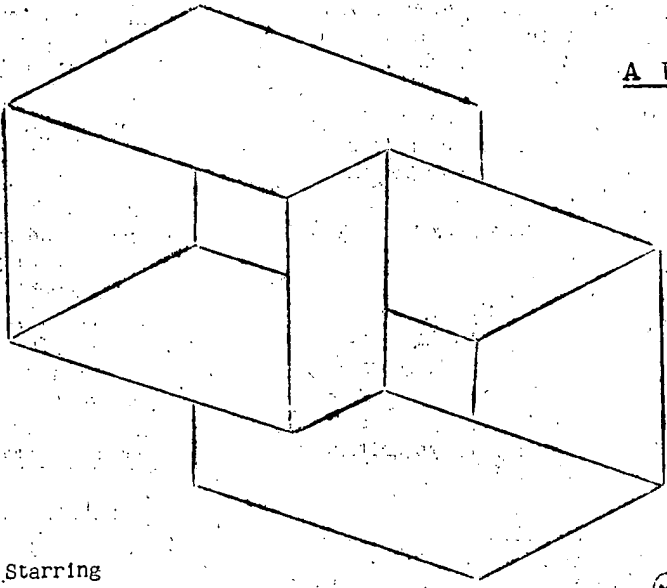


CHIMERA

35

A WONDER 'ZINE



Starring
BOOT THE WONDER-DOG
and featuring
LEW PULSIPHER on new SF/F games
DAVID BOLTON on Formula One
REVIEWS of 'Gambler' and 'Mentalist'
With full supporting programme
5 page pull-out 'PITS OF CIL' fantasy
supplement from DAVE TANT.
Plus puzzles, letters, news etc.

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You are just about to commence reading the second page of the 35th issue of the wonder 'zine CHIMAERA, in fact you've already commenced. CHIMAERA is a magazine of games and games playing for games players and is published once every four weeks by me, and I am Clive F. Booth of Wellington Station, 71 Clara Mount Road, Langley, Heanor, Derbyshire DE7 7HS. This issue has just cost you 13p plus postage for something like 45 pages and future issues will be about the same. To subscribe just send me any amount of money over £1 and I'll keep sending you copies until it runs out. Contributions are always wanted and welcomed and you get a free issue for any article published.

'ZAPPI!' - and with another polymorph spell Boot the wonder-dog magician again changes the format of 'Chimaera' (and picks up 200 experience points in so doing). Hope you all like it, there may be a few rough edges showing this time but I hope to have mastered it by the time we get to issue 70.

Quality of content will no doubt still be down at the same abysmal level but at least you know we're trying.

With several people reminding me of the libel laws regarding my recent comments over certain hobby members I've decided to start behaving myself again and stop slinging mud. I've no doubt that a front page spread in the 'News of the World' would do wonders for circulation, but it probably wouldn't do my bank balance any good (not that there's much in it anyway after buying a new back-up duplicator (late of 'TOTS') and another new typewriter. I've now got more hardware at Tag Hill than NASA have got in Houston

After a brief absence 'Greatest Hits' has made a startling re-appearance. Seems that Pete Birks couldn't get by without the egoboo of publishing. Don't know why he thinks he'll get any less depressed with it this time than he did last when he threw it all up on the spur of the moment, but I certainly wish him well. In its new format (A5 like this but full size type) Pete wants to make it more of a discussion 'zine covering all sorts of topics and not just Diplomacy and other games, though it still will run games. Not sure in my own mind whether such a 'zine will succeed or not, depending on feedback as it must, but Pete certainly has the ability to make it interesting on his own if need be. Only doubt I would express is that lack of feed-back makes editors depressed and we know how Pete reacts to depression. Best way around it is to sub and help it work.... Recommended (as long as it doesn't get into politics) and available from Pete Birks, Darwin College, University of Kent, Canterbury, Kent, United Kingdom.

Classic hobby boo-boo of all time? Will Haven sent last issue of Bellicus' out with games adjudicated, and several NMR's, before the deadline - and also included a D&D story which featured a cleric killing a ghoul with a bow..... (presumably he had blunt arrows).

Anyway, can't mess about, on with the show.....

Some people love it, some people hate it, it's just got to be the most controversial part of that most uncontroversial magazine 'Chinaera'. I refer of course to our semi-regular column that periodically turns the spot-light onto some famous Chinaera reader or other. We call the column.....

TO SEE OURSELVES AS OTHERS SEE US

....and this issues guest is:

WILL HAVEN AND HIS 'ZINE BELLICUS

Can anyone think of a better person to start the ball rolling than the man himself?

Extras were printed; bulletins interrupted radio and T.V programmes continuously; hundreds of people fainted in the streets upon hearing the news, whilst others gathered in angry crowds around the houses of parliament. "Save Will Haven" marches were organised throughout the country, and militant Bellisubbers brought all factories to a standstill in protest at the governments inactivity.

Meanwhile, at the offices of the Special Branch, Palmer of the Yard was leading a top flight investigation into the disappearance of the countries favourite editor, and consequent non-publication of the nations premier wargames 'zine. He had reason to suspect a rival publisher, and so had convened a meeting of all Bellicus' competitors, however minor. Now he began to wonder whether this had been a mistake, as he tried to bring the meeting to order; for his chairmans hammer was lost amongst the cacophony of opinionated verbage sprouting simultaneously from each editors vocal chords. Finally.... the hammer broke, and, in a mad rage, he rose and fired his revolver into the air.

Instantly, there was silence. In the far corner, the mutilated body of Willie, Piglets fresh knife-wounds bleeding still, groaned, and the soft hum of Buttock's calculator could be heard as he completed his calculation of Willies life-expectation (based on the past five years statistics), but otherwise silence.

Palmer spoke. "Order, please, gentlemen. Be seated."

The poker game in another corner broke up reluctantly and they all gathered around the mahogany conference table, through whose shining top clear reflections could be seen - except where Allan Stove had carved the initials of his loved one: 'EG'.

"Now, gentlemen, we all know why we are here. The editor of the countries favourite 'zine," - and here he quietened a rising murmur by tapping the gavel with his revolvers butt, - "has been kidnapped. And someone in this room is responsible." Into the stunned silence he continued, "So whoever it is might as well surrender now and save us all a lot of trouble, for next door I have a lie detector on which each and every one of you will, if necessary, be tested!"

The silence continued as a hundred pairs of eyes glanced furtively around the room looking for methods of escape. There were none. Old Shoe, Ph.D Calcutta (failed), rose to speak. At 106, he was the oldest publisher there, and his frail frame, hunchback and heavy bifocals betokened, bald toothless, his dedication to the hobby.

"Mr Palmer, sir" he wheezed, "I know..."

He got no further for this gentle old soul was floored by a smack in the face from the publisher on his left.

"Yes, it was I, Dickie Blunt, who kidnapped Haven; he cried. My 'zine Duldross used to be the tops until Bellicus came along - but Haven is no more, because you'll never take me alive copper!" And so saying he dashed to the window and fell through, to fall 20 stories to the ground below.

Palmer was aghast. "Psst." What was that? "Psst".

"Pardon" said Palmer, imagining he had burped.

"Psst! It's me, Jip Piglet. Wanna buy some dirty postcards? How about a copy of 'Ethil'. You'd be amazed at what I put on page 31. Only £100 million and a free pardon."

"What!" screamed Palmer, turning around,

Piglet a runt from Cygni 61, clutched a copy of his soft porn Ethil-Frog 'zine in his hand. Backing into a corner he said, desperately, "O.K., £1 million. No? £100,000?"

Palmer wrenched the 'zine out of his hand. On page 31 was written in Blunts scrawny writing, the location of the hide-out where Haven was being held. A quick 'phone call to the local police, and they waited. A hour later, the 'phone rang. Palmer took the call and then announced with a smile. "The world is safe for democracy again. Will Haven has been found."

WILL HAVEN.

'Bellicus - ah yes a fine 'zine indeed! Has this smashing series called 'Great Moments in Ducais' which recounts some of the finer moments in the history of that super fantasy game 'Ducais' which is run by Cliff Kennedy.

Yours sincerely,

CLIFF KENNEDY

P.S. The 'zines only major failing is that it has been short of a Diplomacy game start since May and that game alas, folded before it got to Autumn 1902!!

'Bellicus' - This magazine has been falling on my mat for several years now, I tried removing the mat, but it didn't work.

Inside the cover the mag is packed with articles, letters, etc., and is sensibly arranged so that all the interesting stuff is at the front, and the boring old Dippy is at the back. It only runs games of Diplomacy, which has always amazed me as the rest of the magazine is much more SF/F orientated, as I believe is Will himself.

Coming to Will, I've been writing to him on and off for about 2 years, and he seems a nice enough chap. I've even spoken to him on the 'phone (Oh honour!). But anyone who can publish consistently for as long as he has is a credit to any hobby. The quality of his rag only adds to the credit. (Now Will, does that add to my credit?)

MARTIN EDWARDES

Bellicus? - A well produced games magazine that although sometimes criticised for its progressive views, still leads the hobby. I have never found anything in the magazine that was not of the highest quality - mind you I've never actually seen one - but then I've never seen a Clive Booth either.....

BILL HOWARD

When Mick Bullock decided to fold '1901 and all that', what did he do? He stopped the commencement of new games, put the emphasis on turnaround to get rid of the old ones, and drastically reduced the size of the 'zine.

When Richard Walkerdine decided to fold 'Mad Policy' what did he do? He stopped the commencement of new games, put the emphasis on turnaround to get rid of the old ones, and drastically reduced the size of the 'zine.

Have you seen the latest 'Bellicus'? Will Haven has stopped the commencement of new games, put the emphasis on turnaround to get rid of the old ones, and drastically reduced the size of the 'zine.

I leave you to your own conclusions.....

A WELLWISHER

'EtF I can only describe as almost as boring as 'Cormcrant', but as for Will and 'Bellicus' I don't know, never having seen one. But from comments in the hobby 'Bellicus' must be almost as boring as I am.....

RICHARD NASH

Bellicus: My first Dippy 'zine and my introduction to the hobby. When I joined eighteen months ago I thought it of high quality, but now I have radically changed my opinions: the size has been reduced considerably and the frequency and quality of articles has fallen off correspondingly. In addition the price has risen alarmingly and the price of games in there gone through the roof. As suppose that this latter does not matter as Will seems to be determined to get rid of all his Dippy games. By the time the next 'zine poll comes around Bellicus will have disappeared entirely - but its turnaround (for which the shrinkage has been introduced) will be phenomenal!!

GUY WOODLAND

I used to like 'Bellicus' in a way. It always had something of interest to me within its pages. But have you noticed how it has changed over the past year? Turnaround speeded up; times past remembered for Will's seven week summer recesses. No more games; people will begin to wonder if his pocket can stand it (though the memory of the 1p a side of number 46 will bring them to their senses). Virulent attacks without a hint of sarcasm; what's happening to Will?

Well, as you know, I, Crispin, am a doctor. I recognise these symptoms from earlier cases which I have met in practice, and it is obvious that Will is suffering from a case of chronic apathy. What's the cure for this? Obviously he needs

he needs to be brought to his senses somehow. Well the answer is that as yet we in the medical profession can't find one. It will either die out itself or will grow malignant and turn into the dreaded total apathy, where 'zine editors give up publishing, players in games drop out of the hobby and everyone else takes up Russian Roulette. Will's case is classic of one about to take the latter course. I should imagine that within the near future - perhaps once he's made 50 issues - Bellicus will bite the dust.

I've had a few words with my colleagues and they seem to agree. So, chaps, it looks as if we're going to have to find another home for our games. I get the impression that Will's loyalty to his subbers (due to a mutated gland in his head in medical terms) is trying to avoid mentioning the fold as he'll come in for a lot of criticism, but isn't he getting this by raising the price? No, Bellicus will be OUT by this time next year, you mark my words. I was right about Dolchstoss's proposed fold, wasn't I?

CRIPPEN.

And that's the lot, some assorted thoughts of Chimaera readers on the subject of Bellicus. What's all this about an imminent fold though that several of the people seem to have hinted at or even come straight out with? Surely not, this hobby surely couldn't stand the defection of Will right on top of the loss of all the other old timers recently. Say it isn't true, Will, oh say it isn't true. (I must say though that the signs are certainly there...)

BELLICUS is available from Will at 4 Victoria Street, Chorley, Lancs for 13p plus postage per issue.

For next issue our target will be 'LEVIATHAN' and the 'Leviathan Mob' (Canham, Wardley, Willis, Plater and Porter). For newcomers, what happens is that anyone who has anything to say about the magazine or the editors says it, whether it be good or bad. If you want to remain anonymous you can do so, just ask. OK, pens at the ready and off you go.....

Recently I have been getting a lot of flak thrown at me over this column. It seems that a lot of people think that something so nasty is quite out of place in a nice magazine like Chimaera. I've even had one irate subber threaten to cancel his sub if I select him for assassination! (How he thinks I'd select him when he doesn't even publish a 'zine I don't know, but he certainly finds the column distasteful enough to force him to pen a few lines to me, something that he doesn't do too often.)

For my part I'm surprised that some people do find it so offensive, I'd treated it as no more than a joke until Piggott's outburst last time when it suddenly became apparent to me that some people do find it offensive.

Because of the nature of the column it does tend to draw more insults about chosen celebrities than compliments, and as one correspondent has pointed out, this may be because people may be accused of trying to curry

favour. I notice that this time too we've had more adverse comment than good so maybe there is some truth in the theory.

I will not kill the column yet as I at least consider it is good entertainment value, but I'd like to hear from anyone else that approves just so that I know I'm not on my own. I will make a concession though that after the next one, when we deal with 'Leviathan', I will obtain the permission of anyone I intend including to do so. I hope that will appease the dissenters a little.

