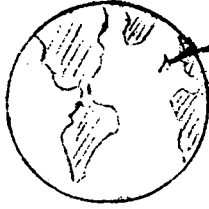


CHIMERA

17th November 1977

36

A WONDER 'ZINE



Boot deserves
more space campaign



52 pages for
15p (+ post)

(including 6 page
pull-out fantasy
supplement)

Featuring this issue, the usual all-star cast of Boot,
Booth, Tant, Pulsipher and Perplexor - plus special
guest appearances by Bill Thorne & Paul Blackwell!!!!

Reviews of 'Ball', '4D' & 'Seastrike' plus puzzles,
letters, news, etc.

An even numbered issue of Chimaera and so that means we must be due for a few more introductions from some of the readers. What better way than to start the 'zine than with.....

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

An occasional series that puts a few details on the names by the use of auto-biographical (and occasionally biographical) notes. First of this issue is....

GEORGE NORTH:

Born at Tottenham on October 16th, a long time ago.

Married with five grown children - one wife.

Occupation: Brewery worker for Ind Coope (Allied Breweries) Romford.

Temperament: Moody, impatient, doesn't make friends easily. Loyal and trustworthy to a point of stupidity.

Appearance: Short, stocky, long darkish hair, grey eyes, three chins.

Achievements: Marvellous family environment. Reached last eight in the British draughts championships. Board six for successful Essex county team - received medal. Lucky Harold Hill Chess Club champ for one year only.

Editor of 'En Passant' and 'Oracle' mags in National Correspondence Chess Club. Honorary Life member.

Hobbies: Any sport or game considered. Bit past football, rugby and Judo and now resigned to less active games. Played golf, bowls, darts, dominoes, anything. Love swimming too but have been pulled out of the deep end on three occasions by small boys. No cracks if you don't mind.

Dislikes: Red tape and officialdom, cruelty, prejudice, generalisations, unfair criticisms, loud people, rude people and crawlers. Hate wearing ties, waiting for buses, waiting for people, being let down, long walks, barbed wire, do-it-yourself and gardening, getting no mail.

Ambition: to just be a better person. Maybe open some dungeons.

Miscellaneous: dabble in graphology, know first aid. Sometimes wonder about God. Why are we here and what is it all about - and what happens next?

What happens next, George? Why, we all progress to the next level of course, and a seagull called Jonathan Livingstone teaches us all about aerodynamics.

JON LOVIBOND

Born: 30th May 1959 in Cardiff. Named Jonathan Keith, but only Jon survived the early years, thankfully.

Appearance: Height 5' 11" Weight 150 pounds. Hair brown and near shoulder length. Eyes grey/green.

Present Status: Starting English and History joint degree course at Bristol University.

Interests and Activities: Wine, women and song! My idea of a good night out is a quiet drink and flirt with one of my lady-friends in the foyer of the Royal Exchange Theatre after one of their brilliant productions (e.g. Leaping Ginger with beautiful Karen!). In recent years I have also become

interested in 'Dungeons & Dragons', together with related fantasy games. I pub crawl with the best, play small stakes poker, read books of modern poetry as well as standard fare (Silmarillion-J.R.R.Tolkein-a masterpiece).

Musical tastes: Joan Armatrading, Sad Cafe, Peter Gabriel, Lindisfarne, Al Stewart, Stranglers, Clash, Boomtown Rats, Headbanger and the Nosebleeds, and Beethoven. Spot the pattern?

I used to play lacrosse until cowardice overcame me after half an hour standing in the goal. Now I settle for mixed squash! I'm Cardiff City F.C.'s only supporter north of Wrexham and avidly support anything Welsh against anything English.... remember Owain Glyndwr, the Tudor invasion of England, Prince Madoc's discovery of America and the arrival of a Welsh Prime Minister!

The hobby: I was introduced to face-to-face Diplomacy in 1973 by Colin Walsh and started playing postally in February 1974 in 'Your Albert' (a debate) and at the same time ran a local Diplomacy rag for 20 local players. In August 1974 I started the Lemming Express Diplomacy magazine and produced it until issue 18 when the geriatric war veteran Bob Howes took over the editorship, although I printed it for a further 10 issues and still run a column of about four pages in it, mainly for fantasy games.

Ambitions: To become Marxist MP for Wilmslow and repatriate every National Front member to Inner Mongolia from whence their ancestors came!

HANS ERIK SWIFT

Born: May 1958. Occupation: part time student working for honours degree in Physics helped along by a grant, wages from a security company and from the taxpayer..... and I'm still broke.

History: 1974=someone else joins NGC in my name.

1975=heralded as idiot of Diplomacy.

1976=the year of court cases - - broke most bones in my right hand a week before A-level exams and the doctors said they could put it in plaster and it would mend, or I could sit my exams.

1977=receive two offers of sponsorship through University and two jobs; turned down for third job because I wasn't over 30! Join NGC committee. as membership secretary.

Success (& failures): two handfuls of O'levels, a few A'levels, university says they expect me to get a 1 or 2i, some chance!! ...and a scientific journal refuses to publish a paper because they don't accept my word and by so doing remove an industrial grant from my grabbing hands.

In 1976 I was an outright winner on a radio quiz show and in 1977 I failed a qualifying round in the same show!

Likes: Travelling on expense accounts, work, motorbikes and certain tolerable members of the fairer sex.

Dislikes: Hard work, women who won't let you sleep the night before an exam, tedious travelling, bigger bikes than mine, and above all, hypocrites, queers, violent criminals especially terrorists

Ambition: To remain happy.

RAY 'WINDY' GALE

Born where the buffalo roam and the antelope play, (well, Jarra actually) about 20 summers ago, but still gets thrown out of pubs for being under-age. I developed an interest in the Wild and Woolly (west) when I was given a cowboy suit in my youth, 18 8. Saw and caught my first injun when I went up to Newcastle (engine....get it??).

I spend my days 'til high noon working for an engineering company that is famous for making copper cable, it's called.....er.....er....
....ummm....CONDOR. I generally create havoc in the Accounts Department by having to throw a six to have my cup of coffee, then decide that I'd be better off throwing dice instead.

I am a keen wargamer (the real thing - miniatures), but have a more than healthy interest in postal games and game playing in general.

Achievements: Shucks.... ONC business studies and year 1 HNC BS currently sitting second year. Oh all right, Ian, winner of the '77 Skirmish Wargames Trophy (Steve Curtis Memorial Award) which I travel all the way to Southampton for each April.

Ambitions: - - your job, Mr. Andrew, getting on in business, meeting a female wargamer who doesn't look like Attila the Hun, passing HNC and going into ICMA (is there no stopping this boy?), beating Dave Allen with sabres, playing something other than cards at the local games group, being allowed to wear my cowboy suit to work.

Thank you gentlemen, very kind of you to take the time to supply those few personal details - all of you other readers that haven't done anything yet we'd still like to hear from you, and all of you new readers and newcomers to the hobby you're just as important. Try and do me something about yourself for next issue please, it'd be appreciated, and you'd be surprised how much easier it makes your Diplomacy letters if you've got something else to talk about....

Thinking back to George North's question about what the here-after is like it suddenly occured to me that we ought to ask John Piggott - after all, his father runs it. (Er, sorry John - couldn't resist it....)

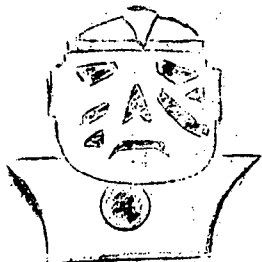
THE SECRET INGREDIENT

Nothing to do with games, but I really must share this little gem with those of you who missed it - it's from Ian Wooldridges column in the 'Mail'. It's about Sir Alf Ramsey..

'So what is the secret of this astounding man who took Ipswich from nowhere to the Football League Championship and won the World Cup for England? I had been pondering this for some hours without enlightenment when all was revealed in the first edition of our friendly rivals, the Daily Express.

With a flash of brilliant perception it quoted Birmingham captain Terry Hibbitt as saying: "You can put it all down to one word - spond"

You are about to read page 5 of CHIMAERA - the magazine with added spand.



BALI

A Game Review by

BILL THORNE.

ALADDIN

This is a card game from Aladdin which uses cards bearing letters à la 'Lexicon'. There are two sets contained in the game, each with 54 cards. The spread of the letters have, it appears, been carefully worked out, although it might perhaps have been better if the single 'Q' had contained its own 'U'. There are only two letter U's in the pack and this means that one usually has to be held in case the Q turns up.

Each of the consonants has a value on its card, and there is also a Ball card which acts as a wild card or joker.

To play the game solitaire, seven cards are dealt out on the table and these are used to form words or parts of words as the examples below:

T B E Z E R Q

The E & T could be placed below the B to form BET or the E could have the R placed on it. If the word BET was formed it could then be removed from the line up and scored against. Alternatively it could be left in position hoping that other letters might turn up enabling you to build perhaps BETTER, BETS or BE-TRAY etc. However, for the sake of this review the letters are assumed to be removed and scored - 3 letters (length of word) x 3 (B ranks 2, T ranks 1) = 9. The R is placed onto the E, so reading ER, and into the empty spaces from which letters have been removed fresh letters are dealt to maintain the 7 column line up. Let's assume that R, S, E and I come out so that the line up now reads

R S E Z I E Q

The I can then be moved to below the first R, the S to below the I and then the ER to below the S to make RISER for 15 points (Value of letters 3 x length 5 = 15).

Further letters are then again dealt to make up the seven columns. This time we get M, U, S and R to make the lay out look like this:

M U E Z S R Q

There is the start of QUES(T) there which could be left hoping for a T to arrive - or the word MUSE could be made, leaving the Q on the table waiting for the other U or the BALI card (which scores 5 points.)

Word columns can be built from the initial letter or a portion of the word. The object is to get through the pack using all the letters and the joker card, and if this is done the final score is 'Balled' (trebled) and the challenge is to

get a higher total each time.

My youngest son has totalled 1086 when he made up TAXIDERMIST as the longest word. e 1

There are also 2, 3 or 4 player versions using both packs but the solitaire version is the best. As with Boggle this is an addictive game and it is easy for onlookers to advise (often wrongly) on the words to build which are then negated by the necessary letters not turning up.

I can thoroughly recommend this game; at the price of 99p it must be one of the cheapest on the market!

*****BILL THORNE*****

Are you sure there's not something else you ought to tell us about the game, Bill? I have the current Avalon Hill catalogue in front of me and it says about the game '..it's deceptively simple looking game that has the earmarks of classic subtleties and nuances and play, reason enough for this decade-old game to have reached occult status'.

Occult status? It's not one of those games where you have to prance about in the nude, chanting is it? If so then I'd imagine that the two handed version could be much more fun than solitaire.....with the right partner of course

Let's have another review. What will it be this time?

How about.... 4D

or, to give it its full name.... FOURTH DIMENSION

A game review by PAUL BLACKWELL

This is an abstract game representing a battle in time and space between two Time Lords and their armies. It is played on a circular board consisting of four rings, the inner of which has four divisions, the second of eight and so on, giving a total of sixty spaces. This means that a piece on an inner space is adjacent to two spaces on the next ring.

To attack a piece one simply moves an opposing piece adjacent to it, and the control of the centre ring can therefore largely decide the game. The pieces come in varying sizes and larger pieces can take smaller ones, all except for the smallest piece (the warrior) which can take the largest piece (the Time Lord) and hence win the game.

There are two ways to move a piece, the first being a plain move and the second a 'time warp'. This 'time warp' involves taking a piece off the board and then returning it up to three turns later anywhere within two spaces of where it left. One piece must be moved each turn, however the 'warp' is optional. A turn therefore consists of bringing a piece back from warp, moving another piece, and warping a third. This may be done in any order and interesting two pronged attacks are possible.

The game is rather like chess and is both simple to learn and skillful to play. Very highly recommended to people that like abstract games, it comes either boxed (14" square board with plastic pieces) for £3.94 or as a card set (7" square board, die cut card playing pieces in a plastic bag) for 45p from J.A. Ball & Co., 56 Commercial Road, Swindon, Wiltshire.

*****PAUL BLACKWELL*****

? ? ? ? PERPLEXOR ? ? ? ?

Right, it's puzzle-time in this issue of CHIMAERA, but before we commence let me apologise to everyone for the absence of this column last issue; lack of space etc., etc.,.....you've heard it all before.

Anyway, issue 34's 'Perplexor' column yielded up nine all correct entries and so, according to the rules of the contest, all the names go into a big hat and first one out is the winner. Now then, who's got a big hat to lend me? Pete Birks? - No, that's too big.....instead I'll roll a 10 sided die and the 10 face up means I win.

Ready? Rollllllll - and it's a three, that's, let's see, PETE WALDSCHMIDT. Well, done Pete, 50p first prize added to your credit, courtesy of Boot, the wonder-dog, Perplexor's sponsor.

Now I suppose all you dummies that couldn't work it out for yourselves would like to know the answer. Very well, here goes.....

1] Half a dozen dozen at a dozen pounds the half dozen cost £144. A dozen dozen at half a dozen pounds the dozen cost £72.

2] E. The letters are the first letters of the series One, Two, Three, Four, Five, etc.

3] The Baron's bridge was built between the West and South banks. The Counts bridge was built between the South and North. The Mayor's bridge was built between Kneiphof and the South.

The ordinary people were annoyed at this misuse of their taxes so they rebelled and burnt down most of the bridges leaving just enough to allow everyone in the city to be able to cross all but one of the bridges before enjoying a pint, and then after their drink to return home across the one uncrossed bridge. Which bridges were burnt?

This issue's puzzle doesn't have a cash prize attached - you're too good - but Boot and I will give a postage only issue of Chim to the first correct solution out of the hat on the first deadline day.

THE WEATHER

The trouble with the weather forecast is that everyone wants to know the weather well in advance, whereas it actually depends on today's weather. For instance, the forecast for today and tomorrow should read as follows:

If fine today it will be windy tomorrow. If wet today it will be fine tomorrow. If calm today it will be hot tomorrow. If today is cold humidity will be high, but if hot today it will be calm tomorrow. If windy today humidity tomorrow will be low and tomorrow will be wet. If fine tomorrow, tomorrow will be cold. Humidity tomorrow will be the same as today.

What will the weather today and tomorrow in terms of temperature, rain, and humidity be?

Question 2] Fill in the missing digits in the following sum:

$$\begin{array}{r}
 E\ O\ E\ E \\
 E\ O\ E\ x \\
 \hline
 O\ O\ E\ E \\
 O\ E\ E\ E\ E \\
 \hline
 E\ O\ O\ E \\
 \hline
 E\ O\ O\ O\ E\ E
 \end{array}$$

Each E stands for an even digit, and each O for an odd one. Zero is even.

#####Perplexor 1977#####

So, what if I do scatter randomly throughout the 'zine game reports? It's my magazine and I'll put them where I want - so there. In fact we'll have one now.....

OUTDOOR SURVIVAL GM'd by CHRIS RICK

The remaining six original starters all got their orders in three days before the deadline! So I can do a Will Haven and GM the game before the deadline!

Steve Ellis has written requesting to go onto the waiting list for the next game, and so I'll include a new waiting list below. If you want to join in on the game then I suggest that you write to Clive with other correspondence and he can pass it onto me. Nobody will be turned away, the important thing is that unless there is sufficient interest I will not run another game, and that means I need at least 10 people. So, the waiting list to date is:

Bill Thorne, Henry Olsen, Boot the wonder-dog, Steve Ellis and (I hope) the winner of the current game.

Now for today's events....

ADAM QUINTON - Plodding through the forest by the edge of the desert he finds some food and is disturbed by a bit of a kerfuffle behind him.

ALLAN OVENS - Suddenly he remembers he's in a race and sets off down the river bank at a fair lick. His long rest has cost him the lead, but should pay dividends.

DAVE THORBY - Not bothering with food he is now pushing on at his best pace, which is as fast as anyone else.

RON CANHAM - Still no-one else in sight so he goes for a swim and finds a couple of tasty frogs. Then it's off on his lonely way.

ROB CHAPMAN - While trekking through the forest he comes across a wild beast in the area that Adam went to such trouble to avoid. He sustains a hernia

throwing it over the nearest mountain (lose one life level). Then he sees Adam just ahead - laughing.

