr)-Vol, A(War) st\*, F(ADRS) s F(Sof)-IONS, F(Sof)-IONS.  
GERMANY (Waterhouse) F(NTHs) st., A(Pol) s A(Lit)-war, F(Tro)-Cha, F(Den)-Sto, F(Osl)-NWGS, A(Lit)-war, A(War) s Turkish F(BLAS)-Ode, F(Ham)-Hol, A(Mun)-Aus, A(Dre)-Cze, A(America) moves...  
FRANCE (Close) A(Par)-Lyo, A(Pie)-Gen, A(Yor)-Wal, A(Slo)-Chf, F(BAEI)-Mor, F(Por)-BAEI, F(MAOC)-AZOR, F(Mar)-GOL.  
TURKEY (Lean) NMR!!!! F's BLAS, AEGS\*, Ire, Ben, Usk & A(Kui) all stand.  
RUSSIA (Neuman) A(America) unordered, A(Est) s A(Mos)-Ukr, A(Mos)-Ukr, A(Vret) s A(Mos)-Ukr\*

Retreats: Balkan A(War)-Hum, Turkish F(AEGS) off!, Russian A(Vol)-Mos.  
PRESS

NO DATELINE: The French fleet swung at anchor in the Moroccan harbour, amidst the hundreds of packets of macaroni and white flags floating on the deep blue sea of the Med. The Dauphin sat in a deckchair on the leeward side of the ship of the line, waving a large fan in front of his face: "Whose stupid idea was it to come here?" he scowled at nobody in particular.

"But your Highness", said the Admiral, "you wished to get a sun tan before emigrating to America."

"Oh pooh!" exclaimed the Dauphin, "I don't want to go to America, and I'm sick to death of this place. I wanna go home."

"But your excellency," said the Flag Lieutenant, "we have no home to o to! Ughhh!

The Admiral removed his fist from the lieutenants stomach. "What he means to say is that due to the Dauphins being a trifle annoyed at our

unprovoked attack and the Germans looking around for someone else to conquer, we think it wise that we continue our plans for emigration.  
"Oh double pooh!!" muttered the Dauphin.

**TAG HILL:** BARTLE! Your handwriting is atrocious! Hope I've read it OK.  
**GM:** Richard, NSW & GOF are separated by GOBO; if it's not on your map you didn't read the corrections after the map was printed. Draw a line from BALS to Fin, topmost 1/2 is GOBO. You made this mistake last time too!  
Error last time: Germany built A(Dresden) too.

\*\*\*\*\*  
NORNS 1977DQ SPRING 1902

- AUSTRIA (Bartle.T) A(Tri) st., A(Vie)-Bud, A(Ser)-Bud, F(Alb) s A(Tri).
- ENGLAND (Waterhouse) F(NTH)-Den, F(Lon)-NTH, A(Nwy)-Fin, F(NWG)-Nwy.
- FRANCE (Lockyer) F(Por)-MAO, A(Spa) st., A(Mar) s A(Par)-Bur, A(Par)-Bur, A(Bre)-Pic, A(Mun) st.
- GERMANY (Howes) A(Bel)-Ruh, F(Hol)-Bel, A(Kie)-Den, A(Ber)-Kie.
- ITALY (Strangward) NMR!!! F(Tun), A's (Rom), (Ven), (Tyr) st.
- RUSSIA (Bolton) A(Rum) ms F(Sev), A(Gal) s A(Rum), F(Swe) st.
- TURKEY (Bidwell) A(Ank)-Arm, A(Bul)-Rum, F(BLA) s A(Bul)-Rum, A(Con)-Bul.

**TAG HILL - ITALY:** I hope that NMR this time is just a minor lapse Mark. I noticed you'd dropped out of the Nitehawk soccerboss game, but I gave you the benefit of the doubt. Please don't let me down.