Let's have an article...

GLIMPSES OF A FEW NEW GAMES

.Glimpsed by LEW PULSIPHER

At MidCon II and in a recent trip to Games Workshop I was able to look at several new wargames. I haven't played any of them, but I learned enough to help CHIM readers who might be thinking of buying one.

WIZARDS AND WARRIORS from TSR is a game for anyone old enough to add to 12. Players move tokens along paths by dice rolls and the object is to take the princess to the castle, passing through four special areas on the way. In each special area one rolls two dice and consults a table to see what happens; lose a turn etc. One player carries the princess along, and others can try to take her by moving to the same space and rolling higher on two dice than the one possessing her. That's it. It will probably be pretty expensive, though all there is as a plasticised paper board, plastic tokens, two dice, and a box..... oh, and the rules.

TRAVELLER is a role-playing science fiction game. Each player has ability numbers plus skills, money, etc. gained in 1 to 7 terms of service in the army, merchant navy, etc., as he chooses. The result is determined by dice roll and player's choice. Then the player retires from the service and begins his adventures. Necessarily the referee must devise specific situations for the players to try out; he just uses his imagination and memory of SF books he has read to devise them, for the rules give little help here. There are rules for weapons, spaceships and spacecombat, and building/designing spaceships. Ships cost so much that either the referee will have to devise adventures which enable players to capture ships, or the players will have to earn enough money to make a down payment and then take the ship to another section of the galaxy and claim it is completely paid for. I didn't think much of the game because I conceive of SF adventuring as adventuring in one's own ship, and because I dislike games which require the referee to work up specific adventures rather than general situations which the players may make good or bad use of. If memory serves this game comes from Game Designers Workshop.

DUNGEONS AND DRAGONS: I saw the first part of the revised version which isn't yet available here. The basic part includes dice, dungeon geomorphs, a list of monsters and treasure to populate rooms, and in one book. The book covers D&D to third level (spells, character level, monster level), dungeon only. It is quite clearly written. It should be possible for anyone to play D&D with this set, without outside help or additional material. (Among other things this should kill 'Tunnels and Trolls' once and for all; good riddance.) The remainder of the complete set will include a monster manual, a players manual, and a referee's manual. The starter set is \$10, I think, and the monster manual the same but I don't know how much the other two will be. Gods, Demi-gods and Heroes will remain as is; all the

Other supplements are incorporated in the new set. Some magazine material, including that wretched four-way alignment, is also included in the rules. And I noticed three new first level spells, and new spells at second and perhaps third level as well.

QUAZAR, from Excalibre games, is a huge space wargame for two players, and is apparently as long as it is big - the map is about twice the size of a standard Avalon Hill/SPI board.

ALPHA OMEGA from Batteline Games is a ship to ship space wargame, with seldom more than 10 ships involved, and often fewer. Many elements of Wooden Ships and Iron Men can be detected. There are almost 2- scenarios, following through the long history of a war between men (and their allies) and a machine civilisation dedicated to destruction (no, not quite Berser- kers).

And while I'm at it, UNDERWORLD ORACLE is a D&D type 'zine, not a game, but has some good material. It strongly resembles the DUNGEONEER, as the editors admit. I haven't yet figured out how a few low level fighters wiped out eight ghouls with only one wound among them, but you get oddities like that whenever you read about D&D. 35p per issue, photo offset reduced, 24 pages including covers. Lou Nisbet, 206 Morrison Street, Edinburgh, Scot- land. They're also looking for contributions, of course.

*****LEW PULSIPHER 1977*****

Thanks Lew. Needless to say 'Underworld Oracle' isn't the only magazine looking for contributions, as usual Chimaera is too though more than likely of a different type. If any Chimaera readers have got, or do get any of the games mentioned by Lew above, then how about a brief review?

Do you ever get tired of playing the same game the same boring way?

You do? Then why not try a variation on it? For instance, how about a



FORMULA 1 STOCK-CAR VARIANT

Devised by DAVID BOLTON

Formula One has been a favourite of mine for quite a time, although I do appreciate its' limitations. I'm surprised that there haven't been many vari- ants on it, though on consideration, apart from having different courses and giving cars different characteristics (such as better acceleration/decelera- tion) there is little one can do.

Here anyway is a stock-car racing variant using the board, cars and speed controller of Formula One.

1] I've given all cars a top speed of 60mph but as this would mean moving cars only three spaces per turn the movement is doubled so that the car moves 1 space per 10mph (this also brings the track to scale as stock-car tracks are much shorter than formula one tracks).

2] Deceleration remains at a basic 20mph per turn without damage, but accel-

eration is limited to 20mph per turn.

3] Cars are allowed to move in reverse up to a top speed of 20mph (-20).

4] To ease recording of speed the speed marker is altered as follows:

Stock Car speed	-20	-10	0	10	20	30	40	50	60
Formula 1 speed	0	20	40	60	80	100	120	140	160

5] As the top speed of cars is 60mph cars will rarely, if ever come off the track.

6] The dial on the cars control panel for 'Brakewear' is used for 'Tyrewear', and the dial for tyrewear is used for 'carwear' (to be explained later). Brakewear is no longer used.

7] The object of the game is to be the last car on the track or the first to complete a pre-determined number of laps.

8] When a car hits another car, damage may be caused, depending on the speed of the collision. The following table is used:

		SPEED OF CAR B								
		-20	-10	0	10	20	30	40	50	60
SPEED OF CAR A	-20	-	(2)/(3)	(3)/(4)	2/3	3/3	5/4	6/5	7/6	8/7
	-10	(3)/(2)	-	(2)/(3)	2/2	3/2	4/3	5/4	6/5	7/6
	0	(4)/(3)	(3)/(2)	-	(3)/(2)	(4)/(3)	3/2	4/3	5/4	6/5
	10	3/2	2/2	(2)/(3)	-	(3)/(2)	(4)/(3)	3/2	4/3	5/4
	20	3/3	2/3	(3)/(4)	(2)/(3)	-	(3)/(2)	(4)/(3)	3/2	4/3
	30	4/5	3/4	2/3	(3)/(4)	(2)/(3)	-	(3)/(2)	(4)/(3)	3/2
	40	5/6	4/5	3/4	2/3	(3)/(4)	(2)/(3)	-	(3)/(2)	(4)/(3)
50	6/7	5/6	4/5	3/4	2/3	(3)/(4)	(2)/(3)	-	(3)/(2)	
60	7/8	6/7	5/6	4/5	3/4	2/3	(3)/(4)	(2)/(3)	-	

When car A hits car B or vice versa the above table is referred to and a result obtained of the form A/B or (A)/(B). For each of the numbers a dice is rolled and if the number is less than or equal to the number shown on the table, damage equal to the die roll is taken. For bracketed results the damage taken is 1 point if the die roll is less than or equal to the result.

For example Car A is travelling at 30mph and Car B goes into the back of A at 60mph. Referring to the table this gives a result of 3/2 and a die is rolled for damage (known as 'carwear') to A. A 3 is rolled yielding 3 points of damage. B too rolls a three so no damage occurs to B. A further die is then shaken for 'locking' and a two is scored which means that the cars lock and move forward a distance = $60-30$ divided by $2 = 15$ which is $1\frac{1}{2}$ spaces so the cars move forward 2 spaces, (rounding up).

CARWEAR	RESULT
0	-
1	-
2	-
3	Top speed reduced to 50mph
4	Top speed reduced to 40mph
5	Top speed reduced to 30mph
6	Top speed reduced to 20mph and cannot reverse.
7	Top speed reduced to 10mph and cannot reverse

On the damage table results of 7/8 and 8/7 are shown. To calculate for these add 1 to the die roll, if the number is 7 and 2 if the number is 8]

It is possible (albeit improbable) that several cars could be locked together at the same time. If a car hits another that is locked to a third one (Two cars lock if after one as hit the other a 1 or a 2 is rolled on the locking die roll and the cars slew to a halt covering a distance = half the difference in their speeds rounded up), damage is taken as normal to the hitting and hit cars. 1 is subtracted from the damage caused to the hit car and this modified damage is added to the car locked to the hit car. (Example: 3 cars are locked together when ... one of the end ones is hit causing it 4 points of damage (or carwear), the middle car suffers 3 points of damage and the end car (furthest from the first hit car at the other end) suffers 2 points of damage. A die is thrown to see if the hitting car also locks.)

9] Cars may only go around the course forwards in one direction, they may of course reverse or even stop in the middle of the track (at their peril).

10] There are no pitstops so all damage taken is permanent for the race, there are only a couple of bends were the cars may have to take tyre wear (40mph bends) and all effects except tyrewear are taken as no effect.

DAVID BOLTON 1977

Of recent we've had quite a few people asking the question "Aren't there any bad games around anymore?", simply because the majority of reviews published in this and similar magazines tend to be favourable. I've no doubt that the reason for this is that because we are all only amateur writers and reviewers we tend to go into detail about the games we enjoy playing rather than those that we just play the once and then disgustedly pack them back, away in the box never to open it again. It's very much easier to write about a game that you enjoy, to praise the good points, to detail strategy etc, than it is to do so with a bad game. Not only is it more difficult to think up things to say about a bad game, it's a damn sight harder just to work up the enthusiasm to say anything at all in the first place.

In front of me as I type I've got about four or five games all waiting to be reviewed, and each one of them I'd rather be talking about than the one that I'm going to try and describe.

Still, as you seem to want to know about the not so good games as well as the good ones I suppose that I'd better make the effort.

Over the page then, for your enlightenment, are a few impressions of the Parker Bros game...



'GAMBLER!' -

The happy-go-lucky game of chance

DE LDD, ET
Palitoy

'The happy-go-lucky game of chance' is the way it's described on the box and game of chance just about sums it up. It is practically pure chance from start to finish with the players having little chance of influencing the outcome.

Gambling is the basis of the game, and it's gamble, gamble, gamble all the way through - lotteries, horse races, dice, sweepstakes etc., etc. You pay your money and take your chance - and the only loser is unrealistically, usually the bank which offers ridiculous odds, like 1 against you rolling an even score on two dice for instance, (when the actual odds are evens), or evens money against you rolling a seven (actual odds 5-1). The best strategy in such cases must surely be to bet as much as possible.

But before I go criticising too much let me fill in a few more details about the game. It has a large Monopoly size board with brightly coloured and illustrated squares around the outside edge, along which players move their plastic tokens (each being the shape of a £ sign), according to a dice roll. There are four small packs of cards that sit in the centre of the board, these being 'Lottery cards', 'Fortune Cards', Horse Race cards and I.O.U. cards. There is a neat plastic dice shaker, the most novel item in the game, that is used in the conducting of the sweepstakes. Up to four people may play, each commencing with £100 and the winner is the first to convert it to £1000 by gambling.

Players move their tokens around the perimeter track of the board a number of squares equal to the score on a roll of two dice and they must obey the instructions of the square they land on. It's at this point that anyone who likes a little bit of control over their destiny in a game starts to cringe a little. There are squares that say such things as 'MOMENT OF MADNESS - PAY EVERY ONE £10', 'EASY COME, EASY GO - THROW BOTH DICE, BANK PAYS YOU 10 TIMES TOTAL SCORED', or 'POKER PARTY - ALL PLAYERS BET £30 and ROLL DICE - HIGH ROLL WINS. (Certainly over with a bit quicker than the Mid-Con poker-party!)

Some of the other squares are 'Lottery' squares and whenever a player lands on one of these a lottery is held. This involves shaking six dice in the plastic 'Sweepstakes' shaker and letting them fall into the clear plastic neck. Players compare any sweepstakes tickets they hold (each of which bears two numbers) and if the numbers are on the upper faces of the dice the bank pays £50 for each one. The lottery tickets can be bought by a player at the start of any turn for £10 and so give odds of 4-1. I'm not bright enough to work out the actual odds

on throwing two given numbers on six dice, but I'm sure that 4-1 is very generous and in the games that we've played it didn't take more than a few minutes for the players to realise this, quickly turning it into a farce as the first to get the opportunity would buy up all 14 tickets immediately they became available. The cost is £140 which means that you need to roll only three different numbers on six dice to be making a profit! In all the lotteries we held I only ever saw a player lose on this deal once.

Another poor rule of the game is that if a player rolls a double, he has an option of calling a 'sweepstakes' or of rolling again. If he chooses to roll again and scores another double, then he picks up a prize from the bank of £500. Now £500 is half of what you need to win the game and the odds on throwing that second double are only 5-1!! Of the five games we played three of them ended abruptly when a player did this, and in only one of the five games did play last long enough for all the players to complete a full circuit of the board (25 squares).

The other main form of gambling in the game is the Sweepstakes in which players are given a chance to win varying amounts for a £10 stake. Again though, the odds seem badly computed - 30-1 for guessing the position of the highest scoring die in a line of six, 20-1 for two die in the line of six coming up with the same face showing and so on.

My general opinion of the game is that it is bad and poorly thought out. That the legend on the box says 'AGES 10 to ADULT' is an insult to any reasonably intelligent person. I would estimate that 10 would be the upper age limit at which any thinking person might enjoy the game.

The game is heavily loaded in favour of the punter and the £1,000 winning target is far too low. What must be the worst sin of all though for a game based purely on gambling is that there is a sad lack of interaction between the players. Instead of betting against the bank it would have been a much better idea to have pitted the players against one another more and to have found away of introducing some element of skill into the actual contests rather than fixed odds on die rolls. At least the kiddies would then see that there are losers as well as winners when you start throwing your money about gambling. With the way the game is at the moment the impressionable young brats minds could be excused for believing that everyone wins except the bookie.