DAVE TANT - Approaches a deaert with some apprehension wondering if he chose the wrong route last time. Finds some food late in the evening and can see a bit of a crowd forming around a break in the desert.

HENRY OLSEN & - Not much movement here lately, they could easily win, but will
BILL THORNE have to be quick.

Still eight..... I think.

*****CHRIS RICK, 3b Nottingham Rd., *****
*****Loughborough, Leics*****



SHEN

A Demon Warrior of
Tekumel

T E K U M E L

The Quest for the treasure of
Chaya'dlang'ush

An exceedingly long and fantastic adventure in an unspecified number of parts, set on the world of Tekumel as recreated by Professor M.A.R.Barker's TSR game 'THE EMPIRE OF THE FETAL THRONE'.

PART 19

In the morning, Molt'sly Ip'gilke, the guide, said goodbye to Qysha's/^{PARTY} they readied themselves for the crossing of E'fois Mountain. Ip'gilke's brief had been to accompany them only to the base of the mountain and that done his task was finished. They now had only to traverse the mountain to be in view of their final goal, the old ruined fortress. He watched them as they picked their way up the hillside, single-file, zig-zagging continually picking out the easiest route over the outcrop of rock. Then, when they were but mere dots on the hill, he kicked out the fire that glowed still from the evening before, picked up us bow and headed back for the village.

The party was in high spirits as they climbed, and Dyogheykh led the singing with the verses of an epic Tsolyani ballad whilst the others joined in with the rousing choruses. They trudged up and on for about three hours with progress becoming more difficult the farther they went. Eventually they had to rest, the huge frame of Gresh'l just wasn't made for mountain treks and he was pleased of the relief as he flopped down onto a large boulder. Looking up the mountain he could see that they didn't have much farther to go before the upward climb was over. The peak still towered above them, but, because of the course they had taken they had tended to go more around it than over it. Another hour should see them atop the crest and, if they'd got Molt'sly Ip'gilke's instructions right, the ruins should be just below.

Ukshen and P'khilu, the Pe Ch'oi slave, busied themselves unpacking food and water from the provisions and distributing it amongst the others. The dar-

kening sky told them that the good weather of the last few days might be breaking up. The sky had been a little overcast when they'd awoken that morning and it had continued to grow darker until it was now heavy with grey cloud. Gresh'l looked towards it and forecast a storm on the way, though his past experience gained through many years sailing the seas, and then in later life watching the seas waiting for his ships to reach port, told him it would probably be late afternoon before it broke. He and Qysht had been talking again about the unprecedented wrath of the magically invoked storm that had buffeted their ship a few weeks earlier, when Gresh'l stopped mid-sentence and pulled Qysht's shoulder around so that he looked up the mountain. Immediately Qysht heaved himself to his feet and called for the attention of the party. He needn't have bothered, they'd already seen for themselves and sword belt hasps were already clicking as they slung their discarded weapons back by their sides.

Coming down the mountain towards them were three figures, each draped in a flowing white gown that fluttered behind on the cold wind, a stark contrast to the sombre grey background. The three figures came on, and as the wind pressed their gowns tight to their bodies it became apparent that the two outer ones were female. They came to within about 40 feet and stopped.

"I am E'fois. For what reason do you trespass on my land?" called the man who was now close enough for the wrinkles of a good many years to be seen on his face.

"Qysht spoke for the party. "I am sorry, but we did not realise that we trespassed. We wish only to cross the mountain to the otherside and be on our way."

"To where?" questioned the man, and then before Qysht could answer he went on, "You are strangers to this Isle, I do not recognise you?"

"We are explorers from the land of Tsolani seeking relics of our ancestors. There is a ruined fortress in these hills somewhere that....."

"Yes, yes" interjected E'fois, cutting him short. "I knew that's where you were headed, but to cross my mountain you'll have to pay your way."

Qysht glanced at Gresh'l and then looked back to the old man.

"Oh, and how much would that be?" he asked.

"Hmmm" said E'fois, rubbing his chin in mock thought, "The first thing you'll do is lay all your weapons in a pile down there in front of you, then I'll let you past for 1,000K."

"3,000K" said one of the girls to E'fois, giggling, ask him for 3,000K, he can afford it,....."

"3,000K" said E'fois as he smiled at the girl, "You can collect your weapons on the way back."

The girls giggled.

"And if we don't pay?" asked Gresh'l, replying before Qysht had time to respond.

"Then you will suffer the consequences of your trespassing - let me demonstrate", and so saying E'fois raised his arms to 90° from his body and with a barely perceptible motion of his fingers, a sign of familiarity and experience with magic, he chanted a spell and a powerful locking armour clad fighting man materialised about 5 yards in front of him.

"This is a sample of my power, do nothing to necessitate that I need to show you more - I warn you."

Qyshu laughed out loud at the demonstration of magic just shown to him. "My friend" he said, "Parlour tricks" and then raising his own arms he incanted a sleep spell at the other. "Sleep well" he said. "We'll wake you on the way back"but nothing happened. The spell had no effect on the old man who was obviously more practised in magical skills than he had anticipated.

Now it was E'fois' turn to laugh at the magical attempts of the other. "Beware" he boomed, "you test my patience to the extreme," and at that he motioned the warrior forward in the direction of Qyshu. The two girls giggled louder than ever, enjoying the impending magical battle.

Qyshu answered the threat of E'fois. "Careful yourself, old man. One more step from your warrior and it will be his last."

E'fois made no attempt to stop the fighter but simply roared louder than ever with his laughter. Qyshu raised his right hand, pointed his index finger at the warrior and chanted "Rakh'Qaus'I Aid'boach Tl'oghnihil Chyjak'dhganu."

The warrior stopped as if he'd walked into a wall of solid rock, he staggered, dropped his huge broadsword to the ground, and then seconds later, crashed alongside it himself. The flesh on the parts of his body not covered by his plate were deteriorating rapidly and setting free a nauseating smell of decomposing flesh on the wind. Several of Qyshu's party, Ukshen included, had to look away from the scene of the dead warrior and cover their mouths and noses against the stench.

For the first time E'fois looked worried and the two girls had stopped their giggling. - then suddenly the one on the left raised her arms, yelled ay Qyshu and quickly spoke the words of a spell that were lost on the wind before anyone could catch them. It didn't take Qyshu long to realise their meaning though for he was immediately paralysed head to foot, unable to move a major muscle in his body, though thankfully his internal organs seemed unaffected. He couldn't even tell the others of the situation he found himself in and could no more than just stand stock still staring up the mountain.

It didn't need words or signs, however, for the others behind to realise what had happened, and immediately he did not respond to a question from Gresh'I, Dyoghëykh reached down for his sword and started to move towards E'fois. E'fois's response was to raise his arms again calling for him to stop immediately. Dyoghëykh stopped, let his half-drawn sword drop back into the scabbard, and Hailmhuling, who had started to fit a shaft into his bow, let it drop by his side.

"That's better" said E'fois, "now then, we were discussing the penalty for your trespassing my land I believe. After that episode it's going to cost you heavy. I want all your weapons and all your valuables put into a large heap in front of you, then you will leave the way you came. Do you want to argue a little more.....?"

As he mockingly said the last sentence he again raised his arms into the

air.....

© Clive F. Booth 1977

More next month, folks..... but before we leave the planet of Tekumel just a few quick words about the character names that are used. Mick Bullock (who's done for fantasy gaming in Halifax what Colin Murphy did for football in Derby), doesn't seem to like them, though how he knows they exist in the first place as I'm sure he never reads this fantasy rubbish, is a mystery to rank with what happened to the crew of the Marie Celeste or what happened to Geoff Challinger's subbers money. But I digress.

The human languages of Tekumel have developed over thousands of years and are constituted of a mixture of many different tongues, many of them not even human. Before the 'Time of Darkness', Tekumel had been a thriving centre of commerce for many star-faring nations and peoples, and when it passed through the 'hole in space' (Presumably a black hole), many were trapped on the planet to survive as best they could. Eventually they did start to congregate into different nations each with it's own area of the planet, but not until thousands of years of 'darkness' and wandering had passed during which languages and cultures became intermingled. Humans on Tekumel still speak languages very different from many of the other species and there are even vast differences between some of the different human nations, but even so many of these bear little resemblance to the human languages of the nations in 'real space'.

Most Tsolyani names consist of up to four elements; a personal name, a family name, a clan name and occasionally a city or regional name. Personal names compare with our own Christian names of today like Mick or Clive, whilst family names are comparable to Bullock and Booth. If a family is particularly prestigious or noble then the family name will be prefixed by 'hi' meaning 'of the family'. Hence, you would have Clive hiBooth whilst Mick hiBullock would be very unlikely.

The origins of the clan name are not too clear though it is generally accepted that they were originally references to the trades or backgrounds of the families.

Finally, there is the regional name which serves to identify the point of origin of any individual. This is always the name of a city or some other region of the planet and is always suffixed by either 'i' or 'yanit'. i.e. Gresh'i hiPropnoi Oigha'dhu Jackallayanit, or, in todays world Mick Bullock Highwayman Halifaxi or Clive hiBooth Lord Heanori. Any questions?

SPACEFILLER (by Emily Dickenson 1830-86)

How dreary to be somebody!
How public like a frog
To tell your name the livelong day
To an admiring bog!

A CHILD OF FIVE COULD UNDERSTAND THIS
SEND SOMEBODY TO FETCH A CHILD OF FIVE.

Spouting of frogs, as we were at the bottom of the last page, is enough of an excuse to get me into this next article. The title is courtesy of the great Groucho and I've chosen it because I'm going to quote figures - - and whenever I quote figures, no matter how simple I try to make them (more for my benefit than yours), somebody always manages to fail to understand.

A little while ago John Piggott created quite a bit of comment in the hobby when he compiled and published a chart of magazine costs, and the cost of playing a game of Diplomacy in each of them. Chimaera came top of the list as most expensive 'zine because John had included the cost of En Garde in with it on the basis of it being a sub-zine when it is in fact a sister-zine (available separately) and should not have been included. Apart from that though, and the fact that John allowed nothing in his calculations for the cost of playing a game in respect of players postage etc., the figures for the cost of playing a game in the different 'zines cannot be faulted.

Not so with the cost of the actual 'zines though, for John's method gives an unfair impression. For instance, if I started to produce a 'zine tomorrow printed on just one side of A5 paper, and I charged you 3p plus postage for it, it would appear on John's list as the cheapest 'zine in the U.K. when in effect it would be the most expensive.

Can you follow what I'm getting at? Try it this way - 3p for a sheet of A5, 1s 6p for a sheet of A4, 1s 90p for a thirty page magazine!!!!

As an experiment then, let's look at a few magazines and their cost based on what you get for your money (and I stress that this is purely quantity not quality). We'll do it this way - CHIMAERA has about 80 characters to a line and about 49 lines to a page. That totals out at 3920 characters per page or 15,680 characters per penny of cost. EN GARDE - 89 characters to the line by 63 lines per page = 5607 = 12,743 characters per penny of cost.

Of course, even this method does not give a fair comparison of cost for none of us pack our lines of type closely together for page after page as it assumes (I'cept David Watts....) and some editors or much more liberal with their scattering of open spaces in the 'zine whilst others use lots of pictures. It does however, give a much fairer impression of 'zine costs and what you're getting for your money than does 'Ethil's' system

As we're a little close to the bottom of the page I'll do the chart over the page and I think you'll find you're due for a few surprises. (The chart is not by any means complete for Boet and I had niether the time nor the inclination to make it so. I would also point out that figures are at best approximate though close enough for my purpose....)

SPACE FILLER

Knock, knock. "Who's there?"
"Pave Tart. - I rolled a two, can I come in?"

Magazine

characters per penny

CHIMAERA	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	15,680
EN GARDE	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	12,743
SAUCE OF THE NILE	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	12,320 *
LEMNING EXPRESS	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	10,752
LEVIATHAN	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	10,660 **
THE TINAMOU	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	10,647
ECLIPSOR	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	9,806
GAMES & PUZZLES	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	8,773 (50 pages)
TROJAN HORSE	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	8,694
DOLCHSTOSS	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	8,640 *
BELLICUS	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	7,466
ETHIL THE FROG	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	6,906 ** (20p.p.)

* price increase possible

** calculated as two columns per page.

With mine and Boot's aptitude and reputation figures I've no doubt that I've dropped a clanger up there somewhere, but I'm confident that someone will point it out to me if I have. Needless to say, it must be one of those that Boot did.....

Note that four of the top five are games 'zines as opposed to Dippy 'zines and that the fifth one is Allan Owen's EN GARDE which caters solely for another non-dip game! Note also that the two cheapest 'zines are..... well, I'm not going to say it otherwise you might think that I only did the exercise because I knew what it would prove..... Now would I do anything like that?

=====

Following onto the article published a couple of issues back on publishers' sins (and which sadly didn't bring anything like the sort of response I'd hoped for - guilty consciences perhaps...?), Lew Pulsipher now returns to outline.....

ONE OF THE WORST "PUBLISHERS' SINS"

by Lew Pulsipher

Recently I've once again encountered a 'sin' not exactly mentioned in my earlier Chim article - - failing to gain permission to print/reprint an article or (in this case) a variant.

I'd intended to pursue the failure privately, but can't even find the 'offenders' address, so it comes out here as a lesson to all (I hope).

Legally, of course, it's certain that copyrighted material cannot be reprinted (not even photocopied) without written permission. Uncopyrighted previously printed material (at least in the U.S.) is in public domain and reproduction is legal. Material not previously printed is protected by common law. However, legal questions are irrelevant, I think. In Diplomacy fandom or elsewhere, it should be obvious that an author has the right to say what should or shouldn't be done with his work. This is certainly true

for formal articles/ variants, though some would argue that it is alright to reprint short statements in order to refute or comment on them, rather than to rely on paraphrase with all its inaccuracies. Others will say that any Diplomacy fan would be happy to have his material reprinted, so there shouldn't be a need to obtain reprint permission. But this is not the case for everyone, regardless of how true it is for some of the majority. It is easy to suggest reasons why an author might not want something reprinted - perhaps he intends to reprint it himself, or has some copies left over that he wants to sell first rather than waste, or he's made a promise to a friend in connection with reprinting, or he simply doesn't want what he thinks is an inferior piece of work to again see daylight. Whether his reason makes sense or not doesn't matter a whit - it's his work and he ought to be able to do whatever he wishes with it.

First let me describe an earlier illustration of the problems that careless/thoughtless printing can cause. Several years ago a friend of mine designed a variant. I asked if I could have it printed first in the Diplomacy World variant section. I don't recall if we said anything about reprints, but DW was definitely to get first printing. At the same time some novice publisher brothers got hold of a copy of the variant and asked the designer if they could run a game. Naturally, he said sure. (I see no need to ask a designer if you can run his game - that's what it's for - though it is a good idea to let him know what you intend in case he wants to follow it or even play.) The brothers then printed the rules, thinking somehow that permission to run a game was also permission to print the rules. It appeared just before the DW edition, in which I'd said that the DW printing was to be the first public distribution. Obviously this could have caused much embarrassment to the designer (considering his promise) and it did cause a lot of unnecessary work on all three parts before the story was straight. The brothers caused trouble because they unjustifiably assumed there would be no objection to printing.

Now we come to the recent example. On October 17th I received a letter from Walt Buchanon, publisher of Diplomacy World, enclosing a sheet which had apparently been sent to him to forward to me. No doubt there was some delay since Walt only writes once in two months, and can't be expected to operate a special forwarding service for me, particularly since my address is often given in DW.

At any rate, this sheet bore on one side a print, photo-offset or photocopy, of a remastered version of my variant 1938, which originally appeared in DW. On the other side was a brief note from Marcus Umney-Foote asking for permission to reprint it in late September (though, judging from the other side, he had already done so and merely wanted permission to distribute it) and stating that no reply would be considered sufficient permission!! No address was given for a reply. Why there was no address, why Umney-Foote did not write to me directly, I don't know. (My address has not only been in DW, it's been in several of the largest circulation Dipzines here in connection with the DW Variant Design Competition). I checked a few back issues of Chim and the Variant Openings and the latest DW publishers address listing, but couldn't find Umney-Foote's address, which is why I am writing this.