PRESS

**FRANCE:** And now a message for our friends in Australia: Stick to Bruce's and Sheila's and funny bearded singers that wear glasses.  
See PRESStigious

\*\*\*\*\*  
QEDIPUS 1977DR AUTUMN 1903

- AUSTRIA (Pringle) A(Tri) st., F(Alb)-Gre sby A(Ser).
- ENGLAND (Dove) F(Lon)-ENG, A(Yor)-Nwy cby F(NTH).
- FRANCE (Nash) A(Bur)-Bel, F(Bre) MAO, A(Mar)-Spa.
- GERMANY (Powis) A(Tyr)-Mun, F(Den)-Swe, A(Kie)-Hol.
- ITALY (Lee) F(ION)-Tun, A(Ven) ms A(Pie).
- RUSSIA (O'Fee) F(GB) -Swe, F(Sev) s A(Ukr)-Rum, A(Ukr)-Rum, A(Gal)-Vie.
- TURKEY (Kennedy) A(Bul)-Gre, A(Con)-Bul, F(Ank)-Con.

WINTER 1901 builds

- AUSTRIA Bud, Tri, (Vie), +Ser, +Gre = 4:bu 1 A(Bud).
- ENGLAND Lon, Lpl, Edi, +Nwy = 4:bu 1 F(Lpl).
- FRANCE Bre, Par, Mar, +Spa, +Bel = 5:bu 2 F(Bre), F(Mar).
- GERMANY Mun, Kie, Ber, +Hol, +Den = 5:bu 2 A(Kie), A(Ber).
- ITALY Nap, Rom, Ven, +Tun = 4:bu 1 A(Rom).
- RUSSIA StP, Mos, War, Sev, +Vie, +Rum = 6:bu 2 A(War), A(Mos).
- TURKEY Con, Ank, Smy, +Bul = 4:bu 1 F(Smy).
- NEUTRAL Por, Swe = 2

PRESS

**VIENNA:** The lamps are going out all over Europe; we shall not see them lit in our lifetime.

**ANKARA:** My goodness, I hope the looting won't be as bad as New York's.

**FURTHER PRESS:** See PRESStigious.

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POLYIDUS 1977EI AUTUMN 1901

- AUSTRIA (Nash) A(Gal)-Rum, A(Tri)-Ser, F(Alb)-Gre.
- ENGLAND (Malvisi) A(ENG)-Bel, F(NTH) s F(ENG)-Bel, A(Yor)-Lon.
- FRANCE (Haughan) F(MAO)-Por, A(Bur) s English F(ENG)-Bel, A(Mar)-Spa.
- GERMANY (Thompson) F(Den)-Swe, A(Kie)-Hol, A(Ruh) s A(Kie)-Hol
- ITALY (Bolton) A(Rom)-Tus, A(Ven)-Tri, F(ION)-Tun.
- RUSSIA (Lee) A(Ukr)-War, A(StP)-Mos, F(Rum)-Bul, F(Fin)-Swe.
- TURKEY (Wakefield) A(Bul) s F(BLA)-Rum, A(Arm)-Sev.

**Retreats:** Russian F(Rum) annihilated.

WINTER 1901 builds

- AUSTRIA Vie, Bud, (Tri), +Ser, +Gre = 4:bu1 A(Vie)
- ENGLAND Lon, Lpl, Edi, +Bel = 4:bu1 F(Edi)
- FRANCE Bre, Par, Mar, +Por, +Spa = 5:bu2 A(Mar), 1 owed.
- GERMANY Mun, Kie, Ber, +Hol, +Den = 5:bu2 A(Ber), F(Kie).
- ITALY Ven, Rom, Nap, +Tri, +Tun = 5:bu2 F(Nap), A(Ven).
- RUSSIA Mos, War, StP, (Sev) = 3:N/C
- TURKEY Con, Ank, Smy, +Sev, +Bul, +Rum = 6:bu3: A(Con), F(Smy),
- NEUTRAL Nwy, Sve = 2// 1 owed.

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QUIRINUS 1977EZ SPRING 1901

- AUSTRIA (Tucker) A(Vie)-Tri, A(Bud)-Ser, F(Tri)-Alb.
- ENGLAND (Powis) F(Lon)-NTH, F(Edi)-NWG, A(Lpl)-Yor.
- FRANCE (Fryatt) A(Par)-Sur, A(Mar) st, F(Bre)-MAO.
- GERMANY (Olsen) F(Kie)-Den, A(Ber)-Kie, A(Mun) st.
- ITALY (Nash) F(Nap)-ION, A(Rom)-Ven, A(Ven)-Tri.
- RUSSIA (Bartle.T) A(Mos)-StP, A(War)-Ukr, F(StP)-GOB, F(Sev)-BLA,
- TURKEY (Howes) F(Ank)-BLA, A(Con)-Bul, A(Smy)-Con.