I don't think Parker Bros. have put a deal of thought into this game and it looks as if they are just hoping to cash in on the fact that everyone likes a flutter. It isn't difficult to see ways in which it could have been improved, for instance, instead of the bank paying a ridiculous £50 for every winning ticket I'm sure it would be better if the prize money were directionally proportional to the amount of tickets

sold. This would also stop the situation where one player buys all the tickets and then sits back and waits for the 'draw'. There are lots of other little things that could be done to improve it too - instead of the poker party being determined by high roll of a die, how about a set of poker die, or even letting the players play out a hand of poker. Instead of taking fixed stakes on the sweepstakes, they could allow players more freedom of choice with how much they wish to gamble (after scrapping the ridiculous 45-1, 30-1 etc. odds and replacing them with something more reasonable). Finally they need to find more ways of pitting the players against one another as they are in the horse races and the poker school. If they can do that the fun would be increased a hundred-fold.

With a few amendments it might be on the way to a playable game, but as it is now it's no more than half an hour's fun for the kids. Unless you've young children in the family then I'm afraid that I can recommend you only to avoid this.

'GAMBLER' should be available from most game and good toy shops for about £4.95.

*****CLIVE F. BOOTH*****

D O O D L E S

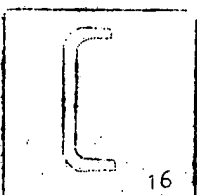
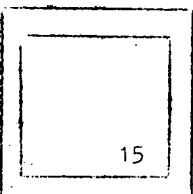
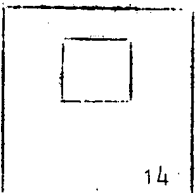
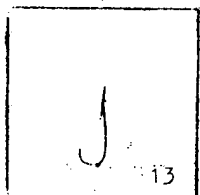
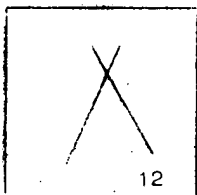
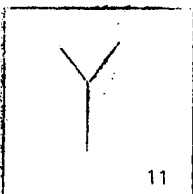
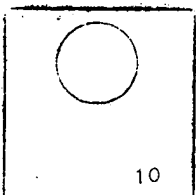
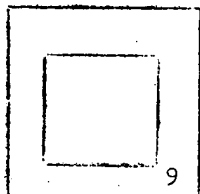
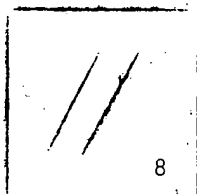
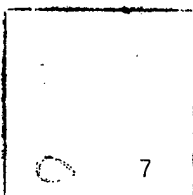
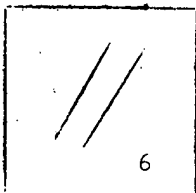
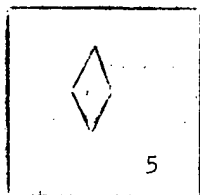
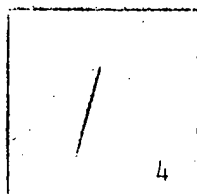
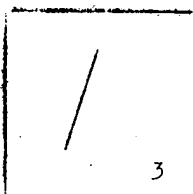
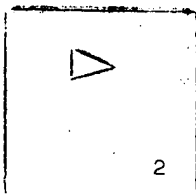
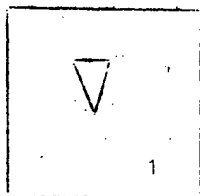
I think I'm safe to assume that you all know what 'goodles' are, aren't I? Any of you who have spoken on a telephone with a pencil in your hand and a supply of paper nearby will undoubtedly have done it, as will most of you that have had to sit through a particularly boring lecture. What we're going to do is have a little competition, and all you've got to do is use your imagination and draw a few lines.

Below are 16 clues as to where you should be drawing the lines to complete the 16 pictures over the page. It's all pretty straight forward so I don't think there's any need to go into more detail. For the first all correct solution drawn from the hat on next deadline day there's a prize of 25 CHIMAERA credit.

- | | |
|---|---|
| 1] Add two lines for a cocktail. | 9] Add a square and a circle to play safe. |
| 2] Add one line for a brave weapon. | 10] Add a rectangle and two squares to go sky high. |
| 3] Add three lines to be a dummy. | 11] Add a U for an offensive weapon. |
| 4] Add two lines to be atop a hag. | 12] Add two lines to live in reservation. |
| 5] Add three lines and wait for the wind. | 13] Add three lines for a dry head. |
| 6] Add two lines ready to place a cross. | 14] Add a line and a circle for privacy. |
| 7] Add a line and get ready to drive. | |
| 8] Add two lines to be carried away. | |

15] Add one square to embrace the picture

16] Add 10 lines for a well-groomed look.



Right, off you go and don't forget that 25p prize.

If you can't think of the correct answer, just be original in where you put the lines and what you make. It could swing the prize in your favour in the event of a tie.

DID YOU KNOW THAT.....

...if I'd spaced those little squares up above out a bit better, I wouldn't have been stuck for something to fill this space with.

THE IRISHMAN AND THE KENTISHMAN

Last issue I promised you a page of the Irish man v. the Kentishman, and not being one to go back on my word here we are. Now then, who's going to kick off, and remember that the score is currently 19-18 in favour of the Kentishmen.

On your marks....get set....go!

CLIFF KENNEDY (Irish) - A Kentishman bought a large engagement ring for his girlfriend.

"Oooh" she gasped, "is it a real diamond?"

"If it's not" said the Kentishman, "I've just been done out of £1.50!" [7]

JIM PENNINGTON (English) - Did you hear about the Irishman that broke into a bookmakers? - - He lost £5. [8]

CLIFF KENNEDY (Irish) - Have you heard about the Kentishman who went to a Drive-in movie? - - He didn't like the show, so he slashed the seats. [10]

PAUL OPPENSHAW (English) - Have you heard about the Irish showjumper who broke his nose jumping against the clock? [9]

JOHN GARRETT (English) - How do you spot Miss Derby in a beauty contest?
By the paper-bag....

Hold it! HOLD IT! Now I think that that is taking it a bit far. Let's keep good ol' Derby out of this or there's going to be trouble. Derbyshire born and Derbyshire bred, strong in the arm, an' wick in the 'ed. Er..... that's not very complementary either is it? (Good job that 98.78% of you won't be intelligent enough to understand it anyway.....). Derby rules! And we're the newest city in the U.K.

Anyway, I make the Irish/Kentish score 36-35 with the English still ahead. Round 3 next issue.....and if anyone is foolish enough to mention Derby in their insults, ol' Boot will be around to see them....

Let's change the subject - sounds like somebody at the door. Go and see who it is Rob Thomas on..

'Knock knock' "Who's there?".....

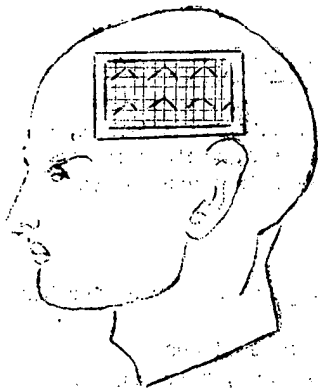
Adolf! 'Adolf who?' Adolf ball hit me on de nose.....

Nicholas! 'Nicholas who?' Nicholas girls shouldn't climb trees....

Sam & Janet! 'Sam and Janet who?' Sam and Janet evening.....

Euripedes! 'Euripedes who?' Euripedes trousers and I'll kill you....

Maybe we should have stuck with the Kentishman/Irishman jokes.....



MENTALIS Inventor: Adam Godfrey

Reviewed by Clive F. Booth

'To challenge a player you believe is cheating on the PEEP, the challenger must say 'CHEATING PEEPER'. If the PEEPER has cheated he must pay the 'GROVEL' penalty. A GROVELLER' has to give two pieces to his opponent'

No, I'm not kidding you those really are bits of the rules from the game 'MENTALIS'. Don't let it put you off though for it really is a good two player game. It's simple to learn and will soon have your memory cells tingling as you rack your brain trying to recall what you hid where and whether it's been moved. The sleeve of the game tells us that, 'Its full of spine-tingling suspense, strategy, cunning and psychological warfare. A game to stretch the memory to it's limits, develop your visio-spatial skills and sharpen your powers of concentration'. Not an all together bad descriptionbut what the hell are visio-spatial skills?

The version I have is 'MINI-MENTALIS' though I believe there are plans afoot at the moment to bring out a larger de-luxe version. The mini-version consists of rules; a plastic card on which play takes place which is about 9½" x 5½" sectioned off into red, yellow and green squares; 50 flat plastic, square playing pieces each with a coloured spot of either black, blue, yellow, red or green on each side; and the whole lot is enclosed in a black, satin bag (shades of the occult.....)

Mentalis is played by two players one of which takes the red end of the board and the other the green. The object of the game is to play the plastic pieces onto the board in turn so that you can form a square of four pieces with your own colour on their uppermost faces. Once you've managed this you remove the pieces making up the square from play and the first player to have collected ten pieces is the winner.

Play itself is simple with about only five basic rules to remember, the headaches come from the memory side of the game as you try to recall what was on the other side of each piece you played, and from the bluffing as you try to guess what your opponent played on the other side of his. To play the 50 plastic squares are dropped into the satin bag and each player withdraws four and conceals them in the palm of his hand so that they are only visible to himself. The Red player plays first and he takes any one of his pieces and plays it onto the board with either a red or a green face uppermost. He of course knows what is on the other side, but his opponent does not. Green plays next and he has a choice of either playing one of his own pieces by the side of the piece already on the board, or of flipping the piece that is already

that is already there and moving the bottommost face to the top. The game continues in this fashion until one of the players attains the victory conditions.

Flipping pieces can be a very risky exercise, for unless it is a piece that you originally played yourself you can never be sure of what is on the otherside. If it's a black spot you must hand over one of the pieces you have already won your opponent. If it's yellow you may alter the position (not face) of any piece on the board, and if it's blue you must immediately 'jump' a piece of your opponents colour with it. If you are unable to do so then your opponent has won the piece.

By now you should be beginning to see the intricacies of what, on the face of it, is a very simple game. By careful placing of a hidden yellow face you can go back to it later, flip it and with the bonus move, remove one of your opponents blocking pieces, or even move one of your own to form a square. Likewise with blue, if you can remember where you left them you can flip them for a couple of points immediately your unsuspecting opponent moves alongside.

Of course, with the hidden faces of the pieces being such a powerful secret weapon in your opponents arsenal as well as your own, it's a great advantage if you can know what he's hiding in any strategically important spot. This information you can glean by using the special 'peep' rule which allows you to look at the reverse side of any piece you wish. The only problem with this is that if you 'peep' at a black face you must immediately forfeit one of your own pieces to your opponent. Alternatively, you may choose to pretend that it wasn't black at all and just replace it on the board as normal in which case you have just 'cheated' and it is now up to your opponent as to whether he wishes to challenge you or not. If he does so and you have cheated then you become a 'groveller' and must pay him a grovel penalty (2 pieces). If, however, he's challenged you wrongly then it is he that becomes the groveller and must pay the penalty to you.

As I say, it sounds easy and it is easy, but once you've got a few pieces on the board and a few of those have been jumped or hopped about it becomes quite a challenge to out-wit and out-think your opponent. One could even say that it develops your visio-spatial skills and no doubt I would if I only knew what it meant.

At the of typing this page I have no information about where 'MENTALIS' is available from though I do know that the mini-version costs £1.95. If I can find out before I get to the end of the magazine I'll pop the information in.

*****Clive F. Booth*****

SFACEFILLER

Knock, knock. "Who's there?"
"John Piggott"
"Who?"

Knock, knock. "Who's there?"
"Eric Willis now *J@?*?? well
let me in....."

Time for the first of the game reports, so let's see how those folk on the wilderness trek are fairing....

OUTDOOR SURVIVAL GM'd by CHRIS RICK

As expected Dave 'deadlines' Allen has just faded away without a word to me.

Could the original starters tell me how many moves they've had? I want to regulate the newcomers to the same time scale, so let me know with your next orders, thank you.

If you have any ideas for improving your lot, let me know and I'll give you a ruling on it. Don't forget you can make your orders conditional on previous actions (as in Diplomacy).

The situation is getting very interesting now, and anyone of five people could win, but there is tough country coming up for everyone, and it's getting a bit crowded in places.

ADAM QUINTON - A quick trip through the desert has given him sunburn and a thirst. He's brewed up a concoction in the forest and is not sure whether to drink it or rub it on his skin.

Is it a bird? Is it a plane? Actually it's Rob Chapman just to the rear.

ALLAN OVENS - Getting to like his quite little spot by the river, Allan stays on for another day, finding much food, and making a good recovery from his earlier deprivations.

DAVE THORBY - No singing today, and he comes face to face with a wart-hog. The poor animal takes one look at him and drops dead - so Dave gets plenty of food. Late in the evening a figure comes into view from the west.

RON CANHAM - Pressing on at his best rate he comes to a river which he follows, stopping to catch some food in the evening. He has not seen anyone in a long time so he also has a wash in the river.

ROB CHAPMAN - Still in a bit of a rush he pushes on with his luggage after having a swig from his water bag. In front of him he can see a figure trudging through the desert. Landing rights at Kennedy Airport have been refused.

DAVE TANT - Following a river and crossing at a ford, he finds there are two possible routes ahead and he isn't sure which way to go.

HENRY OLSEN - Henry has given one of the original starters a shock, & BILL THORNE and will soon be on normal deadlines. Bill is moving slightly quicker, but hasn't sent in as many orders. Both are armed to the teeth.

.....and then there were eight.

Staying with the game reports, we'll go straight into...