As it happens, had I had the chance I would definitely have refused

permission. Why Umney-Foote assumed I wouldn't mind is a puzzle since 1938 is copyrighted - and why would I copyright it unless I wanted to keep close control of printing? While it's nice that someone thought 1938 worth reprinting, it was and is more important that it is scheduled for use in a professional variants project, and it should not, and never should be reprinted elsewhere. It would be hard to conceive of a more concrete reason than prior commitment to professional publishers, but whatever the reason, to reprint without permission is 1] unethical and 2] illegal (copyright). There is no way that failure to reply can be construed as permission given - even if I had had an opportunity to reply in time, which I had not. That other people use this ploy - and I've encountered it a couple of times before, once in Britain - doesn't make it right.

I don't know if 1938 has been distributed or not - I haven't received an issue of the 'zine anyway. If not it shouldn't be. If so, I want any extra copies destroyed. Business and legal obligations are not to be laughed at, even if one disagrees with the ethics I propound. This question was discussed in DW a couple of years ago after the problem with the brothers mentioned above, and I suppose that it will have to be gone through again. And if Mr. Umney-Foote would care to write to me, since I can't write to him, my address is London House, Mecklenburgh Square, London WC1N 2AB.

(By the way - StP should be Leningrad, a change I made later that Umney-Foote didn't notice....)

*****LEW PULSIPHER*****

Forgive the obvious question, Lew, but weren't you yourself breaking GRI's copyright by publishing a Diplomacy variant in the first place? I'm sure that I read somewhere, at sometime, that all Dip variants are copyright breaches and that we only get away with it because GRI/Avalon Hill are so understanding.

Both Great Britain and the United States are covered by the 'Universal Copyright Convention' which protects both UK and US national authors in the others country. Mick Bullock found it amusing a little while back, in 1901, that I occasionally put little c's in circles in Chimaera to signify copyright. In actual fact I only used to put them in because I'd got a little tool to cut rings in stencils with and I wanted something to use it on. Everything that I write in Chimaera is copyrighted whether I put a little c there or not - and it remains copyrighted for 50 years. That's nothing I've done, I haven't registered the magazine anywhere or anything like that, it's simply that in law anything and everything I write is my copyright, likewise with anything you should happen to pen - and note this - it does not have to be published to have copyright bestowed upon it, to put it onto paper is enough.

As far as Chimaera goes I am unlikely to object to anyone reprinting any part of it, no-one in their right mind would want to anyway, but I do hope people will tell me if they intend doing so - I'm sure we'll be able to come to a mutually acceptable price.....

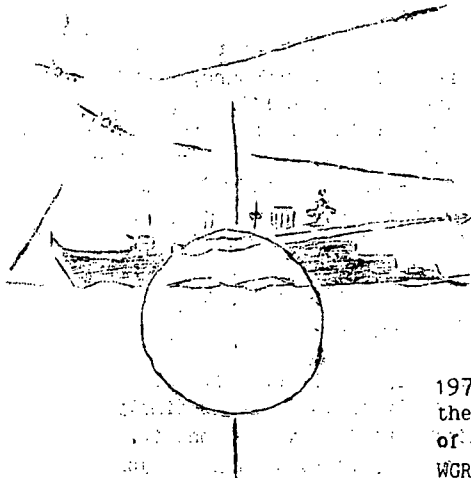
SEASTRIKE!

The game of modern naval warfare

Designed by Robin Wyatt.

PHILMAR 1977

Reviewed by Clive F. Booth.



appreciate just what I have been missing.

'Seastrike' has just re-appeared on the market in a brand new boxed format from Philmar, the makers of Diplomacy. The main alteration is that it has been adjusted into a board game, playable on a playing area that comes in four 12" x 9½" geomorphic sections showing an expanse of sea and islands. The land areas on each section are placed so that they butt up evenly to every other section thus allowing umpteen different 'terrain' layouts to be created. Even so, it isn't necessary to play on the boards and the equipment provided will allow you to play on a much larger area such as a table top or floor if you wish to recreate a larger scale naval engagement. Four geomorphic sections each 12" x 9½" doesn't sound a lot of space to recreate a modern day naval battle, but if I tell you that 1cm = 1km you'll appreciate the size of the area actually covered.

As to the equipment, well, in addition to the boards mentioned above you also get lots of die-cut cardboard counters representing ships, submarines, helicopters, SAM sites, SSM sites and aircraft; a pack of 80 'Seastrike' cards; a movement indicator; a range indicator; and a 43 page rule booklet that details two versions of the game, Seastrike 1 and Seastrike 2. Both are identical in mechanics but two is a more sophisticated version allowing unbalanced sides - but we'll come back to that later, for the time being we'll concern ourselves with Seastrike 1.

The scenario for the game is that the two players each take the part of a local commander in a small, but technically advanced country. Each has been given instructions by his superiors to set up a command HQ in the area represented by the playing boards, and then to drive the enemy forces from the area. Both nations are heavily committed militarily elsewhere and so resources are limited and in effect you only have £60,000,000 worth of equipment available with which to achieve your aim.

How you spend the £60,000,000 is up to you and you have a choice of units

available from Helicopters at £1,000,000 each through to a general purpose frigate at £8,000,000. All the units are basically standard, though any player prepared to spend some of his £60,000,000 on modifications may adapt certain of them. For instance, you may opt to invest an extra £1,000,000 in each of your submarines to give them quieter engines and hence decrease the chances of their location by the enemy - or you could make some of your shipboard weapons longer range - or convert one or more of your MPB's (Missile Patrol Boats) to anti-submarine craft and so on. Neither player knows what his opponent is selecting until the pieces are set up on the board, and it is at that time that you learn exactly what you are up against and whether your own choice has been a good one.

The Red fleet moves first using an incredibly simple but effective movement system. The movement indicator supplied with the game is simply a strip of plastic with coloured lines at different intervals along it. An orange line represents the move distance of a hydrofoil, Blue a major surface ship, Green a submarine or ship turning and red a major surface ship with serious damage. Once the Red player has moved any or all his pieces as he wishes, it becomes Blues turn to move, and when both have completed movement there follows a firing round during which players fire off any weapons or launch any airstrikes they wish against their opponent.

Once all combat has been resolved the second movement and firing turns follow, only this time the turn sequence is reversed so that it is Blue that moves first. The game then carries on in this fashion with play sequence alternating until either one or the other of the players attains the victory criteria.

Combat results are determined by the turn of cards from the Seastrike pack. A player must announce the vessel firing, type of weapon being used and its target. Then, assuming it is in range (measured with a clear plastic range indicator with the range of the different weapons marked off), he attempts to 'lock on' to the target and gain fire control. To do this he turns the top card from the pack and if it has a red or black cross at its centre the weapon is 'locked on' and ready to fire. (There are 40 cards bearing such crosses and so the chance of locking on is basically 50%, though obviously it is subject to variation depending on what cards have gone before. Hence, if the first player should turn up, say, 6 cards without crosses one after another in his turn, then the next player to attempt to lock on has his chances reduced to something like 45%. A slight problem with this system then, but hardly a serious one, and one almost definitely cancelled out by the time play has taken you right through the pack).

If you do achieve fire control by locking onto the target then a further one or two cards are taken (dependant on weapon used) to determine damage caused. Here the cards have been spread to give some weapons a higher chance of success than others, and then again to give different amounts of damage inflicted if a hit does occur. For instance a SSM (Surface to Surface Missile) has about a 55% chance of hitting once locked on while a gun fares only slightly worse at at 50%. The main difference though comes

In the amount of damage caused, where a SS4 has upwards of a 50% chance of a major hit (destroys or cripples target), whilst a gun can never make a major hit, and must rely on cumulative hits in other areas to do the damage.

Ships can take hits resulting in serious below decks damage, damage to the fire control equipment, flight deck (if they are helicopter carriers) or on any of its weapons systems. This may sound very complex and bring to mind thoughts of lots of time consuming book-keeping to record exactly what has been hit where and by whom, but worry not on that score. Yet another beautifully simple system almost eliminates it completely! A chinagraph pencil is supplied with the game and each time a unit is hit you just put a single line through the motif on the ship counter denoting the area where the ship was struck. Likewise, if a ship fires a missile a small chinagraph dot on the missile launcher is a permanent record. Permanent for the duration of the game that is, for once it's over you just wipe away the marks with a soft cloth and you're ready for the next game.

To win at Seastrike 1 you need to either destroy half the enemies forces (£30,000,000 worth) or destroy his land based H.Q. The game is usually fairly balanced, but if you choose badly when spending your £60,000,000 it can be over for you almost as soon as it begins. In my first game I chose to ignore airpower completely except for a handful of helicopters, and after just three turns my fleet of surface craft, mainly MPB's, were decimated by airstrikes - concession of the game followed shortly afterwards and my choice of units in following games became much more balanced.

In Seastrike 2 several more units are introduced to the game including a huge cruiser costing £60,000,000 (which I haven't yet seen in action as it seems everyone is loathe to invest so much money in a single piece of equipment); modifications to some of the earlier rules and equipment; information on designing your own ships; but most importantly differing player objectives.

Ten different objectives are listed in the back of the rule-book which can be cut out and put into envelopes prior to play. Each player then takes one at random, reads it keeping it secret from his opponent - and then chooses his forces from the budget detailed in the objective and bearing in mind what he has to achieve. This can lead to two vastly different fleets coming up against one another with one commander having perhaps half the budget of the other, but with a much simpler objective to even it out.

Altogether a thoroughly enjoyable game and all praise to Philmar for once again coming up with a winner - Diplomacy, Kingmaker and now Seastrike. I do have a couple or three minor gripes about the game though (what else.....), one is that the Seastrike cards seem to come in about five different sizes, instead of being uniform, another is that the unit counters might have been better made a wee bit thicker, perhaps like the Kingmaker ones. Neither of these are serious enough to spoil enjoyment of the game but the third problem encountered does tend to fray tempers a little when a game is in progress. It is that the plastic range finder tends to store up static electricity so that when you put it near the board to calculate a range all the unit counters within about an inch leap upwards and attach themselves to it - which of course

can often cause heated debate about exactly where they were when you come to replace them. If anyone has got any ideas on how to eliminate the static electricity problem I'd like to hear them. Likewise, I'd like to hear from who can help with what appears to be an anomaly in the movement rules (perhaps someone with the first edition?). The Blue line on the movement indicator is listed in the rules as relating to "MPB, Major Surface ship (i.e. any other than hydrofoil or MPB)". I think perhaps the MPB should go by the Orange indicator (that's the way I've played it anyway), but advice would be appreciated.

Philmar's SEASTRIKE is available from most good games shops for, I think, £5.75 - - - but see 'GAMES SHOP' in this issue for a special reduced price offer to CHIMAERA readers.....

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

1829A
The railway game

GM: IAN MCLAREN

First an apology to the players - the runs and dividends for the last two operating rounds are, in many cases, wrongly calculated for issue 22. Blocking tactics by Gus Ferguson and a power cut are my excuses.

I'll include the runs for the two rounds in full:

- LNWR OR28: London-G8-H7-H6-15 & M5-L4-15-16-18-H7 = 600
OR29: London-E8-C7-F5-H6-H7-J8 & M7-M5-L4-L5-J5 = 580
- GWR OR28: A2-B3-D5-B6-C7-E7-H6 = 240 OR29 same
- Mid OR28: London-G8-15-16-18 = 240 buys 7 train
OR29: E8-C7-C1-G7-H6 & H7-18-16-15-15-L4-M5 = 550
- LSWR OR28: London-F10-G10-G8-15-16-18 & London D9-E8-C7-C8 = 550
OR29: C10-D9-15-15-L4-M5-M7 & London-D9-C7-D5-B3 = 560
- GNR (TANT'S OWN RAILWAY)
OR28: N7-L8-K8-J7-H6 & H6-16-18-J7 = 350 OR29 same
- LBSC OR28: C10-C7-B3-A2 & A2-B3-D5-C7 = 290 OR29 same
- GER OR28: London-F10-G12-I12 = 200 OR29 same
- GCR OR28: L7-M7-M5-L4-15 = 250 OR29 same
- SECR OR28: London-C10-C7-B3 = 220 OR29 same

The directors positions are thus:

	<u>Cash bf</u>	<u>Dividends</u>	<u>Cash cf</u>	<u>Value of hdgs</u>	<u>Positions</u>
Bill Thorne	£2027	£2023	£4050	£6591	6
Dave Tant	£3205	£2199	£5404	£9500	1
Reb Thomasson	£2616	£1696	£4312	£6857	5
Gus Ferguson	£1158	£2750	£3908	£7370	3
Tony Ball	£2452	£2568	£5020	£8646	2
Keith Thomasson	£1314	£1834	£3148	£6913	4

Assuming that all companies pay four dividends in the final phase, the

value of the shares in the portfolios will rise by: GF £1,299, DL £1,204, TB £1,255, KT £976, BT £697, RT £630. Thus the result will depend on how much each company manages to pay in dividends. Dave Tant must still be the favorite, but Gus and Tony are still in the fight. It is interesting to note that the bank would have run out of money after the last operating round, and a ftf game would have finished there. However, in the postal game, we agreed to go on to the 33rd operating round. On a realistic time scale, we have reached about 1913. How will war effect the profits of the railway system?

***** Ian McLaren, 156 Agar Grove, London NW11

P L E I A D E S C L U S T E R

A game of interstellar conflict

GM: RAY LEE

"Tension mounts in interGalactic struggle"

Turn 1

KLINGON EXPLORATION FLEET A/43 (David Bolton)

Alpha: Astrad KLA4, C'Hasa KLC9, C'Hun KLC11, KLF1, KLF2, Lynk KLL1 to (E18-N16).

Bofsa KLB17, Lion KLL2, Leopard KLL3, KLF3, KLF4 to (E6-N36)

THE STRYDAN FLEET (Adam Cross)

Alpha: Gladius R2, Trian R4, Trieme B3 to (E18-N16)

Veilte R1 to (E8-N50)

Pila R5, Lipuma B2 to (E9-N39)

Beta: Hasta R3, Navis B1 to (E7-N27)

Principes R6, Operanus B4 to (E9-N11)

(Frank Dunn)

Alpha: Xylo T2, Jean Bart T3, Leander T14, Popeye T15, Noddy T6 to (E8-N28).

Beta: Devastation T5, Big Ears T10, Happy T7, Sleepy T12, Tiger T8 to (E12-N28).

(Pete Lindsay) [Darth Vader more like..... Ed]

Alpha: Vallant PL4, Victor PL5, Vulcan PL6, Vincent PL7, Indomitable PL2 to (E19-N19).

Invincible PL3-hyper hold.

Indefatigable PL1-(E4-N14).

(Peter Sealy)

Beta: Cowslip P4, Daisy S8, Revenge I2, Clover P1 to (E9-N37)

Snapdragon S3, Ironclad P7, Victor I8, Sunflower S5 to (E10-N18)

Parsley S1, Butterfly P5, Hercules I5 to (E15-N37)

(Chris Walton) ((Joker....))

Alpha: Joker A1, Joker A2, Joker A3, Joker A4 to (E16-N14)

Beta: Joker B1, Joker B2, Joker B3, Joker B4 to (E21-N25)

(Andrew Parsons)

Alpha: Aquarius P1, Virgo P8 to (E16-N14)

Beta : Pisces P2, Gemini P5 to (E21-N31)

Aries P3, Cancer P6 to (E12-N8)

Taurus P4, Leo P7 (B5-N29)

Scorpio P10, Libra P9 - hyper hold.

(John Garrett) *

Alpha: P01, L01, E02, I02, A01, D02, E01, S02 to (E6-N32)

(Adrian Bott) *

All units stand in hyper-space.

Both John and Adrian are latecomers to the game, and as Adrian recieved his maps late, I had to order his units to stand in hyper-space. John did not include names for his units and so I added letters - names for next time John?

A number of people forgot to include firing orders and even if they are only 'fire when fired upon', they are still important.

As you can see, a number of units are within firing range, but as no orders to fire upon ships were included, there is no action taken.

New players addresses:

John Garret, 19 Weaverthorpe, Nunthorpe, Middlesbrough, Cleveland TS7 0PU
Adrian Bott, 87 Lydalls Road, Didcot, Oxon.

Some people have included names for their fleets and races. I, personally like the idea; it adds to the flavour of the game. So any other names would be appreciated. In fact could everyone playing include a name please? Thanks.

David Bolton submitted the following possible rule change:

"Let a ship (S or D) hyper out onto a planet, destroying ship and planetary defence* by amount = # hits on ship."