PRESS

ROME: I'm not writing any press for this game. This season.  
TAG HILL-TURKEY: Sorry Bob, but the others were champing at the bit.

WAITING LISTS

Regular 2 season/year Diplomacy: 75p game fee + £1 refundable deposit.  
J.Rayns, A.Cross, R.Lee, S.Lindsay.

MERCATOR Mk.V. Option Y with Key rule: game fee ??

GM: PETER NUNN. Players: Soot, C.Waterhouse, A.Smith (Am trying to find source of rules; perhaps Doug Wakefield can help?)

NON-DIPLOMACY GAMES

OUTDOOR SURVIVAL : Fee 50p, GM:Chris Rick, see game report for address; rules from me 2p. Can you trek 1,000 miles across hostile wilderness?

RAILWAY RIVALS: GM David Watts, Fee 30p; no-one on list.

DUNGEONS AND DRAGONS: fee 40p; GM:Dave Tant. See 'PITS OF CIL' in this issue for details.

PLEIADES CLUSTER: Fee ??; GM:Ray Lee (Ray is a relative newcomer to ChiM (8 months service), but has proved reliable in his games to date. He is willing to have a go at GMing the game if you're willing to play. Players on the list so far are: A.Parsons, C.Walton & P.Lindsay. If you're happy to go ahead we'll start next time, so Ray can start drawing the maps up ready. PLEIADES CLUSTER designed by Lew Pulsipher is a game of interstellar warfare for any number of players. Rules are obtainable from me for 2p.

CRICKETBOSS: GM:Bill Dove. Fee 50p. See elsewhere this issue. Rules available from me for 2p.

INVITATION TO A GUNFIGHT: Large scale wild west shoot-out where you play the roll of just one character. Fee 50p. GM:Ray Gale. Rules from me for 5p. See elsewhere this issue for more details.

It is NOT necessary to sub to ChiM to participate in this game, so can I impose on other editors of games 'zines to give it a plug in their pages, please?

And that's about it for game openings this issue. I don't know whether the places in Russian Civil War and Sorcerer have been filled yet as I haven't yet heard from the GM's. If the reports arrive before ChiM is distributed they'll be included with the 'zine. If not, then the games will have to be held over. Oops, nearly forgot one...

WARLORDS: A miniatures wargame by post set in an Eire under U.S. control around about the time of the U.S. Civil War. Chimaera readers play one side, either Confederates or Unionists, Lemming Express readers play the other. ChiM line up is: A.Powis, K.Thomasson, I.McLaran, C.Boyes, R.Bartle, R.Nocman, D.Garvey, W.Haven, F.P.Dunn, A.Smith. ELLIE line up looks like this: Sick.... heh, heh

Serialisation of rules in Chim has been suspended as they were more confusing than enlightening in that form, and Richard Nash is typing them all up onto stencils for publication in the near future.

**BLACK BOX** GM: Clive F. Booth, Fee 15p goes into kitty, winner takes all. Still time for late comers to enter and catch up by using s.a.o's. See elsewhere this issue.



In the last issue of 'Cormorant', Ian Lee claims that 'Birds is better 'n Dogs 'n Frogs'. Hrumph! I wonder if he's ever stopped to consider that dogs have got bigger brains than them both put together?

Anyway, I'm off to MidCon and if they tell me 'no dogs allowed in the University' there's going to be trouble. Look out for me picketing the gates and bring your placards just in case.

## Letters to ol' Boot and I

### THE 'BATTLE OF THE RING' CONTROVERSY

#### 369. Frank Dunn

I shall rise to your bait and respond to your comments.