CRICKET BOSS

A Unique System of Postal Cricket Simulation

GM'd by **BILL DOVE**

YORKSHIRE (Powis) 187 (29*2) beat Bedfordshire (Tucker) 130 (27) by 57 runs. Sampson 4-23, Helmsley 3-32 Old 6-24, Robinson 3-28
Cleveland (Garrett) 163 (34*3) lost to ESSEX (Boyes) 164-2 (24*2) by 8 wkts. Lever 5-21 Gooch 84 n.o.
St. Albans (Ball) 231-8 lost to LONDONSHIRE (Lockyer) 232-4 (34*3) by 6 wkts. St. Mark 90, St. Luke 66 Taylor 122n.o. Droy 76n.o. St. James 3-43
Surrey (Dove) 193-7 lost to ULSTER (P. Bolton) 197-2 (29-4) by 8 wkts. Richards 72n.o. McLoughlin 73n.o.
RUTLAND (McLaren) 227-4 beat Ducais Slashers (Kennedy) 217-8 by 10 runs Nurse 111n.o.
Middlesex (Rundle) 190-8 lost to A.T.C.G. (Walton) 192-3 (31-1) by 7 wkts. Smith 60, Johnson 3-30 Twain 76n.o. Shakespeare 81n.o.
CARRICKFERGUS (D. Bolton) 95-2 (13*1) beat Wakadoo (Pratt) 92 (24) by 8 wkts. Carlisle 52n.o. Gibson 7-15
Wisden A.S. (Thorne) 189-8 lost to CHIM CAVALIERS (Broth) 193-3 (33-2) by 7 wkts. Delevega 4-42 Boat 74, Greshl 77
Almeria Nat. (Woodland) 57 (13-3) lost to SUSSEX (Waterhouse) 60-5 (10) by 5 wkts. Imran Khan 4-16, Mianad 5-17 Narghn 3-14
Ramblers (Miller) 226-5 lost to SUTTON STROLLERS (Mansley) 227-1 (32) by 9 wkts. Rogers 81 Mackin 101n.o. Burrows 94n.o.
ASSYRIAN A.S. (Lee) 242-6 beat Almeria Nat (Woodland) 194-9 by 48 runs. Sargon 126 Wirballen 53, Asgeir 6-33

GROUP TABLES - Benson & Hedges Cup

Group 1	P	W	L	Pts	Cash	Group 2	P	W	L	Pts	Cash
Yorkshire	2	2	0	8	16,900	Ulster	2	2	0	8	15,900
Essex	2	1	1	4	11,000	Londonshire	2	1	1	4	12,100
Cleveland	2	1	1	4	5,700	Surrey	2	1	1	4	4,600
Bedfordshire	2	0	2	0	7,800	St. Albans	2	0	2	0	13,400
Group 3	P	W	L	Pts	Cash	Group 4	P	W	L	Pts	Cash
A.T.C.G.	2	2	0	8	12,700	Carrickfergus	2	2	0	8	17,900
Ducais	2	1	1	4	5,100	Wisden A.S.	2	1	1	4	10,900
Rutland	2	1	1	4	16,200	Chim Cavs.	2	1	1	4	10,000
Middlesex	2	0	2	0	13,800	Wakadoo	2	0	2	0	5,000

Benson & Hedges Invitational Trophy

Sussex	3	3	0	12	15,000
Sutton Stroll	2	1	1	4	9,400
Almeria Nat.	3	1	2	4	1,049
Assyrian AS	2	0	2	0	17,400
Ramblers	2	0	2	0	17,400

Extra income has been awarded to teams that won last week. This money was given based on the teams last three games, and is £500 per previous win.

INJURIES: CARRICKFERGUS-Wilson 3w, CHIM CAVALIERS-Ilteys 2w, ESSEX-Ackfield 1w, SURREY-Bennett 2w, DUCAIS-Franco 1w, RAMBLERS-Randolph 2w, YORKSHIRE-Boycott 1w, WISDEN-Miller 2w, ATCG-Bennett 2w, SUSSEX-Mendis 1w, SUTTON-Taylor 1w.

COACHING: Permanently coached up one level:- CHIM CAV-Greshl, ESSEX-Lever, CLEVELAND-Steel, Hass, RUTLAND-Wasim, WAKADOO-Able, Linwood(bat), McAdam(bat), BEDFORDSHIRE-Hemsley, ATCG-Hardy, SUSSEX-Imran Khan.

Successfully coached for one game only:- SURREY-Pocock, CLEVELAND-Eye, Dorcrist, Khamme, Bagge., DUCAIS-Askari, LONDONSHIRE-Wilkins, WAKADOO-Clark, Elder, Grant, French, Hemsley, Kaminsky, MIDDLESEX-Brearley, Daniel, Jones, ALMERIA-Engadine, Delegoa, SUSSEX-Knight, Miandad.

EXTRA INCOME- Essex £500, Middlesex £1,000, Rutland £5,000,
GROUND DAMAGE: Cleveland, Surrey & Wakadoo each pay £5,000.

Available Minor county players

W.keeper	lvl 2	reserve	pr.	£12,500
Bowler	" 2	"	"	£10,000
Bowler	" 1	"	"	£ 5,000
Batsman	" 2	"	"	£10,000
Batsman	" 1	"	"	£ 5,000
Coach	" 2	"	"	£12,500
Coach	" 1	"	"	£ 7,500
Scout	" 1	"	"	£ 5,000

Players bought last week

Lvl 1 w.keeper	to Surrey	for	£9,500
Lvl 1 bowler	to C.Fergus	for	£6,500
Lvl 1 batsman	to Ducais	for	£5,600
Lvl 1 coach	to Almeria	for	£11,651

Batting and bowling averages, early days yet, may be able to start them next issue.

Next weeks fixtures

Benson & Hedges Cup

Essex	v	Bedforde	(Sunny)	Rutland	v	Middlesex	(Dry)
Cleveland	v	Yorkshire	(Good)	A.T.C.G.	v	Ducais Sl.	(Good)
Surrey	v	St. Albans	(O.Cast)	Wakadoo	v	Chim Cavs	(Good)
Ulster	v	Londonshire	(O.Cast)	Wisden A.S	v	Carrickfergus	(Wet)

Benson & Hedges Invitation Cup

Sutton st.	v	Almeria N.	(Wet)	Ramblers	v	Assyrian AS	(Good)
Sussex	v	Ramblers	(Sunny)	Sutton St	v	Assyrian AS	(O.Cast)

*****EILL DOVE, 27 Davos Close, Woking*****

SPACEFILLER

Richard Walkerdine's 'MAD POLICY' is an anagram of the word 'DIPLOMACY'. Duncan Morris's FRIGATE had it's name made up from the initials of the major powers in a game of Diplomacy (France, Russia, Italy, Germany, Austria, Turkey, England). Of course, you all knew that, but were you aware that CHIMAERA with the changing of the I to an L (an easy enough error to make with my writing....) is also an anagram of a word very much to do with 'Diplomacy'. Pure co-incidence, and pointed out by Mr. T.R.Gilbert of T.R.G. Services, but none the less very surprising. Can you work out what the word is? Answer at the bottom of the next page

T E K U M E L

The quest for the treasure of Chaya'dlang'ush

A fantastic adventure in umpteen parts, set on the world of 'Tekumel' as recreated by Professor M.A.R. Barker's TSR game 'THE EMPIRE OF THE PETAL THRONE'.

Part 18

The dawn was welcomed by a cacophony drifting across the waters of the bay from the forest on three sides. The animal life of the island was awake even as the sun rose, and it was the sounds of their activity that fell on the ears of the crew of the 'Adhin Eng'shaur' as they prepared themselves for the two expeditions. The main party led by Qyshu and Gresh'l were set for their trek into the mountains in search of the treasure, whilst a few of the Adhin Eng'shaur's crew and the castaways that had been plucked from the sea earlier on the voyage made final checks on their equipment prior to setting off to gather the fruit and meat that had been purchased from the villagers the day before.



A Vringalu

(from the hide of which is made Vringalu armour)

The two small boats left the Adhin Eng'shaur together, the mariners to collect the fruit and meat from the port side, pulling for the southern shore, and the treasure seekers from the starboard side heading north. Hailmhuling, Dyogheykh, Ng'ulnju and P'khilu pulled on the oars whilst the others gazed towards the mist shrouded, purple peaks that rose majestically from the green of the forest, their thoughts on what would possibly be found up there at the end of their quest.

As they reached the shore and dragged the boat up above the high water line, three of the villagers who had been waiting for them emerged from the trees.

"Good morning!". It was Thesu V'shangtlo that spoke. "You're certainly eager to be away up to the ruins. We've only just managed to get here in time to meet you."

"Huh", Gresh'l grunted as he heaved a loaded back pack from the stern of the boat. "No point in wasting daylight is there? We want to be through the forest as quickly as possible and up to the ruins by dusk."

Thesu laughed, "Through the forest! My dear fellow, you wander too deeply into there and you won't be reaching any ruins by dusk, either this dusk or any

Did you get it? The anagram of CHLMAERA is, of course, CALHAMER! The name of the inventor of the game to which the magazine was originally dedicated,

or any other. We call it Smotherwood on account of the way it seems to close around those who enter and stifle the life from them. Our legends say it is the trees and undergrowth that take the bodies, closing in and squeezing the life from them, but for my part I think it's just the creatures in there that take easy food. Either way, it's not a place you want to be. Keep to the edge and follow the coast and the river. It's only about 4 miles or so and you're past it."

Ukshen who had been listening to the conversation as he went about his business of unloading the boat and checking the supplies, glanced over his shoulder at the forest. Already he could sense a malevolent atmosphere from the trees, and the animal chatterings grew more raucous and loud to his ears. Nervously he fingered the green stone around his neck.

Thesu introduced one of the two men with him to the party. He was a tall, thin individual, cleanly shaven and wearing a light outfit of Vringalu hide armour.

This is Moit'sly Ip'gilke, your guide across the island. He'll take you as far as the mountains, but then you're on your own. The only thing you're likely to have to worry about up there is old man E'fois, and if he's in a bad mood he might make a few threats. He's no problem though, just humour him and you'll be O.K. Still, if you'd rather miss him altogether you could go the long way around through the desert, though there's no need. Are you ready? Good. I'll walk back with you as far as the river but then you might as well go straight off along the bank. No point in you crossing back to the village, you'll find an easier crossing about 2 hours walk away."

On hearing that they wouldn't be returning to the village, Ukshen's heart fell. He must see the female Daq'raisho again, he must. At the first opportunity he stammered out the urgency of his returning to the village. Qyshu was amused by his apprentice's behaviour, he remembered how important his own first love affair had seemed at the time and although he wouldn't make a detour to take in the village that morning he promised that they would stop off there on the way back in a day or two. Ukshen was crestfallen, but reluctantly agreed.

The first days march was uneventful and they made it to the foothills of the mountains well before dusk. They decided not to go on however, and they made their camp on barren terrain where it was still sandy a few yards from where the rock of the mountain pushed it's way upwards.

"What do you call these mountains?" asked Gresh'l.

"Oh, they're the Centric Mountains" replied Moit'sly, "and this one" he indicated the one over his right shoulder with his thumb, "is E'fois Mountain."

20 miles away to the south-west the day for the hunting party had not been so uneventful. Doith'ahl, the first-mate had set off as leader and

had organised the collection of the fruit well. The branches of the trees around there hung low under the weight of mellowing fruit and it was a simple task to pluck it down and fill the baskets. Root vegetables were also common on this part of the island and their share of those too was quickly picked and packed away.

When it came to time to catch the meat though, Doith'aihl was at a loss for being a mariner and living on the sea since early childhood had left him with little idea of the art of hunting. So it was that when Dh'ashes, one of the Mu'ugalavyani rescued from the sea during the early voyage, took responsibility along with his two companions Latchi and Uwoh'kh, he was rather pleased to be able to let them get on with it. They still did not speak much Tsolyani but by the use of signs and the few words they'd picked up they soon had the mariners from the Adhin Eng'shaur' working as a team. It wasn't long before they were loaded down with meat and fruit ready to return to the ship.

Doith'aihl was pleased with their performance, they had done well he thought and Gresh'l would be very pleased when they got back. There was a state of euphoria throughout the whole party as they made their way back through the forest and Doith'aihl sang and joked with the rest of them.

That was a mistake. Qysht had told him that he must watch the Mu'ugalavyani closely at all times. There was something about them that he hadn't liked right from the start, but there was nothing definite that one could put a finger on. Now as they walked back along the path they had hewn through the undergrowth about two hours earlier he was about to find out that the distrust was well founded.

He saw one of the Mu'ugalavyani leave the main party and wander into the trees, but he assumed it to be for no reason other than for a call of nature. However, as Doith'aihl passed the point where the man stood he was suddenly knocked forward and a weight fell upon him. He struggled to free himself, but a glimpse of a metal blade as it flashed for his throat soon stopped him. The blade kissed his skin lightly and then hovered there. His men, at first ready to rush to his aid stopped when they saw his predicament. Then one of them, a small, squat character with a goatee beard stepped forward and turned to face the others.

"Do not do anything rash", he said, "or Doith'aihl here will get his throat slit. My three friends and myself are taking over in the captain's absence and we'll have a nice little surprise waiting for him when he gets back. Just carry on walking back to the ship and remember that Dh'ashes will be walking right behind you with his knife pressed against Doith'aihl."

Doith'aihl was heaved to his feet, his hands strapped behind him and then made to walk.

"What do you hope to achieve by this?" he asked the mariner who had joined the Mu'ugalavyani, "We outnumber you so greatly on the ship it will only be a

matter of time before we are able to overpower you."