(* It looked like P, but sorry if I'm wrong Dave).

Anyway, as it stands it seems a good enough idea, but there again it's up to you.... So I'll announce a vote. Votes on the change for next time please.

PRESS

The Klingons - All

Let all nations beware the might of the Klingons. We will destroy all decadent races: soon.

The Cybernaughts speak.....

Their invincible (TM) majesties of the Cybernetic Society have performed a cost effective analysis of available units and determined the optimum force balance to spread the Cybernetic society to the utmost limits of the universe to the ultimate benefit of all intelligent races. Thus we are Invincible (TM)! Therefore it is illogical for anyone to oppose us! Surrender now whilst you have the chance!

*****Ray Lee, 10 Papillon Road, Colchester, Essex CO3 2JJ*****

RAILWAY RIVALS

Station-Master

David Watts

RR20L

Round 6

PARIS-AMIENS RAPID TRANSIT (Frank Dunn - Brown)

6a: (Sheet 1, A9)-A5-B4-B3. 6b: (B3)-B2-Brest; (G15)-G14-Le Havre; (Lille)-L3, Belgium; (Sheet 4, M11)-L10. 6c: (L10)-Dijen; Rennes)-L7-Nantes; (D15)-C15. 33+2 (fm RICH) - 12 (to UKDA) = 23 points

ROYAL INTERNATIONAL CARRIAGELESS HORSEWAY (Richard Bartle - Orange)

6a: (Rennes)-M3-N2. 6b: (N2)-Brest; (D16, nr Le Havre)-G17. 6c: (G17)-Amiens; (F10, nr Bayonne)-E10-E9-E8; Spain; (E17, nr Le Havre)-E2. 43 + 5 - 2 (to PART) - 2 (to FR) + 1 (fm RICH = 45 points (I suspect his 6c build should have been (F9)-D8 direct, but he put (F10)-E8 as above, without fining him.

FIL ROUGE (Rob Thomasson - Red)

6a: (St. Etienne)-A9; (E1)-Amiens. 6b: (A9)-Lyons; (N3, S of Paris)-M3. 6c: (M3)-M1; (E6)-A4, Spain. 16 - 1 (to RICH) + 2 (from RICH) = 17 points (Score corrected from last time; well done, honest Rob (but others had noticed as well....))

APEX TRAIN SERVICES (Andrew Smith - Purple)

6a: (110, sheet 6)-H9-H7-G7. 6b: (G7)-Montpellier; (A10)-M9-Rennes; (J13)-J14-K15. 6c: (K15)-K16-J16 (Switzerland); (Dunkirk)-M3 Belgium; (D5)-E6-Reims; (M7)-Orleans. 101-6 to UKDA = 95 points.

Richard Nash has written about his debacle; he had not marked up round four's moves..... He realises that his error has thrown the game to ATS, and feels that the fairest thing to do is for him to resign and offer his tracks for sale.

I agree; and while ATS still has his huge points advantage, the fact that one of his strong rivals can now upset his SE monopoly almost cancels this out. So my ruling is that a) the points remain unchanged; b) UKDA's lines are offered for sale as below. c) ATS is NOT allowed to bid for the stretches paralling his own, i.e. sections E and F.

As there are now only four players, for all the running stages each can enter five instead of the normal four runs.

RUNS FOR ROUND 7

- | | | |
|--------------------------------|----------------------|--------------|
| 1. 1 - 41 Channel port - Nancy | 5. 65 - 54 Toulon | - Bordeaux |
| 2. 2 - 24 Del/Lux - Tours | 6. 35 - 42 Reims | - Strasbourg |
| 3. 61 - 13 Grenoble - Paris | 7. 26 - 14 Chertourg | - Paris |
| 4. 36 - 53 Metz - Limoges | | |

BUILDS: up to 15 points

Offers for UKDA's tracks invited:

Section A: Paris - Metz.

Section B: (C11)-Nancy-Dijon.

Section C: Mulhouse-Strasbourg-C16

Section D: L10-sheet 4-Grenoble.

Section E: N11, nr Grenoble-Marsailles

Section F: Marseille-F16

Tracks operate under new owners in round 8. In round 7, all players may use them on normal payment. Any runs not completed are carried on to round 8. There

should be some strong bidding since nearly all UKDA's tracks will mesh in nicely with all four networks.

*****David Watts, 32 Eastleigh D., Milford Haven, Pems****

C R I C K E T B O S S

A Unique System of Postal Cricket Simulation Designed and GM'd by BILL DOVE

Results

GROUP 1

ESSEX (Boyes) bt Bedfordshire (Tucker) by 19 runs.

248-5 229-6

Gooch 65, Helmsley 3-29, Rant 60 n.o. Lever 3-23

Cleveland (Garrett) 240-7 lost to YORKSHIRE 241-3 (39) by 7 wkts. (Fowis)
Stevenson 114 n.o.

GROUP 2

Surrey (Dove) 174 (32-4) lost to ST. ALBANS (Ball) 178-5 (29-1) by 5 wkts.

Richard 60, St. James 5-24 Needham 4-42

ULSTER (P. Bolton) 234-4 bt Londonshire (Lockyer) 206-6 by 28 runs.

Riordan 71, O'Toole 61 O'Leary 3-35

GROUP 3

Rutland (McLaren) 153 (34) lost to MIDDLESEX (Rundle) 154-5 (27-4) by 5 wkts.

Daniel 3-19, Selvey 3-31 Brerley 68 n.o.

A.T.C.G. (Walton) 207-8 lost to L'CAIS S. (Kennedy) 209-5 (37) by 5 wkts.

Hardy 65, Portray 3-37 Wotan 77g

GROUP 4

Wakadoo (Pratt) 197-7 lost to CHIM CAV (Booth) 198-3 (36) by 7 wkts

McAdam 66, Hailmhaling 3-32 Boot 97 n.o.

WISDEN A.S. (Thorne) 262-2 bt Carrickfergus (D. Bolton) 173-7 by 89 runs.

Graveney 85 n.o., Bradman 76 n.o. Allen 3-20

GROUP TABLES - Benson & Hedges Cup

<u>Group 1</u>	<u>P</u>	<u>W</u>	<u>L</u>	<u>Pts</u>	<u>Cash</u>	<u>Group 2</u>	<u>P</u>	<u>W</u>	<u>L</u>	<u>Pts</u>	<u>Cash</u>
Yorkshire	3	3	0	12	24,600	Ulster	3	3	0	12	20,100
Essex	3	2	1	8	17,000	Londonshire	3	1	2	4	17,100
Cleveland	3	1	2	4	12,300	St. Albans	3	1	2	4	6,000
Bedfordshire	3	0	3	0	17,200	Surrey	3	1	2	4	14,200

Group 3

Ducalis S.	3	2	1	8	16,200
A.T.C.G.	3	2	1	8	18,300
Middlesex	3	1	2	4	16,700
Rutland	3	1	2	4	5,700

Group 4

Wisden A.S.	3	2	1	8	17,100
Carrickfergus	3	2	1	8	23,600
Chim Cavs	3	2	1	8	16,000
Wakadoo	3	0	3	0	12,400

Benson & Hedges Invitational trophy

Sutton S. (Mansley) 253-2 lost to ALMERIA NAT. 255-1 (37-3) by 9 wkts. (Woodland)

Crawford 62, Burrows 86 n.o. Henderson 67 n.o. Waldeck 105, Engadine 130 n.o.

Sussex (Waterhouse) 229-4 lost to RAMBLERS (Miller) 231-4 (38) by 6 wkts.

Wessels 101,

Absalom 86, Richard 87 n.o.

Ramblers (Miller) 242-2 lost to ASSYRIAN A.S. (Lee) 244-3 (38.1) by 7 wkts.
 Rogers 134 n.o. Richard 77 Sargon 86, Bolivar 68 n.o.
 Sutton S. (Mansley) 222-3 lost to ASSYRIAN A.S. 225-4 (35.4) by 6 wkts.
 Pollard 79 n.o. Sargon 87, Hillyard 3-40.

Invitation Trophy Table

	<u>P</u>	<u>W</u>	<u>L</u>	<u>Pts</u>	<u>Cash</u>
Sussex	4	3	1	12	1,900
Assyrian A.S.	4	3	1	12	21,600
ALMERIA NAT.	4	2	2	8	6,549
Sutton Str.	4	1	3	4	17,600
Ramblers	4	1	3	4	10,350

Congratulations to the top two in each group as they go straight into Division 1. The remainder go into Division 2. Where two or more teams have tied for places I have taken the run rate (runs scored/overs bowled) over all matches played.

The finals of the cup will be played later on in the season.

Teams that have previously paid £5,000 for ground damage have been refunded £2,500, overcharged you - but no one noticed.

Averages will definitely appear next time.

INJURIES

3 weeks: Gooch/Essex; Khamme/Cleveland; Bradman/Wisden.

2 weeks: Wilson/Carrickfergus, Socrates/A.T.C.G.; St. Peter/St. Albans; Nurse/Rutland; Wann/Sutton; Brandoch/Assyrian A.S.

1 week: Ilteys/Chim; Bennet/Surrey; Randolph/Ramblers; Miller/Wisden, Bennet/A.T.C.G; Mincing/Ramblers.

SUCCESSFUL COACHING

Sampson/Bedfordshire; Steiner/Ducais; Johnson/A.T.C.G.; Intikhab/Surrey, Waldeck/Almeria; Engadine/Almeria; Brearley/Middlesex; Selvey/Middlesex; Stapleton/Londonshire; Old/Rutland; Lever/Essex; Miandad/Sussex; Knight/Sussex; Bounder/Wakadoo; Ougrath/Wakadoo; Linwood/Wakadoo; Kaminsky/Wakadoo.

EXTRA INCOME: Yorks £1,000, Surrey £2,000, Ducais £5,000, Wakadoo £1,000, Almeria £500.

GROUND DAMAGE: £2,500 Ulster, Middlesex, Sussex.

Available Minor County Players

Players bought last week

W. Keeper	lvl 2	reserve	pr.	£12,500
Bowler	"	3	"	£16,000
Bowler	"	2	"	£10,000
Batsman	"	3	"	£16,000
Batsman	"	2	"	£10,000
Coach	"	3	"	£17,500
Coach	"	2	"	£12,500
Scout	"	2	"	£10,000

Lvl 2 bowler	to St. Albans	for £13,100
Lvl 2 bat	to Sussex	for £15,500
Lvl 2 coach	to Rutland	for £15,600
Lvl 1 coach	to Ramblers	for £ 9,750

NEXT WEEKS FIXTURES

Gillette Cup 1st Round (normal rules)

Assyrian A.s v Middlesex O/cast

Division 1

A.T.C.G.	v Assyrian A.S.	Wet	Carrickfergus	v Wisden A.S.	Sunny
Ducais S.	v Ulster	Dry	Essex	v Sussex	O/cast
Londonshire	v Yorkshire	Wet			

Division 2

Almeria Nat.	v Bedfords	Wet	Chim Cavs	v Surrey	O/cast
Cleveland	v St. Albans	Sunny	Middlesex	v Rutland	Sunny
Ramblers	v Sutton St	Good	Wakadoo	v Almeria Nat	Wet

Bonus points will be awarded during league games as follows:

Runs scored - 170 = 1pt	Wickets taken - 6 wkts = 1pt
" " - 210 = 2pts	" " - 8 wkts = 2pts
" " - 250 = 3pts	" " - 10 wkts = 3pts

PRESS

FOR SALE: Information on Yorkshires top players, Boycott and Old, £500 gives their ratings, performances this season and weak spots. Other information on Sussex and Ramblers available, send offers, swaps considered, to John Garrett, CCCC, 19 Weaverthorpe, Nunthorpe, Middlesbrough, Cleveland.

TAG HILL (Home of Chim Cavaliers)

We, the board and players of Chim Cavaliers object most strongly over being left out of Division 1. It is sheer victimisation. Only 8 teams scored 8 or more points in their preliminary games - 7 of them were admitted to the first division, the odd one out being Chim Cavaliers. We demand a play-off against the poxy Londonshire side that gained a place after picking up only half the points we did.....

DEADLINE: Two weeks before main Chim one. (Sat accepted).

*****BILL DOVE, 27 Davos Close, Woking, Surrey*****

E D I T O R I A L

'Sunny place to put an editorial I know, convention suggests that it should go on page 2, but what do I care for convention? Anyway, I typed a lot of the magazine up in advance and forgot to leave space for it so this is where it's going to come to rest. I've seldom got a lot of editorial comment anyway so it's not going to matter a great deal if you miss it altogether.....

Not a lot of me in this issue I'm afraid 'cos I've been stuck for the last three weeks with home decorating and time has been in short supply. I did want to put in a review of 'Madam Guillotine' but never got around to it, and it's only the fact that I was off work for a day with a stinking cold that allowed me to get the 'Seastrike' done. Even so this issue is still shaping up for a kumper one thanks to the efforts of others. Hope you enjoy it.

Now for the monthly moan..... I am becoming increasingly incensed and saddened by the policies of a few other editors in this hobby. It seems that immediately they get behind a typewriter or duplicator they think they become some sort of superior being who no longer need waste time on the common courtesies of life that come as second nature to mere mortals such as you or I.

These editors will publish comments etc., with total disregard for the facts, and then when they are presented with the truth will refuse to apologise and print a correction publically. Will Haven was the master at this ruse, but Will did it with style - he wouldn't print an apology but instead would compound the original mistruth by heaping further half-truths and mis-quotes upon it until you were into the mire of charge and counter-charge so deeply that it was difficult to remember what the disagreement was originally all about. With Will it was fun - he did it on purpose and was well aware of it - but it did fill his letter columns and keep the name of 'BELLICUS' permanently in the comment pages of most other 'zines - no mean achievement.

However, these other editors that appear to follow Will's lead of 'never say you're sorry' do so for other reasons - they are either worried sick about the embarrassment they might suffer in the eyes of their readers or they are just pig-ignorant, (in some cases a bit of both). I have my own thoughts as to why different editors do it, but I don't intend detailing them here. Most are because of the fear of embarrassment - one at least is just pig-ignorant.

I'll give you a few examples: Richard Sharp published on the back page of Dolchstoss, the largest circulation Dip 'zine in the hobby, something along the lines of 'Clive Booth claims to go to cons, but no-one ever recalls seeing him there', thus implying that I lie about being at cons. Truth of the matter was that at that time I had only ever been to two major cons - Dave Allans Micleover con and midCon One. I'd never claimed to have been to anymore and I'm sure I could find a few people who recall my presence. Did Richard apologise though? Did he hell, and as far as I know the majority of D readers still think Clive Booth is the guy who says he was at cons when he wasn't.

John Piggott published figures showing Chimaera as the most expensive 'zine in the hobby simply because he'd included En Garde in his calculations. He admitted the error privately but wouldn't correct it publically until the next update of the chart (provisionally scheduled for God knows when). In the meantime Ethil readers are left believing Chim costs upwards of 40p an issue!!

Roy Taylor says in his 'zine (I won't quote the name as I don't know what it will be called on the day you read this. Yesterday it was 'IF GREAT', but that means now't), that he was nauseated by my bleatings in Chimaera asking readers what they wanted the name changing to. The fact that I have never at any time considered changing the name of Chimaera in the 2½ years of its life and certainly have never asked readers for suggestions, is to Roy totally irrelevant. I can only assume that he is either confusing it with another magazine that begins with 'C' (Roy has always had trouble with spelling) or he is going back into the far dim and distant past to when I started a second magazine and asked for suggestions for a title (in the end it was called 'Chimaera Too'. Did Roy apologise when his error was pointed out?

Did he hell - not even privately.

Noddy Lee the editor of the other 'zine beginning C, Cormorant, gives me an NMR in his Catastrophe game the issue after publishing that he had ordered on file for me. I demand a public correction and explanation and I get a private letter that says something to the effect of 'Will Haven did it to me, so I'm doing it to you.....' I complain again and elicit another letter this time saying 'If you persist in asking for a public apology, why not give me a slating in Chimaera?' - As I said, Noddy Lee, though he's got a nice Haven-esque style that he ought to develop. He could become the stand-up comic we need to replace Will. I don't mind chucking the custard pies if that's what he wants.