As a three player game I found 'BotR' makes a nice simple time filler for an hour or two. Though to reiterate Lew Pulsipher's view, any resemblance between it and the War of the Ring is superficial. Play with no zones of control and movement before and after combat, can be very fluid at times. The combat results table is crude to put it mildly, which results in a swift elimination for the relevant unit. It is also much too dependant on the slings and arrows of outrageous dice rolls.

I liked the idea of ordinary units and Elven units and how certain dwarves are able to pass on or give Elven power to ordinary units. But apart from movement allowances, it is really the only differentiation between units; and I would question the appearance of Hobbit armies in such numbers, or at all really. Overall the game is quite harmless and you can explain the rules to anyone not familiar with them quickly. I still feel though that physical components aren't up to scratch, and I can't say that I consider £1.20 (less 'zine) good value for the game.

#### 370. Chris Boyes

I have had the dubious honour of play testing 'BotR' with Martin Edwards and Pete Waldschmidt and can assure everyone that it is a great and very entertaining game. Of course most people play under the handicap of playing with a second class set of pieces but then what do you expect from the middle pages of a magazine? The original board is a little larger and the use of D&D miniatures goes down very well.

All these people that moan about U.K. Wargames make me mad. I only wish I could afford to buy it and similar publications, let alone spend the time reading them and play testing some of the ideas.

371. Martin Edwards (BotR designer)

Thanks for the review, it was very generous and has only one thing that I would quibble with (Aha! Here's the rub!) Sorry about the interjection, Alladin just walked in. Where was I? Oh yes, one quibblement: I have found Saruman to be fairly strong if he manages to get his diplomacy off the ground. The alliance usually has enough problems with the black hordes, and can't devote the necessary resources to destroy the man-orcs, so it has to come to some agreement with Saruman or be caught between the devil and the deep red sea.

I will admit that the two player game is a disaster, although having tried your suggestion of the concealed rings it works better. Your other suggestion, abolishing the Saruman option, is already in the rules - see the last sentence before the copyright doings. ((I stand corrected)). I also found that removing the northernmost and southern most man-orc armies and the 3 North-eastern orc armies aided player balance, but the game is really best in the three player version.

Whilst I'm on the subject I'll give you a few words about 'UKW' as an 'official' PR man. The organisation was set up to put wargamers in touch with each other, to offer services to enable them to play together, and to provide a contact magazine on a quarterly basis. The contact magazine grew in contact until the 'Wargamer' emerged. It was then decided that a game would be included in that issue as an extra bonus (and is a selling point in the shops), although this game had to be very basic and produced as cheaply as possible. (The cost of one years subscription is £2.00, not £2.50, so each magazine has a unit allocation of only 50p). As a matter of interest, no-one has benefitted in any way from the sales of BotR except UKW - unless you count the fame I've received! (Next week, Broadway.)

372. Richard Nash

Of course UKW will collapse if people cut it to ribbons on issue 1 when they expect an S&T type 'zine for £1.20. I thought the only scroungers were half the population of N.I.....

373. Low Pulsipher

Richard Nash: I would like to know on what experience you base your opinions about clubs. I base mine on the experience of several dozen wargames clubs in the U.S.A., including two which were given a great amount of 'credit' - over 500 members each, and one official ex-distributor of some variants and play aids for Avalon Hill games. Both collapsed because they depended too much on one man; how much 'credit' they got had little to do with it, except to increase the work load to the point where the key man could no longer support it. What will make UKW different? I hope it is different, but I see nothing to point to that conclusion. That reminds me, where are the conventions UKW talked about? Half the summer has gone after all.

Dave Merriman: As I understand ethics of publishing and contributing articles, if a contributor sends an article to two places for publication he should make it clear to the recipients that he is doing so, and that it may (or definitely will) be published in two places. And the publishers also ought to state that the article is also appearing elsewhere. Anything else is unethical.

A War of the Ring game could be much more accurate than Battle of the Ring, however difficult or easy it is to duplicate the books.

374. James O'Fee

Last month Keith Poulter, the power behind UKW, entertained me in his house in East London. He is sensible, mature (a lecturer in politics at a teacher training college). He has big ideas admittedly, but the determination to carry some, at any rate, through with the backing of a coterie of enthusiasts.