The squat mariner laughed mockingly and replied, "Ah, but my friend you forget that for the last 15 days my duties have been to feed our, er, guests in the holds. We have there eight warriors and forty sailors, ample to handle the situation.

"And the priest?" asked Doith'ahl, his heart sinking.

"Why our new captain of course, after all this was all his idea."

*****Clive F. Booth*****

RAILWAY RIVALS

Station-Master

David Watts

RC 20 L

Round 5

FIL ROUGE (Rob Thomasson - red)

5a:(Montpellier)-F9. 5b:(F9)-E10-Marsailles-D11-Toulon. 5c:(E6, sheet 4?-E7-D7-C7-B7-St. Etienne; (F13, sheet 3)-E14.

34+5-6 (to ATS) +6 (from UKDAER) -1 (to RICH) = 38 points.

APEX TRAIN SERVICE (Andrew Smith - purple)

5a:(I13)-J13; (J10)-I10-H10-G10-F10. 5b:(F10)-Marsailles-D11-Toulon-E14. 5c:(L14, sheet 3)-M14-M13-A12-A10.

44+10+41 (from UKDAER)+6 (from FR) = 101 points.

UKDA EURORAILS (Richard Nash - black)

5a:follows ATS, (N11)-I10. 5b: ditto, to D11. 5c:(D11)-Toulon-E14-E15-F15-F16.

36-6 (to FR) -41 (to ATS) = -11; with interest -16 points.

ROYAL INTERNATIONAL CARRIAGELESS HORSEWAY (Richard Bartle - Orange)

5a:(L13)-Bordeaux. 5b:(Rennes)-D10. 5c:(D10)-Cherbourg; (Orleans)-12. 27+5+1 (from FR) -1 (fine; gave 13 instead of 12) +19 (from PART) -8 (to PART) = 43 points.

PARIS AMIENS RAPID TRANSIT (Frank Dunn - Brown)

5a:(Roeun)-D15-D13. 5b:(D13)-D10-F9. 5c:(F9)-Cherbourg; (D10)-Rennes. 39+5+8 (from RICH) -19 (to RICH) = 33 points.

Note that ATS should have shared Boulogne with PART last time; and somehow I'd dropped 15 points from PART's score, without anyone commenting until ATS mentioned it this time.

I can't understand UKDAER following ATS like that, when not only was the west bank route from Lyon entirely open, but also the route via K12 & H14.

Excellent moves by ATS; the carefully calculated SE drive brought a rich harvest, and he's also seen the danger of RICH's potential western monopoly. He must be favourite to win this game.

Each building round will include 7 runs; 5 will be as normal, while the other two will be between a French town and an 'international' destination. Thus every key number is used twice.

Throws for last builds: 6 - 6 - 6, as there's still a lot of empty space.

Note: UKDA's moves (presumably due to an inaccurately marked-up map or misunderstanding the rules, or insufficient attention due to taking part in too many games), give rise to concern in that they have given ATS a huge lead over the rest. It's true that LFC paid SPB a similar amount in RR 16 L, but in that case it was spread over three turns, and in at least two of these it looked like a deliberately arranged trap by SPB which earned a fair reward.

However, in the present case, ATS made the expected moves; UKDAER obviously did not intend to pay that much, though he should have realised it, and the net result is that ATS now has, to some extent, an unfair advantage. I will think about this, and may make some adjustment in the next round.

David Watts, 32 Eastleigh Dr
Milford Haven, Pembro, SA73 2LY

Players in the above game please note that sometime between November 10th and November 25th, David will be moving to a new address - 'Rostherne', 102 Priory Road, Milford Haven.

Now, since we're on the subject of train games, we'll go straight on with..

1829A

The original postal game nears its finale

GM: IAN MCLAREN

Over the past few weeks, the game has moved onto the twenty-fifth operating round and the twelfth sharebuying round. It will end after the thirty third operating round - that is there are two double operating rounds to go.

In the early 1850's, an attempted sabotage of the Midland Railway was foiled, but it suffered an extremely depressed period after its trains were sold. The L&YR never recovered from its bad start, and went into liquidation in 1853. The SECR is attempting a revival, but may well fail in the end.

Of the more profitable companies, LNWR is in a strong position, and its two trains are now running for £600 each round. The GWR has had difficulty in recovering from its poor start, and the price is still only £100. The other two southern companies - LSWR and LBSC are still running well - LSWR for £560 per round. The GNR is now held entirely by Dave Tant, and is making him £460 per turn. The Great Eastern and Great Central are also running well although the share prices are still below two.

It is turning into a fight of the rest against Dave Tant, who has a lead of more than £1000 at this stage.

Positions over the page...

<u>Player</u>	<u>Directorships</u>	<u>Value of Assets</u>	<u>Position</u>
Dave Tant	GNR	£6,299	1st
Tony Ball	LNWR, GCR, SECR	£5,202	2nd
Rob Thomasson	LBSC	£4,415	3rd
Keith Thomasson	GWR	£4,261	4th
Bill Thorne	None	£3,838	5th
Gus Ferguson	Midland, LSWR, GER	£3,712	6th

There are very few updates available, but some stations can still be blocked. Cash flow to the players is now high (with nothing left to be bought) - Gus Ferguson had £725 of dividends in OR25 and Dave Tant £618.

1829C has now started in DGW's 'Railway Rivals Recorder' and lists are open there for 1829D [Address in 'Railway Rivals report - page 25']
 Ian McLaren, 156 Agar Grove
 London NW1 9TY

DIPLOMACY GAMES SECTION

LEANDER 'REDISCOVER' SPRING 1905
GM & DESIGNER: RICHARD BARTLE

GRAND ALLIANCE HOPES DASHED AS BALKANS GET INVADED!!!

ITALY (Booth) F(Cub)-Azor, F(TYRS) s F(WESM)-BAEI, A(Rom)-Gen, F(Ven)-Ch-A, F(WESM)-BAEI*

SCANDINAVIA (Nash) F(Fin)-Len

BALKANS (Quinton) F(Tro) ch-A, F(Buc)-ELAS, F(AEGS) s F(Cre)-EASM*, F(Cre)-EASM, A(Ode)-Car, A(Rgd) holds*

GERMANY (Waterhouse) F(Sco) holds, F(Sto)ONS w, A(Hun) s A(Vie)-Egd, A(War)-Lvo, A(Tro)-Kol (it's in NSW), F(NWGS)-NTHS, A(WhR) s A(War)-Lvo, A(Bel) ch-A, A(Aus)-Swi, A(Vie)-Egd, A(Mun)-Bur, A(Ber)-Lit, F(Ham)-Hol, A(Dre)-Ruh, A(America) visits Disneyland.

RUSSIA (Neuman) A(Len) s A(Mos)-Est, A(Vol)-Ukr, A(Mos)-Est, A(America)-Ala!

FRANCE (Clósé) A(Lyo)-Bur, A(Gen)-Pie, A(Wal)-Yor, F(Ire)-Sco, F(Mor) s F(BAEI)-WESM, F(MAOC)-Azor.

TURKEY (Lean) F(BLAS)-AEGS, F(Ben) s F(Izm)-EASM, F(Usk) s F(BLAS)-AEGS, F(Izm)-EASM, F(Ank)-BLAS, A(Asi)-Arm.

Press

MORROCCO

"HELP!!" screamed the Dauphin, "HELP!!". But no-one would listen.

GM

One or two errors last time, but none very significant. Germany's F(Sto) makes a welcome return after its support of Tro-NSW last time wasn't printed. Also, Germany's A(WhR)-Lvo should have been underlined, but this obvious to anyone setting up the board and doesn't really affect things

anyway. There was a more serious error, but since I've only just noticed it and no-one else has I'll let it ride; it's not affecting things too greatly.

Could we see the first mistake-less season the next time around? Only if you all NMR.....

ARGOS 1975FH AUTUMN 1910

ENGLAND (Bullock) F(NWG)-Nwy, F(NTH)-Edi, F(IRI)-Ldl, F(BAL)-Swe, F(Den) s F(BAL)-Swe, F(SKA) s F(BAL)-Swe, A(Lvn)-Mos, F(Ber) st*, A(Ruh) s A(Bur)-Mun, A(Bur)-Mun, A(Pie)-Ven, A(Mar)-Pie, F(Naf)-Tun, F(WMS) s F(Naf)-Tun. FRANCE (Anarchy) F(MAO) & A(Mun) stand.

ITALY (Nash) [F(Ven) retreats to Apulia], F(Apu)-Nap.

RUSSIA (Lovibond) F(BAR) s F(Nwy), F(Cly)-Edi, F(Nwy) s A(Swe), A(Swe) s A(Nwy)*, A(Fin) s A(Swe), F(GOB)-BAL, A(Pru)-Ber, A(SII) s A(Pru)-Ber, A(Boh) s French A(Mun), A(Tyr)-Ven, A(Ven)-Rom, A(Tri) s A(Tyr)-Ven, A(Ser)-Bud, F(Tun) ms F(TYS), F(AEG)-ION, F(BLA)-Con.

WINTER 1911 builds

ENGLAND	Edi, Lon, Lpl, Bel, Hol, Kie, Den, Swe, Bre, Par, Por,	= 14
	Mar, Spa, (Ber), +Mos	
FRANCE	Mun, (Rom)	= 1
ITALY	(Ven), +Nap	= 1
RUSSIA	Bud, Smy, Con, Bul, Stp, Ank, Sev, War, Gre, Ser, Rum,	
	Tri, Tun, Vie, Nwy, (Mos), (Nap), +Ber, +Rom, +Ven	= 18 WINS!!!!

So, the longest running Chimaera game comes to an end after a run of two years and three months. In fact there have only been two Chimaeras in which the game did not appear (the first two). Congratulations to Jon Lovibond on a fine win, and condolences to Mick Bullock on a close second.

Any 'final statements' would be appreciated for next issue (already on file for Turkey and Italy):

Life ain't goin' to seem the same without Argos anymore.....

NEW GAME START

2 season/year regular Diplomacy

CHIMAERA designation: SALAMANDER

AUSTRIA	Adam Cross,	4 Hill End, Anchor Hill, Wivenhoe, Essex	(.49½)
ENGLAND	Simon Lindsay,	9 Holway Ave., Taunton, Somerset	.65
FRANCE	Ray Miller,	113 Mildmay Rd., Chelmsford, Essex CM2 0D1	.24
GERMANY	Ray Lee,	10 Papillon Rd., Colchester, Essex, CO3 3JJ	1.26½
ITALY	Alan Watson,	38 Hummersknott Ave., Darlington, Co. Durham	(.59½)
RUSSIA	John Rayns,	23 Tudor Dr., Yateley, Nr. Camberley, Surrey	3.04
TURKEY	Lee McNiell,	49 Breedon Cl., Corby, Northants	(.56½)

Best of luck to each of you, gentlemen. This game start has just cost you £1.75 apiece, but £1 of it you'll get back either when you're eliminated or when the game ends (provided you don't drop out). Figures are state of credit after deduction of game fees, but excluding cost of this issue. Figures in

brackets are negative and it would be appreciated if you could return them to a positive state before next issue. Game starts next time provided all orders are in, otherwise issue afterwards (37).

ICARUS 1976HB SPRING 1908

AUSTRIA (Pringle) NMR!!! A's Tri & Vie st.
FRANCE (Forrest) A(Apu) s A(Ven), A(Ven) s Austrian A(Tri), F(SKA)-Nwy, sby A(Swe), A(Bur)-un sby A(Ruh) & A(Kie), F(Hol) s A(Kie) [no such unit], F(Bre)-MAO, A(Par)-Bur, A(Mar)-Pie, F(Tun)-ION sby F(TYS) & F(Nab), F(HEL) stands unordered.

GERMANY (Wardley) A(Ber) ms A(Mun)*

RUSSIA (Anarchy) A(Nwy) & A(StP) st.

TURKEY (Johnson) NMR!!! F's ADR, Gre, AEG, EMS. A's Lvn, War, Bud, Alb, Ser, Smy, Mos all stand.

Retreats: Russian A(Nwy) disbands. German A(Mun)-Sil.

TAG HILL

I have a set of orders on file that secure a win for France with the next season, and so rather than wasting everyone's time I hereby declare this game over now, although the official win will come next season. The orders are, in case anyone still doesn't believe it: A(Pie) & A(Apu) s A(Ven), A(Mun) st sby A(Bur), A(Ruh) & A(Kie), F(Nwy) st sby A(Swe).

Any final statements would be appreciated for next issue. Well done Anne, and hard luck Jan.

JANUS 1976HX SPRING 1907

Error last time in that I credited Warsaw to Germany when ownership was Austrian. This meant Germany had to remove F(StP) and that Austria raised an army in Budapest. Involved and affected parties advised between deadlines.

AUSTRIA (Waldschmidt) A(Mos)-StP, A(War)-Pru sby A(Sil), A(Cal)-War, A(Bud)-Ser, A(Boh)-Mun sby A(Tyr), A(Vie)-Cal, A(Con)-Bul, F(Tri)-st.

ENGLAND (Nash) A(Nwy)-Stp, F(Edi)-NTH sby F(HEL), A(Yor)-Lon, F(Wal)-Lon, F(Kie)-Den,

FRANCE (North) F(NAO)-NWG, F(ENG)-Bre, F(Lol) st., F(NTH)-Den*, A(Ruh) s F(Hol), F(Hol) st., A(Ber)-Kie, A(Mos) s A(Ber)-Kie, [no such unit], A(Bur)-Gas, A(Sp2)-Mar, A(Mun) stands unordered*

GERMANY (Watson) A(Lvn)-Pru.