Now all those people are nice enough in the flesh (and after that comment remember you're reading C and not B.....), so why do they have to try and be so disagreeable in print? I'm sure that if we all learned to say 'I'm sorry, I was wrong' whenever the situation arises we'd all get on a lot better - but on the other hand if we did, what would I fill out my editorials with?

I admit that it's not easy to admit you're wrong and I can think of only one thing worse - that's admitting I was wrong and John Piggott was right. Unfortunately such a situation has now arisen for remember when John slated Ian Lee's attempts at running a Dip 'zine and I leapt to Ian's defense? Well, now sadly I must admit that John was right and I was wrong. It seems that John is much better at assessing character than I, and it has taken me five issues of Cormorant to see what John had seen after only one. If space allows I'll tell you the story before the end of this issue and Ian will get the slating he requests - in the meantime I take a position before John, back bowed in penitence, right hand tugging at forelock, to seek forgiveness. 'John, ol' mate, ol' pal, please forgive me. Boats sorry too and says that to prove it he'll only nip your left ankle when you meet, so that you can at least hobble back to the car...'

DIPLOMACY GAMES SECTION

LEANDER 'REDISCOVER! AUTUMN 2905

GM & DESIGNER: RICHARD BARTLE

BALKANS CRUMBLE! GERMANY INVADES FRANCE! AMERICA CONQUERED!

Otherwise as usual.

ITALY (Booth) F(Cub) holds; F(TYRS)-GOL, A(Gen) s A(Ven)-Pie, A(Ven)-Pie.

SCANDINAVIA (Nash) F(Fin)-Len.

BALKANS (Quinton) A(Trif)-Bgd, F(Buc) & F(Cre) s F(Ath)-AEGS, F(Ath)-AEGS, A(Car) holds; A(Sof) s A(Car).

GERMANY (Waterhouse) F(Scot) holds. F(Sto)-NSw, A(Gun) s A(Bgd) A(Lvo) s A(Run), A(NSW)-Kol, F(NTHE) s F(Scot), A(WHR) s A(Lvo), A(Bel) s A(Mun)-

Bur, A(Swi)-Mar, A(Bgd) s Italian A(Ven)-Trif, A(Mun)-Bur, A(Lit) s A(WHR), F(WHR) s A(Bel), A(Run) s A(WHR)-Bur, A(America)- a supply centre!

RUSSIA (Newman) A(Len)-Fin, A(Ukr)-WhR, A(Est) s A(Ukr)-WhR, A(Ala)-America.
 FRANCE (Close) A(Bur)-Bel, A(Pie)-Mar, A(Yor) s F(Ire)-Sco, F(Ire)-Sco,
 F(Mor)-WESM, F(MAOC)-Azor, F(WESM)-Tun.
 TURKEY (Lean) F(AEGS)-Cre, F(Ben)-CMS, F(EASM) s F(AEGS)-Cre, F(Usk) s
 F(Ank)-BLAS, F(Ank)-BLAS, A(Arm)-As1

Retreats (I remembered!)

Balkan F(Cre) off, French A(Bur)-Lyo, A(Pie)-Aus.

WINTER 2905 builds

ITALY	Cub, Nap, Rom, Ven, (Tun)	= 4: N/C
SCANDINAVIA	Fin	= 1: N/C
BALKANS	Sof, Ath, Tri, Ode (Bgd), (Lvo), (Cre)	= 4: lose 1 A(Car) GM
GERMANY	Ham, Dre, Ber, Mun, Bel, Hol, Pol, WhR, Den, Osl Tro, Sto, War, Hun, Sco, +Bgd, +Lvo, +1 xAmerica	= 18: bu 3. A(Mun), A(Ham), F(Ber).
FRANCE	Ire, Lon, Par, Tou, Mar, Spa, Por, Mor, Sar, +Tun	= 9: bu 1 A(Mar)
TURKEY	Usk, Ank, Izm, Ben, Sue, +Cre	= 6: N/C
RUSSIA	Mos, Vol, Est, Len,	= 4: N/C

ERRORS

O.K., I missed out retreats. Italy didn't retreat, Balkans have A(Sof) from Bgd and F(Ath) from AEGS. Also, the French A(Par) and F(Sar) were missed out, although both didn't move (succesfully). Finally, German F(Sto)-NSW should have been underlined.

I feel rotten about all these errors; is this game jinxed or is it me that causes the mistakes.....?

PROPOSED END

1st Germany, 2nd France, 3rd Turkey, 4th Russia, Balkans, Italy, 7th Scandinavia. I think that's what he said but I lost the paper. Votes (or non-votes if you vote not to vote) please. If you forget, it counts against.

PRESS

ITALY - GM

You didn't mean it about the free issue? 'Sfunny, I didn't mean it about the 100 crowns - now I shall come back and haunt you. (Let the others try and sort out what that is all about.....)

DAEDALUS 1976AO AUTUMN 1911

AUSTRIA (Thorby) A(Lvn)-War, A(Mos)-Sev, A(Tyr)-Ven sby A(Pie), F(AEG)-Smy, F(AIb)-ION, A(Mun) st sby A(Sil) & A(Boh), A(Rum)-Bul, A(Gal)-Vie, A(STP) st unordered.

ENGLAND (Hoves) F(BAR)-Nwy, F(ENC)-NTH, F(MAO)-WMS, A(Mar)-Spa, sby A(Gas) & (FPar), A(Bur)-Mar, A(Ruh)-Bur, A(Kie)-Ruh, F(BAL)-Kie, F(Ber)-BAL, A(Pru)-Ber.

ITALY (Lean) F(Con) st., F(Tun)-NAF, F(TYS)-Tun, F(WMS)-Spa-SC, A(Spa)-Mar, F(GOL) s A(Spa)-Mar, A(Tus) st.

Retreats: Italian A(Spa) annihilated.

Winter adjustments over the page.....

WINTER 1911 builds

AUSTRIA Tri, Bud, Vie, Ser, Gre, Rum, Bul, Sev, Mos, War, Ank, Mun = 15:bu 3 F(Tri),
 +StP, +Ven, +Smy. A(Bud), 1 cwed.

ENGLAND Lon, Lpl, Edi, Nwy, Den, Swe, Kie, Ber, Hol, Bel, Par, Bre = 15:bu 3 F(Edt),
 Mar, Pcr, (StP), +Spa A(Lon), 1 cwed.

ITALY Nap, Rom, Tun, Con, (Ven), (Smy), (Spa) = 4:lose 2 F(Nap),
 F(WMS) GM.

PRESS

NUTHATCH - TAG HILL

With Argos finishing last time, I suppose this is now the oldest running game in Chim. Gosh, what a thought.

TAG HILL

My God, but this lads quick.....

NUTHATCH - HOTSPUR

Can we hurry up and get this over with please? My credit's getting low and I need my £1 deposit back.

NUTHATCH - MONA

Sorry Mike, Lut Clive's cock-up means we can never force a two-way draw against Bob. Er, put that battle-axe (1-8) down. HELP!

JANUS 1976HX AUTUMN 1907

AUSTRIA (Waldschmidt) A(Mos)-StP, A(War)-Mos, A(Sil)-Ber sby A(Pru) & A(Mun),
 A(Tyr) s A(Mun), A(Gal)-War, F(Tri)-Alb, A(Ser)-Gre sby A(Bul).

ENGLAND (Nash) A(Nwy)-StP, F(NTH)-Edi, A(Yor)-Ldn sby F(Wal), F(Kie)-st
 sby F(HEL).

FRANCE (North) A(Ber)-Kie, A(Ruh) s A(Hol), A(Hol) st., F(NWG)-Edi, F(Lpl)
 st, F(Bre)-MAO, A(Gas)-Sda, A(Mar) st sby A(Bur).

GERMANY (Watson) A(Lyn) s Austrian A(Mos)-StP.

ITALY (Nathan) F(MAO)-Por, F(Spa-SC) st., F(COL) s F(Spa-SC), F(Apu)-Ven
 sby A(Pie), F(AEG) st., A(Con) st.

Retreats: French A(Ber) annihilated, F(Lpl)-IRI

WINTER 1907 builds

AUSTRIA Bud, Tri, Vie, Ser, Rum, Bul, Sev, Mos, War, (Con), = 13:bu 3 A(Vie),
 +Ber, +Mun, +StP, +Gre A(Tri), A(Bud).

ENGLAND Lon, Edi, Nwy, Swe, Den, Kie, +Lpl = 7:bu 1 F(Lon)

FRANCE Bre, Mar, Par, Bel, Hol, (Spa), (Pcr), (Ber), (Lpl), = 5:lose 3 F(NWG),
 (Mun) F(Hol), F(IRI).

GERMANY (StP) = 0: OUT!!

ITALY Nap, Rom, Ven, Tun, Smy, Ank, (Gre), +Con, +Spa, = 9:tu 2 A(Rom),
 +Por F(Nap).

TAG HILL

£1 deposit refunded to the tall man dressed in blue.

Press

LONDON - PARIS

Oh what a glorious feeling.....

KRAKEN 1976FF AUTUMN 1905

AUSTRIA (Ferguson) F(Nap) s Turkish F(ION)-TYR, A(Ven)-Tus, A(Tri)-Ven, A(Tyr) & A(Vie) s Turkish A(Gal)-Boh, A(Gre)-Alb.

ENGLAND (Gale) A(Mun) ms A(Ber), A(Den)-Kie [no such unit], A(StP)-Mos, F(GOB)-Lvn, A(Nwy)-Hol cby F(NTH), F(SKA) s A(Nwy)-Hol [no such unit] A(Swe) & F(HLG) stand unordered.

FRANCE (Rundle) A(Sil)-War, A(Pru) s A(Sil)-War, A(Boh)-Gal, A(Pie)-Tyr, F(TYS)-Tun sty F(WMS), A(Hol) st., A(Bur)-Bel, F(MAO)-Naf.

ITALY (Anarchy) A(Rom) st.

TURKEY (Close) A(Bud)-Rum, A(Gal) s Austrian A(Vie)-Boh, A(War)-Lvn*, A(Mos)-StP, F(Tun) s Austrian F(Nap)-TYS, F(ION) s F(Tun), F(AEG)-EMS, F(BLA)-Con.

Retreats: Turkish A(War)-Ukr.

WINTER 1906 builds

AUSTRIA Bud, Tri, Vie, Ser, Gre, Nap, Ven = 7:bu 1 A(Bud).

ENGLAND Lon, Lpl, Edi, StP, Swe, Den, Nwy, Kie, +Ber, +Mun = 10:bu 2 F(Lpl), F(Lon).

FRANCE Bre, Mar, Par, Spa, Por, Bel, (Mun), (Tun), (Ber), +Hol, +War. = 8:lose 1 A(Bel)

GERMANY (Hol) = 0: OUT!!

ITALY Rom = 1:N/C

TURKEY Ank, Con, Smy, Bul, Rum, Sev, Mos, (Tun), +War = 8:N/C

TAG HILL

£1 deposit refunded to Bill Dove.

Press

LONDON

Sorry Martin, but that's what you get for not writing.

MARS 1977BT SPRING 1905

Some people may have been puzzled by the underlining as an illegal order, of the French order of F(MAO)-Spa-SC last time. That's because I typed it up wrongly and it should have read F(MAO) s F(Spa-SC)..... (It was illegal because the F(Spa-SC) had been ordered to move). Affected players advised between deadlines.

FRANCE (Noonan) A(Bur)-Mar, F(ENC)-MAO, F(GOL) s F(WMS)-Spa-SC, F(WMS)-Spa-SC no such unit, F(MAO) st unordered.

GERMANY (Smith) A(Mos)-Ukr, A(Sil)-War sby A(Lvn), A(StP) st., A(Nwy) st., A(Ber)-Mun, A(Kie) s A(Ber)-Mun, A(Wal)-Yor, F(NTH)-Lon, F(Bel)-NTH.

ITALY (Ovens) A(Mun)-Tyr, A(Pie)-Ven, F(Nap)-TYS, F(Spa-SC) s F(Naf)-MAO, F(Naf)-MAO, F(Mar) st.

RUSSIA (Malvisi) NMR!!!! A's Ven, Ser, War, Sev. F's Bul-EC, BAR all stand.

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

Retreats: French F(MAO) disbands. Russian A(War) disbands.

Press

FRANCE

Best of luck Andrew, I'm sure you'll win now.

BERLIN - PARIS

I'm afraid the Roman Emperor has already given you the thumbs down.

NCRNS 1977DO AUTUMN 1903

AUSTRIA (Bartle.T) A(Bud) ms A(Ser), F(Tr1) s Italian A(Ven).
 ENGLAND (Waterhouse) NMR:!!! F's NTH, Kie, StP-NC & A's Den, Swe all stand.
 FRANCE (Lockyer) A(Boh)-Mun, A(Bar) s A(Bch)-Mun, A(Bel)-Hol, F(TYR)-
 ION, A(Pie)-Ven sly A(Tus).
 GERMANY (Howes) A(Hol)-Kie, A(Ber) s A(Hol)-Kie, A(Mun) s A(Hol)-Kie.
 ITALY (Anarchy) F(Tun) & A's Rom, (Ven), (Tyr) all stand.
 RUSSIA (Bolton) F(SKA)-Nwy, A(Mos) ms A(Ukr), A(Vie)-Tri, A(Gal) unordered.
 TURKEY (Bidwell) F(AEG)-Gre, A(Sev) s A(Rum), A(Bul)-Ser sly A(Rum),
 F(BLA) s A(Sev).

Retreats: English F(Kie) disbands. German A(Mun)-Sil, Italian A(Ven) disbands.
 *****German A(Hol)-Ruh.// JUST FOUND GERMAN ORDERS IN R GAME FILE!! Sorry....

WINTER 1903 builds F(StP-NC) st., A(Swe) s A(Den), A(Den) s F(Kie),
 AUSTRIA Tri, Ser, (Vie)+Bud F(Kie) s Frnch A(Bel)-Hol 3:N/C F(NTH)-Nwy.
 ENGLAND Lon, Lpl, Edi, Swe, Nwy, +Den, +StP+Kie = 8 :bu 3
 FRANCE Par, Ere, Mar, Spa, Por, Mun, Bel, +Hol, +Ven = 9:bu 3 F(Mar), F(Bre),
 A(Par).
 GERMANY (Kie), Ber, (Hol) = 1 :lose 2 A(Sil), A(Ruh).
 ITALY Rom, Nap, Tun, (Ven) = 3:N/C
 RUSSIA Mos, War, (Bud), (Den), (StP), (Rum), +Vie, = 3 :lose 2 (Ukr), F(SKA).
 TURKEY Ank, Con, Smy, Bul, Sev, +Rum, +Gre = 7:bu 2 F(Smy), A(Con)

ENGLAND BUILDS: A(Edi), A(Lon), A(Lpl)

Press

NO DATELINE

You lot must love Austria - you've invaded it!

NO DATELINE ((again))

Whilst sunning themselves in sunny Bohemia a band of French troops, happy to rid themselves from the German slum, met some Russians who were at the time sunning themselves in an Austrian slum. Now the Russian is noted for his sense of humour in respect of the fact that he has none, and he proceeded to hurl jokes at the French from twenty paces.

(In Russian accent) Q. What is bi-sexual and hits trees?

A. Marc Bolan

Q. What shouts 'fore' and dies?

A. Bing Crosby.

The French were soon rushing back into the slums of Germany like a case of severe of diarrhoea and many Austrian roads were re-surfaced with pebble-dash.

TAG HILL

Any more press releases in such bad taste as that and I'll send you a case of diarrhoea - provided the post office will handle it.....

SPACEFILLER (Overheard at last Workington home match)

Man: "Are you staying 'til the end?"

Willy Haughan: "Yes"

Man: "Good. Here's the keys - lock up will you?"

OEDIPUS 1977DR SPRING 1903

AUSTRIA (Austria) A(Ser) st.
ENGLAND (Dove) F(IRI)-MAO, F(Lpl)-IRI, F(Lon) s German F(NTH)-ENC, A(Swe)st.
FRANCE (Nash) F(Por)-MAO sby F(Spa-SC), F(ENC)-Bel sby A(Bur), A(Pic) s
A(Bur).
GERMANY (Powis) NMR!!!! F(NTH) & A's (Bel), Kie, Ruh, Ber, Mun all stand.
ITALY (Lee) A(Tri)-Alb, A(Ven)-Tri, A(Tyr) s A(Ven)-Tri, F(ION) st.
RUSSIA (O'Fee) F(StP-SC)-GOB, A(Mos)-StP, A(War)-Gal, A(Vie) ms A(Bud),
A(Gal)-Rum, F(Sev)-BLA.
TURKEY (Kennedy) A(Gre)-Alt, A(Bul)-Rum, F(Ank)-BLA, F(AEG)-Gre, F(Smy)-EMS.
Retreats: German A(Bel) disbands.