Far from being a 'huge rip-off' (Willy Haughan) Keith has sunk quite a bit of his own money into the project and may have to sink more. Just this once I must agree with Richard Nash that you get very good value. For £2.50 you get 4 issues of a readable mag and 4 games. I'm

no-Tolkien addict, but our editor at least enjoyed the first game. Rather than knocking such an infant project, I think people should praise those who are willing to get something like this off the ground, and perhaps lend a hand.

-----  
This is certainly a subject causing a lot of controversy, and I'm still trying to remember how I ever got caught up in the middle of it. The preceding are extracts from just a few of the letters it's brought in, but I think those included convey the general thoughts very well. I'm not going to say much about it again, I don't think I'm qualified to do so as I do not have any degree of involvement with the 'Wargame' side of the hobby. Keith Poulter did kindly send me a copy of the second issue and it's quite an impressive looking thing, though much of it goes over my head. Sub-rates are £2.00 per annum, but that does not include the 'free' game; if you want that it's £6.00 per annum (that's a point that the 'fors' seem to have conveniently overlooked). This issue contained an article on Arab-Israeli War games, Game reviews, an interesting article on the design development of 'English Civil War' (Might chance my arm and get a copy), a set of 'Battle of Eylau' rules, (where the hell's Eylau?), an article on setting up a wargames club by Nicky Palmer in which he refers people to the 'Leviathan' team for their printing.... (I think it must have been a joke, after all it took them 3 months to print the last issue of their own magazine.....), and other bits and bobs. I don't think I'll sub myself, it's not worth it for the amount of interest I'd find, but certainly for people into wargames it looks a better proposition. I'd suggest that you try a copy, only they appear to want as much for a single copy (£2.00) as they do for a years subscription!! How about a special introductory 1 off price for a month or so, Keith, so that prospective subbers can see what they're getting without forking out that much?

To Lew Pulsipher: 18 months ago the wise men of this hobby were predicting that I couldn't keep it up and that CHiM would fold. I'm still here and a lot of the wise men have gone.....

As a postscript, I heard last week that the 'SPI' game of the 'Lord of the Rings' trilogy will not be available in this country owing to copyright difficulties. Don't know how good the info is, but it originated with Skytrex.

-----  
375. Peter Waldschmidt

Grouse: I wish you and Will Haven would stop having a go at each other. You both produce excellent 'zines and I am sure you are both very committed to the hobby. Unfortunately this is marred by you both criticising each other. This does no good to the 'zines and bores the readers. Why not praise the good points of other 'zines and stop playing the rather childish game of 'I-produce-a-better-'zine-than-you'? You could be better off exposing the performance of certain games groups like the N.G.C. whom I once wrote to in order to participate in one of their Diplomacy games, but did not get a reply for two months and then I decided to withdraw my application. As a consequence of this I almost decided not to play postal games.

-----  
Again, this is just one letter typical of many, or at least the first paragraph is. I am pleased to learn that so many readers do find 'Will baiting' a drag as it is not the kind of thing I like writing. Unfortunately, it does become necessary from time to time and there are well known members of this hobby (publishers) that will claim that that is what the hobby is all about; in fact, to them, the mud slinging is all part of the fun. Oh well, it takes all sorts.

The Haven/Booth argument was nothing to do with 'I-produce-a-better-'zine-than-you', it is impossible to compare two things that are so different and one of the things I took umbrage to Will on, was his saying, that I was saying, 'CHiM was better than BELLICUS'. I never said that, although the argument got so convoluted it's difficult to remember all

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the charges and counter-charges that you may be forgiven for thinking I did. Of course they're both excellent 'zines, it's just that CHIM is more excellent than BELLICUS..... (Joke! Will! Pete! Gerroff, it's just a joke... OUCH!!)

Second paragraph: Oh, we're back on that kick are we? I thought the two month plus delay in replying to enquiries about the NGC had all been sorted out a year or more ago. Don't tell me they're slipping back into bad habits. I hope they're not and that you're referring to something that happened a little while ago, Pete. Are you?

376: Mike Vernon

Yes, I'll allow Dr. Johnstone a joke, but I must take issue with your logic...your inference that because he was tired of life, he must have been tired of London is like taking the statement 'All Irishmen are thick' and deducing that anyone who is thick is Irish.