ITALY (Nathan) F(WES)-Spa-SC sby F(GOL), F(MAO) st., A(Ven)-Pie, F(Adu)-st., F(Gre)-AEG, A(Smy)-Con.

Retreats: French F(NTH) disbands. A(Mun)-Bur.

Press

THE REYKJAVIK ARCHIVES PART XII

When Madame La Pom-Thom left Chequers she knew that her life would not

be safe if she stayed in England whilst France and England were at war. If only she could make it to the French zone. She managed to smuggle a letter to Louis XIX, the King of France, saying that she was heading for Liverpool and would and would cross the border of the French Zone at Heanor in Derbyshire.

Two weeks later, the King and the prostitute met at the aforementioned place. "I know" said the King, "let er's pay un veeseet to Clive Booth while we are 'ere. 'E might geev ers un cup of tea."

Soon they were ringing the bell at number 71 Clara Mount Road.

"Drat, zere eez nobody een", said Louis.

"Leesen, can't you hear zat dog 'owleeng, and zat typewriter clattering away. Zere must be somebody 'ere.

"Look over zere, undeur ze door. Zere's un note." Louis picked up the tatty yellowy bit of paper. "Eet says 'Elp, I've been keednapped by ze Turks 'oo are going to send me to Siberia. Signed, Clive, Octobreur 5th, 1901. 'Zat's six years ago, but why is zere typing and why ze dog?"

There was dust and cobwebs all over the window frame. It was obvious that nobody had been in or out of this house for several years. The King peered cautiously through a gap in the lace curtains to see a computer teleprinter clattering away. "Eet's amazeeng, un typewriteur workeeng by eetself."

"We'd better release zat dog," said Madame La Pom-Thom, "Goodness knows 'ow longue 'e's been trapped een zere."

The two adventurers climbed through the window of Clive's house and confronted the ugliest and shaggiest mongrel they had ever had the misfortune to encounter.

"Ah, look at zat pauvre dog. Eet 'aven't eaten anyzing for months. Let's take eet back weev ers. Madame La Pom-Thom looked at the magazines that were scattered about the room. "Oh, look, there is a picture of zat dog on ze front of zees magazine. 'Ees name is Boot. Come 'ere, Boot. We're going to give you a nouveau 'ome een Parees."

King, dog and prostitute all made their way to the army encampment near Heanor. As they entered the Officers Mess, they could smell frogs and snails and other revolting things that the French eat. The King sat at the head of a table and summoned a waiter.

"Roast the dog", he commanded.

Madame La Pom-Thom was flabbergasted. "Mon Dieu. Why?"

The hall was hushed into silence as the King thought about it for a few seconds, and then he said quietly, "I got zee ideoa from zat magazine."

"Waht?"

"Eet said", the King gulped, "Dogs is better'n Frogs".

Will King Louis XIX eat lovable old Boot?... or Tintin's dog, snowey?
Don't miss the next exciting episode of how cannibal tried to cross the Alps.

THE REYKJAVIST ARCHIVIST - ENGLAND

THE REYKJAVIST ARCHIVIST - FRANCE

Apologies for exclusion

Apologies for inclusion

THE REYKJAVIST ARCHIVIST - BOOT

Apologies for inclusion

LONDON - PARIS

Maybe I can't win 'em all, but nobody who stabs me is going to; I'll make sure of that. Where I come is irrelevant. Perhaps next time you will reconsider before putting the boot in...as will everyone else I hope.

DAEDALUS 1976AO SPRING 1911

AUSTRIA (Thorby) A(Lvn)-StP sby A(Mos), A(Mun) st sby A(Boh) & A(Mun), A(War)-Lvn, A(Sil)-Pru, A(Vie)-Gal, A(Ukr)-Rum, A(Pie)-Mar, F(Tri)-Alb, F(ION)-AEG.

ENGLAND (Howes) F(MAO)-WMS, F(ENC)-MAO, F(Por)-Spa-SC sby A(Mar), A(Pru) st. sby F(Ber) & F(BAL), F(StP-NC) st., A(Bre)-Gas, A(Bur) s A(Mar), A(Ruh)-Mun, A(Kie) s F(Ber), A(Prü) st.

ITALY (Lean) F(Smy)-Con, F(TYS)-Tun, F(Rom)-TYS, A(Tus)-Pie, F(GOL) s Austrian A(Pie)-Mar, A(Spa) s Austrian A(Pie)-Mar, F(WMS) s A(Spa).

Retreats: English F(StP-NC)-BAR.

TAG HILL

It seems that an error in the game report for Spring 1910 was overlooked. Apologies, but as we have already played another season before the error was reported I regret it cannot be amended.

KRAKEN 1976FF SPRING 1906

AUSTRIA (Ferguson) F(Nap) s Turkish F(ION)-TYR, A(Vie)-Tyr sby A(Ven) & A(Tri), A(Bud)-Vie, A(Alb)-Gre;

ENGLAND (Galé) A(Kie)-Ber, A(Ruh)-Mun, A(Lon)-Nwy chy F(NTH), A(Den)-Swe, A(StP)-Lvn sby F(GCB), F(HEL) s French A(Bel)-Hol.

FRANCE (Rundle) A(Bel)-Hol, A(Mar)-Pie, F(Spa-SC)-WMS, F(Bre)-MAO, F(Tun)-TYS, A(Par)-Bur, A(Ber)-Pru, A(Mun)-Sil, A(Tyr)-Boh.

GERMANY (Dave) F(Hol) st.

ITALY (Anarchy) A(Rom) st.

TURKEY (Close) A(Rum)-Bud sby A(Gal), A(War)-Lvn sby A(Mos), F(BLA) st., F(ION)-Tun, F(EMS)-ION, F(AEG) s F(EMS)-ION.

Retreats: German F(Hol) disbands.

Press

ANKARA.

Superturk was on the verge of panic. Yet another winter had passed with nary a communication from anyone. Had his ally, the Archduke, been deposed, or just disappeared on one of his tours of the Austrian countryside, forgetting his international commitments. He decided to go to Budapest to find out.

SPACEFILLER

Knock, knock. "Who's There?" "Dave Allan"

"Dave Allan who?" "Hey, you don't expect two responses in one week..

MARS 1977BT AUTUMN 1904

FRANCE (Noonan) A(Par)-Bur, A(Wal)-Yor, A(Mar)-Pie*, F(ENG)-Lon, F(Spe-SC)-GOL, F(MAO)-Spa-SC, F(HAf)-WMS.

GERMANY (Smith) F(NTH)-Lon, A(Kie)-Mun, F(Bel) holds, A(Sil)-War, A(Fin)-StP, A(Ukr)-Mos, A(Fin)-StP sby A(Nwy), A(Ukr)-Mos sby A(Lvn), A(Lbl)-Wal.

ITALY (Ovens) F(GOL)-Mar sby A(Pie), F(WMS)-Spa-SC, F(Tun)-NAf, A(Mun) st.

RUSSIA (Malvisi) A(Tri)-Ven, A(Rum)-Sev, A(Mos)-Lvn*, A(War) s A(Mos)-Lvn,

F(StP-NC stands, F(Bul-EC)-Gre not connected], A(Ser) s F(Bul-EC)-Gre.

TURKEY (Randall) NMR!!!! F(AEG) & A's (Gre), (Con), (Ank) all stand.

Retreats: French A(Mar) disbands. Russian A(Mos) annihilated, F(StP-NC)-BAR.

WINTER 1904 builds

FRANCE Bre, Par, For, Lon, (Mar), (Bel), (Sda) = 4:lose 2 F(WMS), A(Yor)

GERMANY Kie, Ber, Den, Hol, Edi, Swe, Lpl, Nwy, (War), +Bel, = 11:bu 2 A(Ber), 1 owed.
+Mos, +StP.

ITALY Nap, Rom, Tun, Vie, Mun, (Ven), +Mar, +Spa = 7:bu 2 F(Nap), 1 owed.

RUSSIA Sev, Rum, Bud, Tri, Bul, (Mos), (StP), +War, +Ven, +Ser = 8:bu 2 no centres free

TURKEY Ank, Con, Smy, Gre, (Ser) = 4:N/C

TAG HILL

Kelvin Randell (Turkey) has his second NMR and so his country goes into anarchy. Kelvin, you'll never get to heaven.....

Press

PARIS-BERLIN

That was probably the mistake of your career unless the rest of the line-up are under your thumb!

NGRNS 1977DQ SPRING 1903

AUSTRIA (Bartle.T) A(Tri)-Bud sby A(Ser), F(Alb)-Tri.

ENGLAND (Waterhouse) F(Nwy)-StP-NC, F(HEL)-Kie, A(Lon)-Den cby F(NTH) sby A(Swe).

FRANCE (Lockyer) F(WMS)-TYS, A(Mun) st*, A(Pic)-Bur sby A(Bel), A(Pie)-Tus, A(Mar)-Pie.

GERMANY (Howes) A(Kie)-Mun, A(Ber) s A(Kie)-Mun, A(Ruh)-Hol.

ITALY (Anarchy) F(Tun) & A's (Ven), (Rom), (Tyr) all stand.

RUSSIA (Bolton) F(Den)-SKA, A(Mos)-Ukr, A(StP)-Mos, A(Gal)-Rum sby A(Bud)*

TURKEY (Bidwell) F(Smy)-AEG, A(Bul)-Rum sby A(Sev) & F(BLA), A(Con)-Bul.

Retreats: French A(Mun)-Boh, Russian A(Bud)-Vie,

Press

AUSTRIA-RUSSIA

Don't you think that we ought to stop all this nonsense against each other? It's doing neither of us any good!

RUSSIA-TAG HILL

Are you getting anyone to stand-in for Italy?

TAG HILL - RUSSIA

Stand-in? Don't know the meaning of the word.....

OEDIPUS 1977DR AUTUMN 1902

AUSTRIA (Pringle) F(Gre)*, A(Ser), (Tri)*, (Vie)* st. NMRJ!!!
ENGLAND (Dove) A(Nwy)-Swe, F(NTH)-Lon, F(IRI)-ENC.
FRANCE (Nash) F(Mar)-Spa-SC, F(ENG) s A(Bel), F(MAO)-Por, A(Gas)-Bur
sby A(Bel)*
GERMANY (Powis) A(Hol)-Bel sby A(Ruh), A(Mun) st., A(Ber) s A(Mun),
F(Den)-NTH.
ITALY (Lee) A(Ven)-Tri sby A(Tyr), A(Apu)-Ven, F(ION) s Turkish
F(AEG)-Gre.
RUSSIA (O'Frisbee) F(Sev)-BLA, A(Rum)-Bud, A(Gal) s A(Boh)-Vie, A(Boh)-
Vie, A(Lvn)-Mos, F(StP-SC) gives his frisbee a spin.
TURKEY (Kennedy) A(Bul)-Gre sby F(AEG), A(Con)-Bul, F(Ank)-BLA.
Retreats: Austrian F(Gre), A's (Tri), (Vie) disband. French A(Bel)-Pic.

WINTER 1902 builds.

AUSTRIA Ser, (Bud), (Tri), (Gre)	= 1:N/C
ENGLAND Lon, Lpl, Edi, Nwy, +Swe	= 5:bu2 F(Lpl), 1 owed.
FRANCE Bre, Par, Mar, Spa, (Bel), +Por	= 5:N/C
GERMANY Mun, Kie, Ber, Hol, Den, +Bel	= 6:bu 1 A(Kie).
ITALY Nap, Rom, Ven, Tun, Tri	= 5:bu 1 owed. none rec'd
RUSSIA StP, Mos, War, Sev, Vie, Rum, +Bud	= 7:bu 1 A(War)
TURKEY Con, Ank, Smy, Bul, +Gre	= 5:bu 1 F(Smy)

Press

KIEL - ROME & MOSCOW.

We have noted, with interest, the presence of Russian and Italian armies on the borders of the fatherland, and are wondering what the hell they are doing there.

BOULOGNE

Citizen President! All awaits your command. The barges rise gently with the swell. The crack balloon regiment exert all the power of their lungs. Underground the sappers tunnel furiously. The Royal Navy, the sweepings of the English jails, are appropriately swept from the seas after a victory of unexpected decisiveness. Ireland was originally designated as the landfall of our conquering troops (Belfast possesses a suitable anchorage) before we discovered it was not on the Diplomacy board. Cartographic imbecility!

de Nache (C in C Armee d'Angleterre.

ROME - AUSTRIA

"Veni, Vidi, Vici"

AUSTRIA - ROME

"Correct. And now for 5 bonus points, give me the future tense."

PARIS - MOSCOW

It is warmly appreciated by the Victor Logan Appreciation Society that you have considered supporting our venture in furthering the aims of the bionic straight-jacket which our hero so ably wore at MidCon. However, I fear that you have been misinformed about the venue of the gathering. It is

to be held in Moscow. Will the German members please note. And will our Russian friends please go stick their heads in a game of Logan-Monopoly.

VICTOR LOGAN

Britains answer to Steve Austin.....

POLYIDUS 1977EI AUTUMN 1902

AUSTRIA (Nash) F(Alb)-Gre, A(Vie)-Tri sby A(Bud) & A(Ser).
ENGLAND (Malvisi) F(Hol)-Kie, A(Lon)-Hol, cby F(NTH), F(NWG)-Nwy.
FRANCE (Haughan) A(Bur)-Bel, A(Mar)-Bur, F(MAO)-Spa-SC, A(Cas)-Sra.
GERMANY (Thompson) NMR!!!! F's Swe, BAL; A's Ruh, Mun all stand.
ITALY (Bolton) A(Tri)-Ser* F(ION)-Gre, A(Tus)-Pie sby A(Ven), F(WMS)-Spa-SC,
RUSSIA (Lee) F(StP-SC)-GOB, A(Mos) ms A(Ukr).
TURKEY (Wakefield) A(Bul)-Gre, F(BLA) s A(Sev), F(Rum)-Ukr sby A(Sev), F(AEG)-
ION.