Press

LONDON

Rumours that Victor the giraffe has collapsed are unfounded, as are rumours that Victor the 4-legged bionic-bike is now the unquestioned Grand Philmar Diplomacy Champion of 1977.....

ROME

The K.G.B. had invaded Italy.....
"You will move into Albania, won't you" said the Russian, slowly breaking the Italians arm.....

ANKARA

The famous and much coveted 'Abdul Award' for the most boring press writer of the year has gone, on a unanimous vote of the eunuchs, to Paris with a recommendation that the writer in question be put down as quickly as possible before he turns us all into 'insipid morons' by continuing to write such dreadful tripe.

POLYIDUS 1977IE SPRING 1903

AUSTRIA (Nash) F(Alb) s Turkish F(AEG)-ION, A(Vie)-Tyr sby A(Tri), A(Ser)-
Tri, A(Bud)-Gal.
ENGLAND (Malvisi) NMR!!!! F's Lpl, NTH, Nwy, Hol, A's Edi, Lon all stand.
FRANCE (Haughan) A(Bur)-Bel, A(Par)-Pic, F(MAO)-IRI, A(Gas)-Spa, A(Mar)-Bur.
GERMANY (Thompson) A(Ruh) s French A(Bur)-Bel, A(Ber)-Kie, A(Mun) s A(Ber)-Kie,
F(Den) ms F(Swe).
ITALY (Bolton) F(VMS)-MAO, A(Ven)-Tri sby A(Tyr), F(ION)-Gre.
RUSSIA (Lee) F(GOB)-StP-SC, A(Mos)-Sev sby A(Ukr).
TURKEY (Wakefield) A(Bul)-Ser sby A(Rum), F(AEG) s Italian F(ION)-Gre, F(BLA)-
s A(Sev), A(Smy)-Con.
Retreats: Austrian A(Ser) disbands.

Press

VIENNA - CARRICK

Lucky you've moved to Queens: you missed me when I attacked your H.Q. At least I got you where it hurts most.....!!!

GERMANY - FRANCE

Remember Draling. . . do it my way and you get the full treatment just like Mr er... number of room number *?! at MidCen.

Love and Kisses;

LINDA

GERMANY - AUSTRIA

Darling Richard,

I waited half an hour in your room as arranged but you let me down. Never mind, we'll meet at the next MidCon when you can pay me in full for all the little things I did for you in Echo.

LINDA

P.S. Your credit will hold good for another game if you want to make more deals later.

GERMANY - RUSSIA

I don't believe I've had the pleasure of you yet. Your place or mine?

ITALY - TURKEY

I hope my last letter got to you.

ITALY - TAG HILL

Do you confirm my last letter to Turkey?

TAG HILL - ITALY

Huh? What? Me? Are you trying to involve the neutral GM in your diplomacy? Tut, tut, tut David.... (I confirmed over the telephone. O.K.?)

QUIRINUS 1977EZ - AUTUMN 1902

AUSTRIA (Tucker) A(Tyr)-Ven, A(Tri) s A(Tyr)-Ven, F(Gre) ms A(Bul), A(Bud)-Ser.

ENGLAND (Powis) F(ENC), F(NTH), F(HLG) & A(Lon) stand NMR!!!

FRANCE (Fryatt) A(Bur) s A(Bel), A(Pie)-Tus, A(Mar)-Pie, F(Spa-SC) st.

GERMANY (Olsen) F(Den) st., A(Hol)-Bel, A(Mun)-Ruh.

ITALY (Nash) A(Ven) st., F(ION)-Tun.

RUSSIA (Bartle.T) A(Fin)-Swe, A(Nwy) s A(Fin)-Swe, A(Ukr)-Rum, A(Rum)-Ser, F(Arm)-Sev, F(Swe)-BAL

TURKEY (Howes) A(Con)-Ank, F(BLA)-Ank.

Retreats: Italian A(Ven)-Rom.

WINTER 1902 builds

AUSTRIA Eud, Tri, Vie, Gre, Ser, +Ven, +Bul = 7:bu 2 A(Vie), 1 owed.

ENGLAND Lon, Lpl, Edi, (Nwy) = 3:lose 1 F(HLG)

FRANCE Par, Bre, Mar, Spa, Por, +Bel = 6:bu 1 A(Bre)

GERMANY Ber, Kie, Mun, Den, +Hol = 5:bu 2 A(Kie), A(Mun)

ITALY Nap, Rom, (Ven), +Tun = 3:bu 1 A(Nap).

RUSSIA Sev, Mos, War, StP, Rum, Swe, +Nwy = 7:bu 1 A(War).

TURKEY Con, Smy, Ank = 3:bu 1 A(Ank).

Press

ROME

Oh bugga this game.....

RUSSIA

Don't take my actions seriously - I'm only practising.

SPACEFILLER

A girl approached an Irishman in a pub and asked him if he could give her a £10 note for a £6 one and a £4 one. "Centerfeit" whispered his English friend who was sitting nearby. The Irish man looked down - "She's got two" he whispered back.

RHADAMANTHYS 1977GI SPRING 1902

AUSTRIA (Sealy) A(Vie) ms A(Tri), A(Ser s F(Alb)-Cae, F(Alb)-Gre.
ENGLAND (Nash) A(Den)-Swe, F(Nwy)-STP-NC, F(NTH)-HEL, F(Lon)-NTH, A(Edi) st.
FRANCE (Burke) F(Por)-MAO, A(Mar)-Spa, A(Bur)-Ruh, A(Bel) s A(Bur)-Ruh,
A(Par)-Bur.
GERMANY (Anarchy) F(Hol) & A's Ruh, Kie st
ITALY (Kennedy) A(Mun)-Boh sby A(Tyr), A(Ven) s A(Tyr), F(Nap)-Apu,
F(Tun)-ION,
RUSSIA (Parsons) F(Swe) st., A(Mos)-STP, A(War)-Ukr, F(Rum)-Bul, A(Sev)
ms A(Arm).
TURKEY (Bartle) F(BLA)-Sev, A(Con)-Smy sby A(Ank), A(Bul)-Ser.

Retreats: German A(Ruh) disbands.

Press

VIENNA - ROME

Dear Pope,

Contrary to your apparent belief, you have no divine right of way through Austria. If you do not in this invasion of my privacy I shall be forced to send a visitor to drop in unexpectedly on you at the Vatican... a nuclear bomb.

Yours affectionately,

ARCHDUKE FERDINAND.

LONDON - BERLIN

Hello - and goodbye.....

THE TEARS OFFICE, ST. PETERSBURG

The Tsar is sitting at his desk thumbing through the 1901 edition of Chambers Russian Dictionary, an anxious frown upon his brow. Enter Rasputin, mad monk and Tsarina's favourite:-

"Your highness, you look worried?"

"Yes, indeed I am. Rasputin you know when we liberated Rumania in the Spring our slogan was 'Pan-Slavism'?"

"Yes your radiance, and the Rumanians sang it happily all the way to the salt-mines in Siberia."

"Exactly! But what do we call it when we liberate the rest of Europe?"

TURKEY - TAG HILL

Sorry about my forgetting to order Ank last time. I moved Smy-Arm in S'01 but wrote 'ANK' when I read the report, I read 'Ank' as being 'Arm'. Dyslexia is one of my many disadvantages....

SALAMANDER 1977GT SPRING 1901

No orders or communication of any sort recieved from England (Simon Lindsay), so I assume that he wishes to make use of the double deadline offered. Orders on file for everyone else, so we start next time - with or without Simon.....

Press

MOSCOW - ALL

Apologies for not replying to your letters, I will make amends in the near future.

GORGON 1973 FINAL REPORT

ENGLAND Adam Quinton	= 1st
FRANCE Martin Edwardes NMR S'01, res'd A'01, Paul Humphreys	= 1st
RUSSIA Bob Howes	3rd
ITALY Richard Bartle NMR S'05, Out A'06	4th
TURKEY Stephen Young, NMR A'01, S'02, S'03, Out A'04	5th
GERMANY NMR A'04, S'05, Anarchy A'06, Out A'07	unplaced
AUSTRIA NMR A'03, S'05, A'06, Anarchy S'07	unplaced

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>
ENGLAND	4	6	6	7	8	9	10
FRANCE	3	5	5	6	8	10	10
RUSSIA	5	7	7	9	10	11	13
ITALY	4	4	3	2	1	-	-
TURKEY	4	2	1	-	-	-	-
GERMANY	5	4	5	4	2	1	-
AUSTRIA	5	6	7	6	5	3	1

FINAL STATEMENT - ENGLAND, = 1st, Adam Quinton

Gorgan was one of my first Dip games to start and is the second to end. Early on I made the acquaintance of Richard Bartle - we wrote continuously to each other - for no good reason (except to subsidise the GPO). This is my reason for joining 'Sauce' - Rich kept pestering me to run a Merk game!

As for the game, well things plodded on slowly until recently when it looked like a 2 vs 1 situation. Things stagnated and prompted me to propose the draw, which to my great surprise was passed 3-0. This was an act of desperation on my part and its success gives me = 1st a totally unreserved result - Bob must really be put out! He had an almost certain first place. I was about to stab Paul (before he wellied me) to gain a second and break up the monotony. I would have liked the game to have gone on, but rules is rules and anyway I've now revealed all my plans.....

Thanks Clive for an enjoyable game with virtually no GMing errors - up Steve Young for giving Turkey to Russia on a plate.

FINAL STATEMENT - FRANCE, =1st Paul Humphreys

I took this game on as a standby in '02 after the previous player had bugged up the position to say the least. Luckily, Adam Quinton was a trustful ally and I was able to grow, otherwise he could have eliminated me within a few seasons. Whilst player after player dropped out in the east, allowing Bob to grow, I became less trusting of Adam and he of me. Still, we realised that a stab would give Bob the game and we stayed together (though I doubt for much longer if the game continued!). It's a shame the game should end this way as I think that Bob would have won.

TAG HILL

Just a word about this highly controversial ending. An ending was proposed and I asked for votes, with no-votes counting as votes for the motion. Bob Howes chose a vital turn to NMR and hence failed to get a vote in an

I sympathise with Bob, but as Adam says 'rules is rules'. I gave the situation a deal of thought, but decided I could not set any sort of precedent by triggering the voting in Bob's favour. Similar things could happen in the future, though I hope not with such drastic results, and the last thing I want is someone saying after I've given a decision against: "Well you did it for Bob Howes, why don't you do it for me?" Sorry, Bob -- and as for your comments in 'Ellie' about the way I treat you in this rag, may I remind just how lucky you are to still be here.....?

ICARUS 1976HB FINAL STATEMENT

FRANCE	Anne Forrest	NMR A'06	1st
TURKEY	Jan Johnson		2nd
AUSTRIA	Doug Pringle	NMR A'04, S'05	3rd
GERMANY	Clive Wardley		4th
ENGLAND	Lee Johnson	NMR A'02, Out A'04	5th
RUSSIA	John Bull	NMR S'05, Anarchy A'05	unplaced
ITALY	Kleth Ashbolt	NMR S'05, S'04, Anarchy A'05, Out S'07	unplaced

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>
FRANCE	5	6	8	10	12	14	17	18
TURKEY	5	6	6	8	8	10	11	11
AUSTRIA	3	5	4	3	2	2	2	2
GERMANY	5	5	6	4	5	3	2	1
ENGLAND	4	4	1	-	-	-	-	-
RUSSIA	5	4	4	5	5	4	2	2
ITALY	4	4	5	4	2	1	-	-

(Autumn '08 played out by GM)

FINAL STATEMENT - FRANCE 1st Anne Forrest

This started out in the customary way with a solid F/G pact against England. Having built up strength and with Germany stretched on three fronts, a stab was paramount to victory, moving on Italy at the same time also being essential.

By this stage with Turkey not getting anywhere in the Balkans, despite A/H falling apart, a win was assured and would have been achieved a year or so earlier had the Prince Regent not mucked up the orders a while back.

It was an obvious win from '05 with nothing the others could do to stop it. My only regret is that a concession was not made, dragging the game on unnecessarily. The drop-outs had little effect except to give Turkey re-newed hope.

Finally, my thanks to you Clive for a perfect running of this my first, and sadly last) ever game of postal Diplomacy.

TAG HILL

Certainly deadlier than the mail when it comes to Dip games in Chim. The ladies first and second in this one, Linda Thompson already having gained a joint win in Echo, leaves you males looking a bit bleak. In every game a lady as played in Chim, a lady has won. Does that put Boot in line for some sort of Calhamer award for chivalry?

NORSE DIP 2 FINAL STATEMENT

GERMANY - Richard Nash 2nd

Thank God the game's over at long last. Can't remember how things went, but I think an initial F/G pact ended up with me attacking both E and F. Things looked good until I let a lone Russian unit into my home s.c. I spent so much time removing it that Willy was so far ahead, a win was almost certain. Russia dropping out really allowed me to recover the homeland.

I allied with Willy (Haughan) for 2nd place and with the two of us left and France hemmed in that was assured. A game spoiled by GM lapses, but it had interesting moments.

Congrats on you win Willy, and many thanks for rescuing the game when it looked like being lost forever, Clive.

BASILISK 1975FS VICTORY STATEMENT.

ENGLAND - John Meadon 1st

I wrote three letters to France, Germany and Russia at first, but the only reply I got was from Jon Lovihond as Germany, so we agreed on an inverted policy, viz I dealt with France only later, and Russia earlier, and him vice-versa. Unfortunately it looked as if he was doing too well and would not stick to his side of the bargain, when he sent me an alteration of a move in another game, thus reminding me of his part in this, so I instantaneously decided to stab him. I appreciate that this was totally unjustified at the time, and that there was no such intention by him - but that's the way it was.

In order to be able to cope with Italy, I wrote a letter to Russia, which was now being played by a different player, This was received favourably, and so things continued. However, it would have been a very tough job, except that suddenly Italy decided to go off in the other direction, leaving me able to convoy an army to Norway from Tunis, to set up the end. This was necessary for Russia was claiming St. Petersburg at a rather inopportune time.

I went to Khartoum and forgot to send my moves in, so that I lost Munich, rather unfortunately. This would not have mattered usually, but the NMR was rather unhelpful to a successful defence. The game went on as long as Austria and Russia acted in unison, but when there had been no co-operation over the Berlin attack one winter, I took a chance and hoped there would be none the next; and there was none.

I apologise to Jon for the treatment he received from me, and to Russia for the fact that the so-long-stab was the only way I had of ending the game early, and congratulate Bob Howes for his persistent refusal to die!

ARGOS FINAL REPORT

Held over to next issue at player request.

WAITING LISTS FOR FUTURE GAMES

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

Next game: Mike Vernon, Mans Swift, Adam Quinton, Peter Sealy, J. Botten,
Paul Openshaw, Ian Gibson. (line up next issue).

U game (starts Dec/Jan) Richard Nash, Ray Lee,

Mercator Mk.V - Option Y with key rule: Game fee 50p plus £1.00 deposit.

GM: Peter Nunn. Players: Clive Waterhouse, Andrew Smith, Doug Wakefield,
Ray Lee, Russel Noonan - starts immediately list
is full [Rules supplied to players immediately
they are available]

DUNGEONS & DRAGONS: GM: Dave Tant. See 'Pits of Cill' Fantasy supplement.

EN GARDE! Social climbing in the early 18th century - Affairs of honour,
Wars, parties, and SEX. GM: Allan Owens, Game fee 50p. Run in
separate 'En Garde!' magazine, cost about 7p per issue + post.
Ask for free sample if you're interested.

OUTDOOR SURVIVAL: Man against nature - see 'Outdoor Survival' report (page
8 for details. GM: Chris Rick.

KINGMAKER or CONQUISTADOR: With the 1829 game coming to an end Ian McLaren,
the GM is willing to take on another game. He has suggested either
Kingmaker or Conquistador, so if you're interested let me know
and we'll open a list for the most popular.