Yes, I suppose it is.... but what's your query with my logic? ....and with that it must be Irishman/Kentishman time again. Who's going to open the batting?

377: Bob Stuart

Did you hear about the Irishman who picked his nose?  
He took the lining out of his cap.....

I'll give you 10 points for that...next!

378. Cliff Kennedy

This Irishman walked into a bar in Orpington and asked the barman if he had heard the latest Kentishman joke.

"I'm warning you" said the barman, "I'm a Kentishman myself."

"Oh sure that's all right" said the Irishman, "I'll tell it slowly"

8 points.

Why do Kentishmen make poor card players?

Everytime they pick up a spade they spit on their hands.

10 points. The Irishman leads by 18-10, come on you Kentishmen how about a bit of help for Bob? We'll stay with the humour for a bit..

379. Rob Thomasson

The name game... I'm stronger for the type of crossing typified at the bottom of page 18. Like crossing a horse with a skunk and getting Winnie the Pooh. But you can take this too far - if Wanda Jackson married Howard Hughes then threw him over for Henry Kissinger would she be Wanda Hughes Kissinger now?

The scene of the crime is an Irish Fish and Chip shop. Stage left is a counter complete with shop owner, sleeves rolled. A customer enters stage right. The customer speaks: "Fish and Chips twice!"

"Alright, alright" replies the owner, "I heard you the first time.."

9 points! The Englishmen lead 19-18. I don't think Wanda etc. is taking it too far. How about if Tuesday Weld married Frederick March the Second? Would she be Tuesday, March the Second? For crazy crossings you need the 'Two Ronnies' book: 'Tonight we talk to a remarkable man who crossed a truss with a polo mint and got a Nutcracker Suite--- a food-mixer with a nymphomaniac-and got a girl who'll whisk anything--- a tin of baked beans with two cricket bats-and got 'Wind in the Willows' etc., etc. Let's have lots more for next issue.

380. Gary McNeil

I have just received a copy of 'Buffalo Castle' from the 'Games Centre'. It is the U.K. edition released this week and is a solo dungeon in which the book takes the place of the GM. i.e. you enter through door 1, 2 or 3; if you chose 3 turn to page 1, paragraph A, if you chose 2 go to 19B and so on. You then turn to the page signified and read the appropriate paragraph... 'you find yourself looking into a 10x10 room. You can go to the door to the north (17C) or the corridor



east (98) etc. In this way you progress through the dungeon meeting and killing/being killed by monsters and collecting treasure, as in D&D.

The book can be used for numerous trips before it looks like being played out, especially as some of the encounters are random so even if you visited the same room twice there isn't too great a chance of meeting the same beastie. The dungeon is designed for first level characters, so although it can be used over and over again, you must use a new character each trip. This is the first of a series of dungeons produced by 'Flying Buffalo' and the next two in the series are for higher level characters. The USA editions are mimeo printed and cost approximately £2.20 each but the UK edition is a delight to behold...each page is beautifully illustrated by Polly Wilson (responsible for illustrating 'Monsters Monsters' and the UK edition of Tunnel & Trolls) and costs a mere £1.45 (post free).

Obviously the scope is not so wide as with a 'real' GM, as your choice of action is limited to about 4 or 5 actions, but once you accept that you have a good time and for £1.45 you can't go wrong.

My only moan is that so far the others in the series, 'Deathtrap Equalizer' and 'Labyrinth', are not printed by the UK publisher which means I'll have to pay £2.20 per dungeon for them so that I can get my survivors from 'Buffalo Castle' on in the world.

They are all designed for use with 'Tunnels & Trolls' rules, but with very little modification you could use D&D... but when 'T&T' costs only £1.85 complete, why bother? Incidentally, 'T&T' is recommended by me as a supplement to 'D&D' as it offers a different outlook on many aspects of play. It is certainly better value than the TSR supplements and, I suspect, more use to most campaigns than the 2nd and 3rd TSR supplements as in my opinion they do very little, except perhaps offer interesting reading (although probably some 'lovers' of the additional character classes will disagree with me).