Retreats: Italian A(Tri)-Tyr. TELEGRAM!! German orders
F(Bal)-Den sby F(Swe), A(Mun)-Kie, A(Ruh)-Bel

WINTER 1902 builds

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

QUIRINUS 1977EZ SPRING 1902

AUSTRIA (Tucker) A(Vie)-Tyr sby A(Tri), A(Bud) s A(Tri), A(Ser)-Bul sby F(Gre).
ENGLAND (Powis) F(Lon)-ENC, A(Yor)-Lon, F(Nwy)-NTH, F(NTH)-HEL.
FRANCE (Fryatt) A(Bur)-Bel, A(Par)-Bur, A(Mar)-Pie, A(Spa)-Mar, F(Por)-Spa-SC.
GERMANY (Olsen) F(Den) s English F(Nwy)-Swe, A(Kie)-Hol, A(Mun) s AUSTRIAN
A(Vie)-Tyr.
ITALY (Nash) F(ION)-Gre, A(Tyr)-Tri* sby A(Ven).
RUSSIA (Bartle.T) A(Mos)-Ukr, A(Rum) s Austrian A(Ser)-Bul, A(StP)-Nwy, A(Fin)-
s A(StP)-Nwy, F(Swe) s A(StP)-Nwy, F(Sev)-Arm.
TURKEY (Howes) F(Ank)-BLA, A(Bul)-Gre*, A(Con)-Bul.
Retreats: Italian A(Tyr) disbands. Turkish A(Bul) annihilated.

RHADAMANTHYS AUTUMN 1901

AUSTRIA (Sealy) F(Alb)-Gre, F(Rum)-Bul sby A(Ser), A(Tri) st.
ENGLAND (Nash) F(NWG)-NTH, A(Yor)-Den cby F(NTH).
FRANCE (Burke) A(Pic)-Bel, A(Bur) s Italian A(Tyr)-Mun, F(MAO)-Por.
GERMANY (Wishart) NMR!!!! F(Hol) & A's(Ruh), (Kie) st.
ITALY (Kennedy) A(Tyr)-Mun, A(Ven)-Tyr, F(ION)-Tun.
RUSSIA (Parsons) F(Rum)-Bul, F(GOB)-Swe, A(Sev)-Arm, A(Ukr)-Sev.
TURKEY (Bartle.R) F(BLA)-Bul-EC, A(Arm)-Sev[no such unit], A(Bul)-Gre, A(Ank) st.

WINTER 1901 builds

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

My apologies to all the players that submitted press for games P, Q, and R, but I'm afraid it's had to be omitted. This is my first time in this format with this typeface and I'm afraid I miscalculated on space allocation. I'll have it right for next time, promise....

Ooops, nearly forgot one of the games.

NORSEDIP 2 AUTUMN 1907

FRANCE (O'Reilly) NMR!!! F(Lon) & A's (Wal), (Bre), (Par), (Gas) st.
 ENGLAND (Anarchy) F(Edi) st*.
 GERMANY (Nash) F(NTH)-Edi sby F(NWG), F(Hol)-NTH; A(Pic)-Par, A(Ruh)
st., A(Gal)-Bud, A(Tyr)-Vie sby A(Boh), A(Sil)-War, A(War)-Ukr sby A(Mos),
 ITALY (Haughan) F(Con)-Ank sby F(BLA), A(Rum)-Ukr sby A(Sev), A(Bul)-
Rum; A(Tri) & A(Bud) s. A(Vie), A(Ven)-Pie, F(GOL)-Pie, F(Spa-SC) s A(Mar),
F(Por) ms F(MAO), F(Nap)-ION, A(Mar) s French A(Par)-Bur.
 Retreats: English F(Edi) disbands.

WINTER 1907

ENGLAND (Edi) = 0
 FRANCE Lon, Par, Bre, Lpl, (Mar), (Spa) = 4
 GERMANY Mos, Bel, Ber, Kie, war, Hol, Mun, Den, Swe, Nwy, StP, +Edi = 12
 ITALY Por, Sev, Vie, Ser, Gre, Bul, Con, Rum, Smy, Rom, Nap, Ven, = 18 WINS!!
 Tun, Tri, Bud, +Mar, +Spe, +Ank.

RUSSIA (Ank)

TAG HILL

Well done, Willy, you had to wait for it but you got there in the end. Glad to have been able to help out by rescuing the game. Statements etc, for next issue please.

WAITING LISTS FOR FUTURE GAMES

Diplomacy Regular - two season/year: Game fee 75p plus £1 deposit.

Mike Vernon, Hans Swift, Adam Quinton, P. Sealy.

MERCATOR Mk.V Option Y with Key Rule: Game fee 50p plus £1 deposit

GM: Pete Nunn. Players: Me, Clive Waterhouse, Andrew Smith, Doug Wakefield.

Room for more, starts immediately list is full. [Rules supplied]

DUNGEONS & DRAGONS: Game fee 40p GM: Dave Tant. See 'Pits of C11' supplement for details.

of William Bonney.)

Ray Gale

PLEIADES CLUSTER

GM:Ray Lee

Only four sets of orders received so far, so the game start proper won't be until next issue. Orders recieved from: C.Walton, D.Bolton, P. Sealy and A.Cross. New player: Frank Dunn, 32 Gateacre Park Drive, Woolton, Liverpool, L25 1PA

Ray Lee, 10 Papillon Rd., Colchester, Essex



The cramped conditions in this zine are becoming just a little bit silly.....

Join the 'Boot deserves more space campaign.....
...TODAY!

LETTERS TO OL' BROWN EYES

Sorry, but shortage of space means a reduced letter column this time.

400. Lew Pulsipher

At MidCon I asked Dave Thorby why you call him Kuddles, but he wasn't eager to say. So howcum? And why is Iain Drylie 'Sonic'? I'm sure all your readers are curious about such lore.

About Richard Nash's letter: I fail to see how miniscule, entirely local, clubs which don't have big 'zines compare with UKW in any significant way, whereas I cited the two American clubs, of the dozens I know of which closely compare with UKW. And I said there was no lack of support, Richard. Can you read

It is a far cry, Clive from G&P warning people that it may someday become available only by subscription, to you saying it looks likely! It was never likely, but it seemed wise for them to give the warning because, if their distributor refused to accept G&P further, there would have been no way to notify non-subscribing readers. This is a perfect example of a minor publisher sin, exaggeration without basis.

Piggott: Quite true he sent me some 'Ethil's' but irrelevant. I said absolutely nothing about Ethil in Chim's demolition spot. I talked about Piggott and one can get information about Piggott from more than Ethil and I have encountered Piggott in person. I found an argument between him and Eric Willis particularly revealing. It would be nice if John would read what was said. Every time he opens his mouth he seems to put his foot in it. Not a good advert for the guru clique...

To tell you the truth, Lew, I'm afraid that I haven't got much idea of why Dave Thorby is called 'Kuddles' either. He's just always been 'Kuddles' and the only possible explanation I can think of is a strange trait of the British sense of humour that makes us think it us funny to call something by a direct opposite. Hence, if you're driving behind a dawdling driver it's 'bloody James Hunt', Nottingham Forest are sometimes called a football team and so on..... Any answers or suggestions from other readers particularly

Messrs Thorby and Drylie, (and if Thorby does have any suggestions it would be appreciated if they were printable and physically possible).

'G&P', point taken. Sorry.

John Piggott: It seems to be weeks and weeks since I last received an 'Ethil', I do hope we haven't upset him by our insensitive comments. Peace, John?

401. Simon Burke

I have a quarrel with 'Perplexor'. In the crossword, solution last issue, (s)he uses the word 'INITIALISE'. Although I solved that clue (see - I got at least one!) I must question the existence of that word. Can I ask 'Perplexor' to quote his source?

To save 'Perplexor' the job, how about Chambers 1972 edition, page 674: INITIALISE - to designate by initial letters.

No 'Perplexor' this time I'm afraid due to space, but he'll be back next issue.

402. Mike Vernon

I fail to see why Richard Nash only gives a rating of 5 to chess - and what does he mean about 'it cannot be varied'? What about 3-dimensional chess, Hexagonal chess, Blitz, not to mention Fairy Chess (for those that like that sort of thing) - and I'm not a chess player, I'm sure that enthusiasts could come up with even more variants.

402. Lew Fulsipher

I suspect the game number ratings are often imitations of 'G&P'. Unfortunately, a reader doesn't have many review by the same person or group of people one gets in G&P, so there's nothing to compare the numbers with. If the people explained them a little every time - usually one would expect 6 to be reasonably good, not wretched as it is in Nash's system - and give ratings for say, Diplomacy and Chess as well, they would be much more useful.

Another thing that one might notice about ratings and reviews is that games are seldom 'panned'. There seems to be an unspoken conspiracy to avoid criticizing games. Let's face it, there are a lot of crummy games around, and it is just as much a service to readers to knock a bad one (and suggest improvements if possible) as it is to praise a good one.

403. Chris Rick

I am a little annoyed about the letter from George North, the second you have published along that vein, and a complete waste of time in my opinion. I had intended to write some more articles about 'Flexagons' for those who knew nothing of the subject; nothing could persuade me to do so now. Instead I challenge George North, instead of writing sarcastic letters criticising others, why don't you be constructive instead and write articles. Had you written an article on 'flexagons' I would have eagerly read it and picked up as much as possible from it, not taken an 'I am superior' attitude. As you have so much past expertise on this subject I look forward to your article in the next C. as I'm sure do all the other lesser mortals. Also I

hope that Clive won't waste your time printing such rubbish in future (I'd have said the same no matter who you had attacked).

Hey! Now calm down, Chris. We seem to have perfect example of over-reaction here, whatever you do in future don't go publishing a 'zine 'cos if a little bit of fun like that gets your back up you'd be a nervous wreck within three issues. Re-reading the offending article now it seems to me as if I'm getting a much rougher deal than you, but it never even crossed my mind that George might have been serious. O.K. so George has met 'flexagons' before, several others have too, but there are still more who have not and it would be sad if the series had to be prematurely terminated because of a little bit of light-hearted mickey-taking. I'm the editor of this rag, not George North and I think I'm capable of reading reader response effectively enough to know what's good for the 'zine and what isn't. I want that other 'flexagon' article, and I hope you won't let me down, Chris.

404. David Bolton

Down a dungeon over here (Belfast) there is a mathematical puzzle which we just cannot work out. I will give a 30p prize to any Chimaera reader that can supply the answer with an explanation. The puzzle has been around for 14 months and hasn't been solved yet.

What are the next two numbers in the following sequence:

2, 8, 20, 28, 50, 82, 126, ?, ?

405. Lew Pulsipher

As people may have noticed, PLEIADES CLUSTER is in rather rough form. In fact it is a rough draft that I got bored with and offered Clive as it was, and he printed it more or less as it was. Now, however, there is some likelihood that, after conversion for ftf play, the game will be printed in a major fantasy games magazine. Consequently, I am interested in the course of the game in Chim and any other game that may start, though I don't have the time to play, and I'll appreciate any comments players may have about the game or clarity/completeness of the rules.

Lew's address is: London House, Mecklenburgh Square, London WC1N 2AB if you have any comments. Alternatively, anything sent to me will be forwarded with the next Chimaera. Perhaps the GM could let me have an extra copy of the game reports for Lew?

406. Paul Sealy

About dogs and frogs, while the latter are repulsive little creatures which inhabit dubious collections of water, I have never yet met anyone who has ever been bitten by one.

Yeah? Well I've never met one that would tackle a burglar, and you've obviously never met 'Ethil'....

407. Dave Watts,

I still don't see how you can keep up such a high standard in 'Chim'

Perhaps you are a team, like 'Leviathan'.....? You manage it almost as well as they do.

EH? I think I'm offended. No, there's only me - an' Boot of course.

GAMES SHOP

Willy Haughan, 54 Linden Road, Gosforth, Newcastle, Tyne & Wear has the following games for sale: Boxed: Starforce, Sorcerer, World War III @ £4.00 each. S&T games: South Africa £1.00, Plot to Assassinate Hitler £1.20, Oil War £1.00, Revolt in the East £1.20.

All prices include postage and Willy will consider swaps.

Anarchy & Imperialism

Each player controls a country as per Diplomacy but with neutrals included as minor powers. Play itself is free-form with anything possible, similar to Diplomacy. However, the similarity then ends, since armies are depicted on a corp level, with terrain and fortifications affecting play. There is of course a political section with each player influencing his own and perhaps other countries government. With anarchists lurking in the background, assassination of your major commanders is possible, and random events tables portray Europe in the finest sense.

Playing fee: £2 for a major power, £1 for a minor, plus £1 deposit.

Copies of rules (12 pages) are available for 10p + 7p postage which entitles you to 10p off the fee. Write to: John Garrett, 19 Weaverthorpe, Nunthorpe, Middlesbrough, Cleveland TS7 0PU. [This is an independent game, i.e. not Chim run].

THE LAST ROUND-UP

THE impossible structure on the cover of this issue was submitted by Frank Dunn, and is called 'Structural Constellation' by Josef Allars. Thanks Frank.

I HAVE been taken to task by Willy Haughan for saying that 'Howay the Lads' was a committee 'zine last time. This is not so, Willy and Henry Olsen are in complete control, the others are just 'helpers' in the way Chim uses outside GM's. Haven't seen issue 2 so can't comment but will say more after the next one. Available from Willy, address in 'GAMES SHOP'.