RAIL BARON: Avalon Hill's new Railway game. Review and postal rules in next
issue. GM: Rob Thomasson.

BUSINESS GAMES: Do we have any players out there who would be interested in
participating in a business simulation game. Nothing promised on
this, just sounding you out at the moment.

- * Announcing the Chimaera Heavyweight Boxing Championship *
- * a computer game for up to 16 people. First 16 to apply get *
- * the places. 15p game fee - cash prize purse to eventual champ- *
- * on based on number of participants. Easy to play, run on *
- * knock-out basis (no pun intended...), olympic style best of *
- * three rounds. YOUR CHANCE TO KNOCK HELL OUT OF ALL THE PEOPLE *
- * IN THE HOBBY WHO'VE DONE YOU WRONG. Full details next time, *
- * but apply early for places. *
- * My man, Prince 'Mad Dog' Fido, is in training already - *
- * bring on those frogs, Lemmings, cormorants and magpies, he's *
- * ready... *

GM: John Garrett, address below (apply to John or me). *

ANARCHY & IMPERIALISM

Plea from the workers

Comrades, we in Russia need you! As Archduke Franz Jones' troops mass
along our border our own troops are vulnerable, uncommanded! We are willing
for the small sum of £1.75 + 75p deposit) to march to Vienna for the mother-
land (and 5 roubles/week, 28 days paid holiday, no working Sundays....

What about the peasants

I know we're not the bravest of troops, but we Italians and Turks
need protection from a suspected France-Austrian treaty and rumblings of a
Davey faction in the Balkans. Spend £1.75 + 75p deposit and save millions of
lives (ourra!)

There are also many minor countries, I am now giving away two for the price of one. Hurry, hurry, hurry, they will be going fast...

STOP PRESS

We are worried by the recent abdications of our so-called Kaiser. We would appreciate a nuder applicant bitte, Applications zu der Deutes H.Q., below address, schnell, der kreigspiel ist zu beginnen on der 22nd. November.

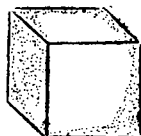
As you can see, I need more players for my game. Fees have gone down, miscalculation on my part, now being £1.75 + 75p deposit major, and 50p + 50p deposit minor power. Two minor powers possible for extra 50p.

Game starts (collapses) 22nd November

(The three players who have paid £3.00 will have the difference between the new cheaper fees refunded.)

GM: John Garrett, 19 Weaverthorpe, Nunthorpe, Middlesbrough, Cleveland.

[A+I is not a Chim controlled game and so anyone is eligible to play, non-Chim subbers as well as Chim subbers.]



BLACK BOX
Game No.1

First Prize
£1.35

- Lionel Bidwell: 8th ray in @ 24, exits not. 9th 6, exits not
- David Bolton : 4th ray in @ 28, exits not. 5th 29, exits not.
- Mike Lean : 9th ray in @ K, exits not. 10th I, 6
- George North : 7th ray in @ H, exits N . 8th 4, exits W
- Andrew Smith : 9th ray in @ 13, exits not.
- Keith Thomasson 9th ray in @ 1, exits 8 . 10th 26, exits not
- Rob Thomasson : 8th ray in @ DA) exits not. 9th PG, exits not
- Mike Vernon : 9th ray in @ 16, exits J.

Bill Thorne has committed himself by taking a guess at the atoms positions. I will not reveal the extent of his success or failure as it may affect the strategy of the players still hunting. Bill must now wait with baited breath.....

C O N Q U I S T A D O R

GM: Charles Vasey

PATHE NEWS 154-45

Time has passed since the last Pathe News. France has won great power under the rule of Philip VI (formerly Duc d'North Shields) by their despoiling of the Spanish they now have powerful colonies in the Rio de la Plata, the Mayan empire and the east coast. This turn saw extremely heavy attrition as a flight of sixes stonked looters at Cuzco and Tenochtitlan.

The Spanish under Gonzago Ovens have recovered slowly from their defeat but have yet to launch a counter-offensive. The same could be said of the Portugeuse whose share in the Sonora Company has done nothing but produce losses.

England has made no real move since the 1520's and it is thought Edward VII is probably dead, but no-one is sure.

POSITION OPEN !! Yes, the wonderful Paul Blackwell has decided he would like to make official his lack of contribution to this game. Does anyone

want to take over England? Reasonable treasury, hardly any continental entanglements and a history of huge numbers of colonists (all wasted). Fleet almost non-existent. Just the stuff for the player who likes to start from less than nothing. Offers to the GM.

Andy Davidson suggests a concession to him - turned down, but I suspect that his opponents should ensure he wins.

CREDIT-SUISSE

RUSSIAN CIVIL WAR

Only half orders in, so new orders (or repeat ones) to me next month.

***** Charles H. Vasey, 5 Albion Terrace, Guisborough, *****
***** Cleveland TS14 6HJ *****

D O O D L E S

If last issues 'Doodles' competition served to prove nothing else, at least it proved to me what a totally unimaginative shower you Chimaera readers are. Well, not totally unimaginative, because it did bring forth one entry, from Richard Bartle, and although he's way out on a few of them he gets the 25p prize. Well done, Richard. I'm not going to waste another page re-doing all the sketches for you alone, so I'll just tell you what they were supposed to be and then you and anyone else interested can fathom it for themselves.

1] was a cocktail glass (you got that right!), 2] was a tomahawk (right), 3] was a dunce's cap (wrong, but your answer was better..), 4] a witches hat, 5] a kite, 6] a noughts and crosses grid, 7] a golf club, 8] a stretcher, 9] a safe, 10] a hydrogen balloon, 11] a catapult, 12] a tepee, 13] an umbrella, 14] a roller blind, 15] a picture frame, 16] a comb.

G A M E S S H O P

If you've ever got any games you want to buy or sell, or for that matter anything else, this is the place to advertise. Rates are very reasonable - it's free to all regular CHM readers.

John Garrett, 19 Weaverthorpe, Nunthorpe, Middlesbrough, Cleveland TS7 0FU would like to obtain copies of Third Reich (AH) and 'Musket & Fike'. Will pay up to £5.50 and £3.50 boxed, £2.50 unboxed for copies in moderate condition. Write to John with any offers, swaps considered.

John would also like to contact opponents for FBM games, Panzergruppe Guderren, Road to Richmond, others considered include Vera Cruz, Conquistador, WW1, BFG, WWII, Frederick the Great, Dixie, Chaco. I have an endless supply of random number sheets which will be free to opponents.

Philmar Ltd., manufacturers of 'SEASTRIKE' reviewed earlier this issue, have kindly agreed to supply Chimaera directly with copies of their games. The only drawback is that we must order in multiples of 1 dozen (or half dozens of each game as long as the total order is one dozen or more).

If to sell the games does prove feasible, and that depends on you, then I will sell them at a slight profit to help off-set Chim costs (and keep the price down), but still at a much cheaper price than through a retail outlet. To commence, I'll just offer you two games, the new ones, SEASTRIKE & DECLINE AND FALL (D&F to be reviewed next issue), and if you're interested please get in touch as soon as possible. As soon as I have orders for 6 to 9 games I'll take a chance and order.

SEASTRIKE Suggested retail £5.75. CHIM price £3.25 plus 80p p&p (U.K.)

DECLINE & FALL Suggested retail £4.75. Chim price £3.00 plus 80p p&p (U.K.) (if you can collect from Wellington Station, deduct postage charge).

No games will be supplied without pre-payment. If your Chim credit isn't enough to cover it, please either send payment with your order or send a s.e.e. and I'll let you know if/when I want the money. If the idea falls through, any payments recieved will be returned with the next Chim. Remember, if you're interested, please let me know as soon as possible so that I can get an order in. Why not buy your son, wife, uncle, self, father, grandfather, mistress one for Christmas (delete as necessary).

(Any mentions from other editors in their magazines will be appreciated, I think you all know me well enough now to know that this isn't a rip-off.....)

.....



Most dogs get their niggling itches from fleas. Mine come from Dippy purists like Bullock..



———— LETTERS TO OL' BROWN EYES ————

The new Chim format
408. Rob Thomasson

Liked the look of the new Chimaera - good to have the card cover - and the contents were fine as well. Do you type the pages with gaps, reduce, and then type in the headings?

409: Alan Watson

My opinion of the new Chimaera? Sorry, but it stinks! Bring back the real magazine I say. This one is badly printed, the typesetting isn't suitable for reprinting in this style and it doesn't really turn me on. In fact, I feel strongly about it. Tell ol' Boot to bark up the right tree next issue and bite the boss on the leg to make him see the light and get on with what was always a good mag until he started messing it about.

Seriously Clive, I think that if you're not too careful you'll be losing subbers on this performance - it doesn't look right, feel right or read right - in fact keep it up and you're not right.

410: James O'Frisbee

Liked the new format - handier and stops back pages falling out as well as looking more professional. I liked the content mixture even more - jokes, rules, different games makes the 'zine more lively.

411: Paul Blackwell

....Not too happy about the contents however - where have all the games gone? Where is the Conquistador report? What is going on in the other game? How far's the revolution (is there a red under the led)?, and have the league of Red sorcerers been wiped out yet? Come on, let us know. Chimaera is after all a games magazine.

411. Cliff Kennedy

Re the new format - must admit to preferring the old, but then you can't please all the people all the time.

Cliff, you've hit the nail right on the head with that comment. Now will you go and hit Mr. Watson in the same place please. Seriously, I received both for and anti comments about the new Chim in abundance, with the majority being in favour. Me? I liked it and I found that mainly the people that didn't are old timers who have been with Chim a long time. Possibly just a reaction against change? I hope you'll get used to it, at least now it has an individual appearance. You'll see I've switched from Green covers to Blue, that's because Sauce of the Nile claimed Green first and as for how do I reduce the type - you don't expect me to tell you and have everyone else copying do you.....? But we haven't finished with the flak yet, come in Adam Quinton..

412: Adam Quinton

I'm afraid to say that the Chim letter column is being filled nowadays with boring trivia - no hobby controversy seems to exist now - UKDA(PF) is long gone, both the IDA and the NGC have sunk into relative obscurity and no-one ever calls Will Haven anymore! The result of this is that the 'zine is not filled with interesting prattle about people, but about games and to my mind, 'people' is what this hobby is all about. It would seem though that many people think otherwise..... as is shown by Chim's consistent popularity.

Adam, if you tell me you think the hobby is about people and not about games, then I'll believe you, though that's not the reason you joined is it? When you

filled in that coupon or whatever to join the NGC did you do it for the people or for the games? The people are all very interesting admittedly (some of them), but let's not lose sight of the fact of why we're here in the first place. As to controversy, I'm afraid that Chim is one of those 'zines where you have to wait for it to happen. I'm not one of those editors that deliberately sets out to create controversy to fill his pages, but I think we have our fair share. Poor old Will Haven still gets called his fair share of nasty names (take out a sub to 1901aat), but as he'll no longer let me play in the 'zine, and is now taking up a very much less active position in the hobby, there's not a lot of people can call him names about. Don't worry though for I can see Ian Lee rapidly stepping into his shoes as most abused editor in British Dippdom.

Chim constantly popular? I'm glad you think so, but what do you base your assumptions on? I wish I had your confidence. J....

413. Lew Pulsipher

Since Boot is now counting experience points, I wonder what happens when he goes up a level? Does he become a chimpanzee?

I'm not sure either Lew, though I know he went past the frog level ages ago, and started higher than the sea-bird level originally.....

414. Cliff Kennedy

....as to your remarks concerning the D&D expedition where the clerics were allowed to use arrows, may I draw your attention to the rule in question on page 6 of Book One which reads as follows: Clerics gain some of the advantages from both the other two classes in that they have the use of magic armour and all non-edged magic weapons (no arrows!). Thus the ban on the use of arrows is made with reference to magical weapons, so unless it is specifically stated elsewhere that clerics may not use ordinary arrows I feel that they are perfectly entitled to do so. In any event the D&D rules are not gospel and a DM is surely entitled to dispense with any rules he so pleases.

Cliff, when you finally join the law profession as a fully qualified barrister or whatever, I hope you'll let me know. I'd like to follow your career as I feel you are likely to win a lot of cases on points of law...

Yes, the rules could be interpreted the way you say, but if so then they also suggest that Clerics can use any non-edged weapons as long as they're not magical, and no armour but magical. If that's the case then a cleric more or less becomes a warrior with spells. I'm not well enough informed on the D&D rules to tell you if there are other references elsewhere on the matter, but I hope that one of the Chim D&D fans will sort it out for us.

Sure, you're entitled to dispense with any rules you like, but I'd think that by giving Clerics abilities they weren't given in the original rules you'd be rather unbalancing the game. I stand to be corrected.

415. Simon Burke

I would like to make a few comments on 'Battle of the King'. The two-player version as originally set out is a walk-over for Sauron. But having just played a 2-player game with the modifications as per

issue 34 of Chimaera: my views have changed - the bogus rings make the game more enjoyable, and, more importantly, very different from other SPI type games, since to crush the enemy is no longer efficient. As the alliance player, I sent the Ring alone by the Northern route and in behind Mordor, and the 2 boguses (or bogi...?) via the usual route. I found it most tense towards the end as both the boguses and the Ring approached Barad-Dur. My opponent, Cliff Kennedy, on the other hand, didn't enjoy it so much at all. Admittedly his was a more unimaginative role, and an early omission to move the Nazgul piece led him to unnecessary problems. He said (after the game) that he knew all along which was the ring, but I wonder... He could have won at almost any stage by sacrificing the Nazgul to take it... .. Well, Cliff?

All in all a very good game and a credit to Martin Edwards and UKW. Certainly to me it's a good sight more enjoyable than some of the computers delights that SPI serves up.

416. Jim Lawson

...I continue to enjoy Chimaera except that I still haven't managed to work out the Auntie teaser!

Oh, alright then I'll tell you - and you're not alone in still not having cracked it. Remember she liked Ethil and Dolchstoss but not Chimaera? Canadians but not French, and so on? Well, the connection between the things she likes and the things she dislikes is in the words themselves. Anything with an even number of syllables she likes, anything with an odd number she doesn't like. Bit of a let down when you know the answer isn't it?

417. George North

Just a quick note on this occasion, not only to say thank you for another fine issue of Chimaera but to say how sorry I am that Chris Rick took my letter so seriously. I haven't got his address else I would write to him personally and surely make my peace with him.

Of course the whole article was meant to be humorous and written with tongue in cheek. What other reason could there be for such a letter to the editor we all love and respect the most?

And why should I want to be rude to Chris Rick? We were recently in touch with each other in some game or other and I thought this reason enough to think we might have something going for us and a little bit of mild aggro would be taken, with the right amount of salt.

I could have chosen any other page in Chm but picked on flexagons simply because I knew something about them and thought I knew something about Chris. I am sure that if Chris puts on his other hat and gets himself in the right frame of mind he will read the letter again and realise that this mild abuse was not serious and certainly not personal.

In any case Chris should not quit his articles. This is merely cutting off ones nose to spite ones face. If he does not like my references to his article he should make the column even longer. Quitting is defeatist in attitude, and somehow I don't see Chris as a quitter.

418. Chris Rick

I got a bit uppity with George North's letter because it was so negative it wasn't even entertaining writing. It would have been much better had he written an article he's supposed to be a red hot chess player, how many chess articles has he sent you? Anyway, I was hoping it would sting him into some action because I'm not too proud to learn from someone who knows more than I do, in fact I'm keen to do so. I don't have time to pen the other articles yet, there will be a gap, it would be good if George could fill it. I bear him no malice.

419. Guy Woodland

I hope that George North doesn't stop contributing to CHIM after Chris Rick's letter (403) of last issue. Geo writes so well that to lose him through the unparalleled over-reaction of one subber would be very sad.

420. Mike Lean

I hope that Chris Rick does send more articles on flexagons. At the moment I have folded my left leg under my right arm, my right leg around my neck and my left arm around my left foot. I am now anxiously awaiting the next article to see how to get out of this position.

I have just seen a new film entitled 'Demon Seed' (about the ultimate computer which decides that it wants a child) in which there is the ultimate in flexagons. I recommend it.

You recommend what? The film or the flexagon? (Or the computer?)

421. Mike Lean (again)

In answer to your new 'Boot deserves more space' campaign, can I start a 'Boot deserves no space' campaign?