Many thanks for that 'review', Gary. It qualifies for the customary free issue even if it was used in the letter column. Any comments from other fantasy buffs?

381. Allan Owens

Have you noticed how all the game reviews which appear in CHIM after adapting this ridiculous Nash rating system which allows ratings to two decimal points, all score their subjects extremely high? Mustn't be any bad games around anymore!

With reference to the compulsory standby idea suggested by Peter Waldschmidt, I make no secret of the fact that I would resign from all games run by anybody who tried to force such a silly idea on me.

I haven't adopted the Nash system, I've never really understood it anyway and have just assumed that it was some accepted, though esoteric, method used in the wargames circle.

Many of the reviews used in CHIM have in the past been penned by outside authors, and although there's nothing wrong with that I'm afraid they are more prone to review the games they like than the ones they dislike. I'm the same, though when I come across a BAD one I can really enjoy reviewing it as much as a good one (perhaps moreso-see 'Creature Features' and 'Agrihazard'). 'Average' games are much more difficult to drum up the enthusiasm over.

382. Jim Botten

I am in the position of owning a copy of FGU's 'Madame Guillotine' but of having no-one to play it with, or to consult upon it. I have a couple of queries or rule ramifications that a knowledgeable CHIM reader might be able to solve. Also it seems to me that the game would adapt well to postal play and I should like to find out whether any of your readership would be interested.

(My specific queries are:- 1) What happens to victory points and control bonuses when the forces of a player enter an area 'controlled' by another, but neither side declares a 'fight'?

2) Are victory points awarded for control of the Assembly and even when the Hotel de Ville is not controlled by the same player (although Assembly-control 'powers' are not.) Whatever help I get, I shall be grateful for.

'Fraid I can't help, Jim, as I haven't yet seen the game. However, I'm sure that there'll be someone reading this who can offer a little enlightenment.

383. Clive Wardley

I should like to take up Tant's objectionable comments in his 'Pits of Cil' column last issue. I am personally only too pleased to be out of his silly game. One of the reasons I started my own game was that I thought he'd made such a mess of it, I could only make a better job of it. Unfortunately, I was unable to carry it through to fruition due to an unforeseen lack of time.

As for Allan Owens 'En Garde', I had a character killed in action at the front following some months of campaigning at the front. He was the worst character in the game (SL1), and the only way to succeed with such a character is to win honour on campaign. When he died I told Allan that I did not wish to continue, which is my right. The game was full and I felt that another person might be able to put in more time. If this is irresponsibility, then yes, I am irresponsible, but to try and give me a bad name with a GM in another magazine is despicable. Fortunately I am on very good terms with Robin Hood who publishes 'Herald' to which I have subscribed since it's beginning and in which I have never NMR'd. I feel that I would like to start another game as I now have more time, which I think is fair enough. I also play 'En Garde' in JIGSAW with some enthusiasm too.

Er,....No comment on para 1; para 2 suggests you've been hard done to if it's correct and you have my apology for publishing the scurrilous remarks. Dave?

384. Lev Pulsipher

While there's an argument about the quality of TV, why not pick on radio? I just started listening to British radio, and it reminds me strongly of the late 40's early 50's (as much as I know about it, since it's a bit before my time). One thing that struck an American friend who travels all about Europe as part of his job, is that many European countries, and my experience in Britain confirms this, the radio people just can't learn to play the music (when they are playing music, classical, popular, or otherwise) and keep their mouths shut. It's talk, talk, talk, mostly inane talk too. Some of it is no doubt modelled on stupid American pop stations with mile-a-minute disc jockeys (British DJ's have transatlantic accents, I've noticed, if they don't actually sound American). But the rest is peculiarly old-fashioned - pre TV, perhaps one might say.

O.K., anti-yanks! Have at it.

Anti-yanks? Who us? Personally I don't listen to a lot of radio and so am perhaps not totally suitable to comment. I am surprised though that you appear to assume that radio is a communication medium that is suitable only for the churning out of music. It can be very good at doing other things too you know. When I say I don't listen, I mean that my brain just accepts much of it as 'background noise' and doesn't even register that it's there. I changed my office at about the end of March this year and for eight hours a day or more I have to put up with the banalities of commercial radio being fed across a tannoy system. There's no wonder I've developed a barrier against it and if that's the type of radio you refer to then I agree.