FLYERS go out this time for a new magazine from Alan Powis - but it has a black mark from Boot and I already - it looks like another Snoopy fanzine, arrgaggh!

ERROR in July issue of 'Games & Puzzles' gave price of David Nish's and Roger Davies' 'TOP CLUB SOCCER' as £4.95 when current price is £6.45!! It appears that G&P bought their review copy in 1976 but only just got around to reviewing it. Review coming up in Chim as soon as I can save up the difference....

CREDIT by your name on address label is before deduction for cost of this issue and any games fees etc. If it's red, or will be red before next time this is your last copy. Oh, and please write orders on separate sheets not in letters.

My office telephone number for emergencies is: ILKESTON 322131

CHANGES OF ADDRESS

Pete Lindsay to Haig 46, David Russell Hall, St. Andrews, Fife.
 David Bolton to Livingstone Hall, Queens Elms Halls of Residence, 78 Malone
 Road, Belfast BT9 5BW, Northern Ireland.
 David Watts, 32 Eastleigh Dr., Milford Haven, Pembs, SA73 2LY.
 Will Haven, 73 Old Hall Drive, Bamber Bridge, Preston, Lancs.
 Ian Dryllie, Pte 24468135 Dryllie, Depot, The Intelligence Centre, Templar
 Barracks, Ashford, Kent, TN23 3HH.

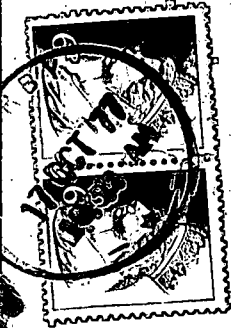
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THE PITS OF CIL



BLOODY NEW NEIGHBOUR ! HAVEN'T SLEPT
A WINK SINCE HE MOVED IN.

PART XVI

INFORMATION PACKAGE

The necessary information needed by players to choose their characters and equipment formed Parts I & II of "The Pits", and I have so far been able to supply copies of these to new subscribers who weren't with us that long ago, courtesy of other players with access to photo-copiers. These are still available if a large S.A.E. is sent. However, I have long felt that these were inadequate, and I have drafted a new package which Clive has kindly agreed to print.

This includes the necessary information, with a new table of weights and costs for equipment as the old one badly needed ration-
alising. Most of the important "Matters Arising" are included, and one or two other tables which I use and you may find handy. All existing players, including the two new ones mentioned below, will get a free copy and should particularly note the new weights. Anyone else who wants a copy, whether on the Waiting List or not, can have one by sending Clive 20p and a large S.A.E.

The game fee will go up to 50p from the next issue, but will include a free copy of this information package. This will be sent automatically to players as they are admitted, so they may as well wait until then.

ACTION IN BRIEF

A promising battle on the Third Level was spoiled when a Magic User with C(Ed)rick managed to control most of the ex-Wardley band after they'd panicked several of his own followers and punctured a couple of Clive Booth's.

Bill Howard has suffered the embarrassment of having one of his thieves stolen! He has, however, disposed of an Umber Hulk, several Goblins and a platoon of Gnolls, all in about two weeks.

Ian Jones and Ray Gale are busy investigating rooms and corridors without, unfortunately, finding a great deal to interest them.

Ian Drylie, in the mysterious land he has reached, has taken up with a young lady and her Dragon bodyguard, and is assisting them in a quest.

Chris Boyes has passed through the Cauldrons room, and Brian Conway is about to venture the Orcs' Dormitory: Mike Close and Paul Blackwell are already in there, so it is to be hoped he doesn't go in blasting. Alan Powis has equipped his party and should be entering soon, and I expect Russell Noonan will be fairly close behind.

THE CHARACTERS

It is some time since I gave you details of the players. We have always assumed that player-characters would be so famous/notorious that they would be well known to each other, not only by reputation but readily recognisable to everyone who goes adventuring in "The Pits". In some cases their whole party has adopted a type of uniform, which will also be well known.

Actual inhabitants of the Dungeon don't know you, of course.

Clive Booth is a Sorcerer, and all his characters are named after Watership Down bunnies.

Ray Gale is a Wizard (11th level).

Iain Drylie is a Sorcerer, and several of his party shine green in the dark!

Paul Blackwell is a Warlock.

Allan Owens is a Champion Paladin, and along with his followers wears Air Force Blue Armour.

St. Martin Rundle is a Lama

The ex-followers of the late Ron Canham have "L's Angels" painted on their shields.

Clive Waterhouse is a Sorcerer, and all his characters are named after people in "Tekumel".

Adrian Attwood is a Champion Paladin and sometimes likes to be called D'Averre.

Mike Close is yet another Sorcerer.

Bill Howard is an Elven Warlock with several women in his party, and they all wear brown cloaks except one lady Paladin Swashbuckler, who's nude at the moment, due to an involved set of circumstances.

Ian Jones is (you've guessed) a Sorcerer.

Alan Powis is a Superhero, but I'm not yet sure if he's a Paladin.

Chris Boyes is (yawn) a Sorcerer.

Brian Conway is (good heavens) an Elven Sorcerer.

Chris Rick is a Lord Paladin, and has his son along for the experience. Chris likes to be called C(Ed)rick.

Everyone is Lawful (some of them only just) and only Bill and Brian aren't human.

THE STORY - SO FAR

(This will certainly be a regular feature, and players may write their own version and send it to me for inclusion if they like. (PLEASE!!) Otherwise, this is the official version, and therefore almost certainly wrong in the odd detail, so tough!)

Clive Waterhouse

Clive was the first to reach the 5th level, so he gets pride of place. He has tended to be a little reckless with his own person at times, but is very highly regarded by his followers: Auvoi and Chaidhau, Champion Paladins; Ukshen, a Lama; Qyshu, an Elven Theurgist; and Smide, a Dwarven Hero Paladin, who looks after the Mule and has 99 Strength (Auvoi actually has 100). This is one of the few parties without Hobbit Thieves.

They entered via the Orcs' Dormitory, sustaining no damage at all, and charming two into leading them down to the 3rd level. Once there, the orcs were dismissed and they had a passing brush with a Rust Monster before finding the stairs down to the 4th.

They received the Lamassu's permission to pass through his territory into the Realm of Chaos, and once there tried a different route through a small maze, where they killed an Ogre.

Emerging near the battlefield where Allan and Adrian had routed the last of the Chaotic forces, Clive passed on a message from the King of the Elves, and descended the stairs to the 5th level, passing the remains of some Mummies, killed earlier by Adrian.

There was a small misunderstanding as to how many Stirges were in a room Clive entered (and had to be dragged from by the Champions, more dead than alive) but his damage was nearly all cured by Paladinly touches and a Staff of Healing. Immediately after, a door was opened to reveal a Basilisk behind it. Chaidhau was turned to stone, but Clive managed to polymorph the Basilisk into a pineapple before any more damage was done.

In the Basilisk's room was a statue of an Elf, with a Scroll in his belt, and Qyshu discovered that the Scroll produced an Invisible Stalker. Undismayed (he'd been hoping for a "Stone to Flesh" spell) the Invisible Stalker was sent off to fetch such a scroll. It took him some time, but when he eventually returned he had acquired a Scroll with seven such spells. Qyshu promptly read it over both Chaidhau and the Elf.

This act added Bunny, an Elven Pilferer to the party. Bunny had been Chaotic, once upon a time, but had been converted as far as Neutrality by his love of a good woman, a Lawful Lady Curate. Said lady had then been kidnapped by a Vampire, and carried into the depths of "The Pits".

Clive has agreed to help Bunny in his search.....

Adrian Attwood

Somehow I booped when checking Adrian's initial choices, and didn't notice that one of his followers was a higher level than the leader. However, Adrian assures me that Sundown, a Warlock, is a very old buddy. Other followers are Huonron, a Hobbit Pilferer; Pious, a Lama; Roamfang, a Dwarf Myrmidan; Meliadus and T'heleb, Theurgists (Meliadus being an Elf); and Gruff and Tauny, Heros (Tauny being a Hobbit with 98 strength). (Adrian's is 99). They have a couple of mules along.

On the first level they discovered a shaft which led, not without some events, to the 3rd level. There they found a room with some Giant Rats, but quickly retreated after someone got nipped. Tauny and Meliadus disappeared for a while, and the party met the Lamassu and agreed to an incentive scheme to go and help Allan recover the Magic Library of the Elves. Entering the Realm of Chaos, they found most of the monsters already killed, but were in time to fight off a determined attempt to mount the stairs from the 5th Level by several Mummies and a Stone Giant.

Tauny and Meliadus had reappeared by then, and Adrian left most of his force to defend the stairs, while joining Allan in a room where he was mopping up the Chaotic remnants.

Much to Allan's chagrin, Adrian pretty soon found the Magic Library, and it was soon restored to its rightful owners. Adrian received his reward, and also collected under a bonus scheme based on the number of monsters' heads collected. He hid his treasure away, and then descended the stairs. Coming across Clive, Adrian decided to join forces with him for a while.

No room for Allan Ovens' adventures after all, in this edition, so we'll do Allan next time, along with Chris Rick.

THE WAITING LIST

First things first: I am going to close the list at the next deadline. Will anyone wishing to add their name write to me (not Clive) before then.

If ever I get down to only about three or four names on it, I'll think about opening it again. In the meantime, I shall be steadily admitting new players until I reach 24 actually in the game; thereafter admission will have to depend on others leaving. While on that subject, I've heard nothing from Dave Allen for ages, so he's out, and nothing from Allan Ovens or Martin Rundle since August, so if I haven't heard from them by next deadline I must also give them the old heave-ho.

The doors swing open for Richard Sealey and Jerry Elsmore - ready for your initial choices lads.

Some explanation is due about game fees etc., judging by recent letters. I don't want the game fee (40p at the moment) until I tell you you can start. When that happens, Clive deducts the fee from your credit and transfers it to mine. If you haven't enough credit and he's not sure that he wants you to overdraw, then you won't get in, and I'll admit the next chap instead.

People writing to me to join merely get their names added to the list, and don't get a reply unless they send an S.A.E. (Ian Gibson). If they send money, I transfer it to Clive and it goes to their credit.

Now the names we have at the moment: - 1st George North; 2nd David Bolton (O.K. David?); 3rd Henry Olsen; 4th Don Turnbull; 5th Andy Whatsisname; 6th Three Legs; 7th Sir Keith Thomasson the Younger; 8th Jim Botten; 9th Barry Delf; 10th Simon Lindsay; 11th Ian Gibson; 12th Tom Ayerst; 13th I.(?) Wishart; 14th Gary McNeil; 15th Kay Balls.

APOLOGIES SECTION

(This could become a regular feature)

Apologies to Mike (Three Legs) Lean and Dave Clarke for forgetting their names when I came to write last issue's column. No offence intended (when I want to be offensive I can do better than that).

NEXT DEADLINE:

See back cover

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

THE N.G.C. FANTASY - GAMING COLUMN

Brian Clark, the N.G.C. Chairman, has asked me to submit something for the new "Introduction to the N.G.C." package, for newcomers to the hobby.

I thought I couldn't do better to start this column than quote it, so's as many present members as possible know what I'm here for.

"Dungeons & Dragons" and associated Fantasy Games.

"Fantasy Gaming has come from nowhere, in the last four years, to being a serious rival to Diplomacy and Wargaming. Anyone who attended Midcon can attest to the comparable popularity of the three fields.

However, it is still something of a "poor relation" in postal gaming. I put this down to two main reasons: the uninformed comments of such respected voices as Richard Walkerdine saying "it can't be done", and the antagonistic attitude of most of the infamous (notorious?) "hard-core" that Fantasy Games are for children. It is a fact that very few of the 'zines who used to be N.G.C. affiliated ran fantasy games, while most of the "independents" did.

I know that most N.G.C. members who try Fantasy Gaming become hooked, and many who would like to try it lack an opportunity.

Clive Booth has kindly allowed me extra space in his 'zine "Chimaera", where my usual column, "The Pits of Cil" appears, for an N.G.C. Fantasy column, and in those pages I wish to answer queries from N.G.C. members on such matters as rules queries, game openings, miniature figures and Cons.

Obviously, to do this properly, I shall need plenty of feedback of information. So editors who have room for new players, and hosts planning a Con, should please let me know. Members wanting information - remember I'm not subsidised, so if you want a reply, send me an S.A.E.

Several players have been kind enough to say that they enjoyed my dungeon at Midcon, and the others have been polite enough not to say anything. I feel it is part of my duties to organise such an event at national cons., much as it should be the Dippy Secretary's to organise a Diplomacy Tournament, and as I've said elsewhere, I aim for something bigger next time in which more can take part.

Basically, I want anyone who wants a D & D adventure at the next Con. to be able to get one.

The trouble is, experience has shown that about six explorers are the most that can comfortably be handled by the DM in a room where lots of other games are taking place, so that means running the same dungeon several times in a weekend, or having several DM's running games at once. Of course, there will normally be several people bringing their own dungeons to an event like Midcon, but they tend to invite their friends to play and newcomers/strangers/people on their own find it difficult to become involved.

Therefore, by the next time, myself and a few friends will have prepared a co-operatively designed and duplicated Dungeon which can be run as often as necessary by any one of the team, or simultaneously by more than one of us.

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I was not elected to this position, and the lack of an A.G.M. prevented anyone else having much say in the matter, so I'm here for at least a year. So, if anyone thinks there's anything else I should be doing, please don't hesitate to let me know.

Reviews of, and comments on any Fantasy games are always welcome.

DAVE TANT

Fantasy Gaming Secretary

PULL-OUT SUPPLEMENT

THE PITS OF CIL

by DAVE TANT

PLUS NGC COLUMN

Ready? Then all pull on three.

One... Two... Three...

HEAVE!!