At home though my listening habits are different, and confined almost totally to news broadcasts on radio 4, a hour in a morning and another at night. When duplicating or collating CHIM I very often tune into a discussion programme or a radio play to ease the boredom - they never

struck me as being 'old-fashioned' though. The problem here is that our radio services can turn out plenty of material themselves and so don't have to resort to buying up American ~~any~~ items like the T.V. My only experience of U.S. radio is what I've heard on different documentary programmes which invariably start with the reporter driving down a free-way with the mile-a-minute DJ's belting it out as he traverses the tuning dial. Ughhhh!

Comments from anyone else? Particularly commercial radio fans....(if they dare admit to it).

385. George North

In case you're wondering what I like about Chimaera I will tell you. One never knows what one will find on the next page. It is the sheer unexpectedness of it all, rather like blowing your nose while wearing gloves.....

I'm not sure how I ought to take that, George!  
No more letters this time - - abhhhhhhhh!..but you know my address....

THE LAST ROUND UP (Being a short round up of news etc as it comes into my head)

MIDCON II is not scheduled for November as I said last time, but for SEPTEMBER 9th, 10th & 11th. Apologies for any inconvenience caused but I only passed on what the organiser said....

Der Garvey, 22 McDonagh Rd., Ballypheane, Cork City, Eire is producing a compilation of openings in variant games available throughout the hobby along with brief descriptions of the games. So, if you want to try your hand at a variant and don't know where the openings are, drop Der a line enclosing a 9p stamp and he'll send you a copy. (Add CHIM to the Mercator list please, Der).

'Anarchy and Imperialism' is a hybrid of Diplomacy and Nicky Palmer's 'Confrontation'. I don't know a lot about it, other than it is played on a dippy board by 7-14 players. Includes an economic system, typhus epidemics etc. John Garrett, 19 Weaverthorpe, Nunthorpe, Middlesbrough, Cleveland TS7 0PU is opening lists for a game at £2 for a major power, £1 for a minor, so write to John for details. (If I can understand it, I'll probably be there as Albania so all you people that want to nail me, here's another chance!)

John is also going to run 6-player 'Kingmaker' games for Robin Hood's 'zine 'Herald'. People that have asked me recently about Kingmaker take note.

First issue of Mick Bullock's new statistics 'zine has appeared and has been named 'New Statsman'. Includes line ups for all 1977 UK Diplomacy game starts, SC charts and line ups for all games finishing up to the end of April, player ratings and other bits and bobs of interest. Well worth subscribing to and worthy of your backing. 12p + post from 14 Nursery Ave., Halifax, W. Yorkshire HX3 5SZ.

MIDCON II: Chris Rick, 3b Nottm Rd., Loughborough has floor space available for up to 5 bodies. If you'r interested contact Chris, don't just turn up!

Ducais, mentioned last issue and credited to Les Kennedy is in fact run by CLIFF KENNEDY. Sorry, Cliff and thanks for this issues cover; to P.O.C.

Muppet fans; Palitoy have introduced a game for you! A race game it features Kermit, Fozzie, Animal, Rowlf, Waldorf etc. Hope you enjoy it kiddies. Talking of which, I see that ATV are making an attempt to introduce some sophistication into the show. Several characters have been dropped, including Hilda, to be replaced by a SF serial 'Pigs in Space'. That's sophistication(?).

For the people that have asked, I hope to have 'House Rules' for next issue.

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C.O.A.'s: Andy Davidson to 113 Pen-y-cae Rd., Port Talbot, Glamorgan.  
 Doug Wakefield to 2 Lottisment, Beauvillon 59400, Cambrai, FRANCE.

**DEADLINES:** Non-Dip games to GM's by Wednesday 7th Sept 1977 (to avoid MIDCON).  
 Cricketboss by Friday 2nd September 1977  
 DIPLOMACY ('cept Leander) to me for **FRIDAY 16th SEPTEMBER 1977.**

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