No.

421. Ray Miller

To David Bolton: I am told the answer is 2, 8, 20, 28, 50, 82, 126, 200, 336, 536, 874 and that it is taken out of context but I am still trying to work out why?? Something to do with de Bono's Lateral Thinking concepts!!

422. Adrian Bott

I have a solution, but no explanation. The reason is that I wrote the sequence out on a punched card and left it at work overnight. Next morning there was some working out on the card (it's those gremlins) but no reasonable explanation. The next two numbers written down were 234 and 512. I hope you print the answer when it's finally found.

422. Paul Humphreys

As to David Bolton's problem - tell him to try (176, 244) or (178, 250). I can't be bothered to explain as it's a bit involved, and as

it's most likely wrong, it's a waste of time.

424. Richard Nash

By cutting out a bit of my reply to Lew you have given him the view I did not intend to give. Could you print the full sentence.

For you, anything.. "...that 2 US clubs collapsed due to overwork on one man out of dozens which from your letter I presume collapsed due to lack of support, seems to indicate I am right."

Sorry, Richard but you had 'due to' directly over the top of each other on successive lines and I obviously read on from the wrong one when typing. OK now?

425. Alan Powis (rec'd Sat AM)

I object to your branding my 'zine as 'just another Snoopy fan-'zine! without even seeing it. I assure you he will not be appearing in the pages (unless someone sends me stencils), it's just that I find him easy to draw.

Hey! Touchy aren't you? I never said 'just another Snoopy fan-'zine! at all. I said it looks like etc, referring to the Snoopy pictures on the flyer. No criticism intended. I wouldn't without seeing it anyway. Of course Snoopy's easy to draw, why do you think he's so popular with our UK editors? Most of them can't handle a pencil long enough to write you a letter and resort to scrawling notes on the backs of envelopes and 'zines, so how can we expect them to tackle anything more complex than a Snoopy?

And at that I regret that we must once again prematurely curtail the letter column. There are still more letters to come which we'll catch up on next issue, including 'Commercial Radio', The Irish/Kentish joke saga in which John Pigott becomes unknowingly involved, the origination of the name 'Kuddles', a couple of Dobby queries and so on. Apologies to correspondents that have had their missives held over, but don't let it stop you from writing again.

THE LAST ROUND-UP

CHANGES OF ADDRESS

- Martin Rundle, 112 Griffin Close, Northfield, Birmingham. B31 2US.
- Alan Powis, 36 Newtown Street, Heaton Park, Manchester.
- Mark Holman, Unit F, 40 Stephen Street, Paddington, NSW, Australia.
- Jim Lawson, Apt 3B, 9007 112th St., Edmonton, Alberta, Canada.

Cover this issue comes from Ray Lee - thanks Ray, this issue free - who's doing the next one?

Mark Holman, address above, with the able assistance of Bill Starke, is to start running a 'Perfidious Albion' type 'zine in the land of Oz. Whilst in Albion 'Perfidious Albion' takes over the running of the NGC wargames section 'Battleground' left homeless after Richard Sharp's decision to make Dolahstoss independant. Run by Charles Vasey, address page 41.

Richard Bartle has developed a solo dungeon along the lines of 'Buffalo Castle' and will publish if he has enough interest. Address: 6 The Crescent, Hornsea, E. Yorkshire HU18 1SW. Ask for a sample of his 'zine 'Sauce of the Nile' while you're at it.

You have just finished reading, or you've cheated and looked at the back first, the 36th issue of the wonder 'zine CHIMAERA. A magazine of postal games and postal nonsense from Clive F. Booth, 71 Clara Mount Road Langley, Hleanor, Derbyshire, DE7 7HS, United Kingdom. To subscribe send any sum and I'll send you issues until it's all gone. Alternatively write me an article or design me a cover and if it's used you can have it for free..... All contributions eagerly welcomed. This issue contains the following:

A child of five etc..	13	Games Shop.....	41	Outdoor Survival.....	8
Auntie Teaser.....	45	Gorgon.....	36	Perplexor.....	7
Ball - review.....	5	Icarus.....	37	Pleiades Cluster.....	21
Basilisk.....	38	I'd like to intro....	2	Polyidus.....	33
Black Box.....	40	Janus.....	30	Publishers' sins.....	14
Boot.....	42	Kraken.....	31	Quirinus.....	34
Conquistador.....	40	Last Round Up.....	47	Railway Rivals.....	23
Cricketboss.....	24	Leander.....	28	Rhadamanthys.....	35
Daedalus.....	29	Letters.....	42	Salamander.....	35
Doodles.....	41	Mars.....	31	Seastrike review.....	17
Editorial.....	26	Norns.....	32	The secret ingred....	4
1829A.....	20	Norsedip 2.....	35	Tekumel.....	9
Fourth Dimension.....	6	OEdipus.....	33	Waiting lists.....	39

DEADLINES: All non-dip and Leander to GM's by Friday 2nd December 1977
 All Dip and B/Box to me by Friday 9th December 1977

Credit figure by your name on the address label is state of your credit before deduction of cost of this issue. If it's in red or will be red before next time this is your last copy unless you renew your sub.

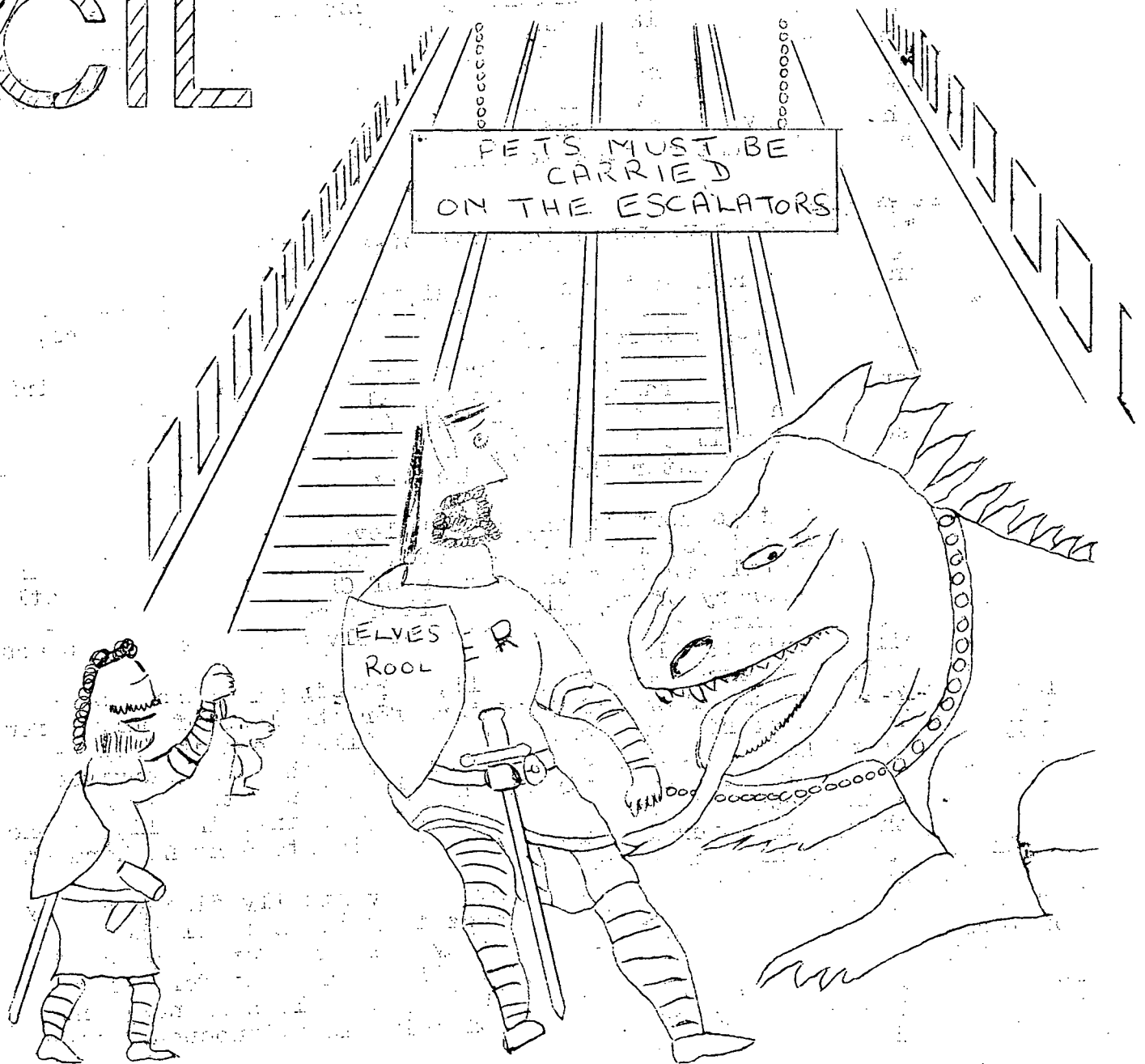
From:
 Address to
 the left.

C.J. Charles 2.28½
 8 The Birches,
 Cheadle
 Stoke on Trent.

PRINTED MATTER REDUCED RATE
 REDUCED RATE PRINTED MATTER



THE PITS OF CIL



PART XVII

"WELCOME TO MY WORLD"

The new information package, mentioned last time and titled as above, has now been printed, for which many thanks to Clive. All current players should have received one by now, so let Clive or me know if you haven't. Anyone else can have one for 20p. and an S.A.E. to either of us.

THE WAITING LIST

This is now closed until further notice. Both new players admitted last time are waiting for their copies of "Welcome to my World" before sending me their party choices, so I won't have time to admit anyone else this month.

Apologies and formal resignation received from Dave Allen just after the last issue was sent to press, but Dave's back on the list for another go later. Last time's N.M.R.s have now written, and there aren't any serious delinquents requiring a warning at the moment.

Present order is: -

1st George North; 2nd David Bolton; 3rd Henry Olsen; 4th Don Turnbull; 5th Andy Davidson; 6th Mike Lean; 7th Keith Thomasson; 8th Jim Bolten; 9th Barry Delf; 10th Simon Lindsay; 11th Ian Gibson; 12th Tom Ayerst; 13th Ian Wishart; 14th Gary McNeil; 15th Dave Thorby; 16th Adrian Bolt; 17th Dave Allen; 18th Ray Miller.

(Eighteen players and eighteen on the waiting list: is this a record?! Must be time to fold.)

THE STORY SO FAR

Continuing the adventures in depth of some players with....
Allan Ovens

Allan was determined to put some distance between himself and the other original starters, and therefore set off ignoring doors, whenever possible, to look for stairs.

Apart from a few Orcs on the first level, he reached the third level without incident. There he cast an illusion of a blank wall to mask the route he took at a cross-roads (it's alright Allan, someone else has dispelled it since), and entered only one room, where he despatched a Rust Monster that was impudent enough to bar his progress.

Arriving at steps down to the fourth level, he was greeted by a number of Lawful beings, led by a Lammasu, who enlisted his aid in their continuing battle against the Forces of Chaos, who had recently stolen the Magic Library of the Elves. Allan agreed to assist, and led his party, augmented by about a score of Elves and some Werebears and Hippogriffs, into battle.

~~He really did extraordinarily well, beheading a Balrog and slaughtering all sorts of Chaotic monsters for the loss of only a few of the Elves. One of his own followers was killed when the Hippogriffs were panicked and stampeded over him, but the rest survived although in a couple of cases only by the odd hit point. Allan himself took the brunt of the damage, 26 damage points in all, at one time or another, and naturally this has done his standing no harm at all in the eyes of his followers.~~

Finding a room (where the Library was eventually discovered by Adrian) Allan was momentarily taken aback to find that all the monsters so far destroyed represented only half the forces ranged against him. Undismayed he pressed on, killed the rest for a few more Elf casualties (including their leader, the Elven Prince) and had a second Balrog polymorphed into something more innocuous after a climactic battle of magic.

He did not himself discover the Magic Library; Adrian found that. His temporary Elf followers took it back to the Elven King, however, and Allan found some other goodies. Returning for his reward, he arranged for the Elven Prince to be resurrected just in time, as his Dad had gone mad with grief and was looking as though he might cast a few nasty spells.

The promised reward was "as much gold as his party could carry", and that proved to be quite a bit. Allan could now be considered to be quite comfortably off, but reaching the surface with that lot is another matter, and he is now looking for something more conveniently portable, down on the fifth level.

Easily identified by their Airforce Blue Armour, Allan's followers are Bogrot, a Human Sorcerer; Puke, a Patriarch; Burke, a Dwarven Cutpurse; Chief, a Human Swordsman; and four Human Warriors, Biff, Bonk, Crunch and Graunch. Close readers will note two characters of higher level than Allan, and an illegally Neutral Thief. I plead that these were allowed before my rules were crystallized, and have absolutely nothing to do with my position in "En Garde"!

The second party featured this time is that of Chris Rick. Chris has accepted my standing invitation for players to write their own pieces on their adventures, and I hope more of you will follow his example. Next issue will detail the escapades of Bill Howard and Ian Jones, and perhaps Martin Rundle too.

Cedrick and Co.

Our small party consists of myself (Cedrick) and my son (Hayrick), both Paladins with magical armour, swords and rings, and the two Elven magic users Halfbrick and his son Leofrick, both sporting rings and wands. We were the first party to leave the Orcs' dormitory and quickly descended to the second level meeting a Carrion Crawler and two Goblins, and picking up a Spear of Backbiting and some old bones on the way. I opened the door to see St. Martin and his party just disposing of a Gelatinous Cube. We were about to join him in the room when a voice cried out that it was "The Allen Mob" and a Beholder appeared in front of me while sounds of a fight came through to us. We backed off while Halfbrick put a couple of bolts through the monster confirming my suspicion that it was an illusion. The monster shortly disappeared and we rushed into the room to discover that our action had swung the fight in St. Martin's favour enabling him to kill all but three of Dave's party. We immediately controlled two of them and then began some unseemly squabbling over the spoils. Leofrick and I started to chase the third surviving member of Dave's party when suddenly the room went black and I felt myself being drawn through space. I came to in a room with St. Martin, one of his followers and Halfbrick, and we were all handing newly acquired magical items over to Bill "Bad News" Howard. This was the rather unsettling result of a Wish by Bill which caused not only magical items from Dave Allen's party but their owners as well, to be brought to him. A period of prolonged haggling now took place and we all swore loyalty to Bill in return for a map and two guides to return us to our parties. The return was effected without incident (which was a shame as the six of us represented a very strong force) to find both parties safe in the room where the big fight took place. By this time Dave Allen had been resurrected and a "Continual Darkness" spell cast, allowing him to escape in the confusion with his two surviving henchmen. I used my considerable charm to persuade the two ex-members of Bill's party and another mule to join us and we set off for the third level. On the third level I indulged in a bit of graffiti and was also able to impress the two new men to join our party on a permanent basis. We then came upon a room full of traps, secret doors and Rust Monsters, all of which were successfully dealt with. Up to this point none of our party had sustained any damage at all, but when one of the secret doors was opened I did sustain a scratch dealing with two Minotaurs (it was about this time we discovered that the spear was a Spear of Backbiting). The total haul from this was a sort of teapot, two cloaks and a small quantity of money. The two cloaks got rid of the two mules in short order, and after that no one could pluck up courage to open the tea pot. We then pushed on with the remaining mule to the edge of the Lammusu's territory and entered meaningful negotiations with the boss. While we were talking the ex-Wardley mob crept up and panicked everyone except myself and Halfbrick. The Elf was a little annoyed about his son being lost and quickly killed a Hobbit and controlled the other four beings. We gained yet more magical equipment and four slaves while the two sons drifted back. Some more bargaining took place with the Lammusu and he agreed to round up the other members of the party and guide us down to the fifth level. We are now taking a well earned rest while trying to recruit an army to assist us on the fifth level.

(Editor's note: Hayrick is a Hero, Halfbrick a Warlock and Leofrick a Theurgist)

ACTION IN BRIEF

Clive Waterhouse and Adrian Attwood have, after some discussion, descended to the sixth level. There, Bunny (to whom we were introduced last time) was employed on scouting duties and promptly fell down a trap with a loud splash. The trapdoor closed after him. (Is that to be a short life and a gay one? No, come to think of it he's looking for his girl friend.)

Clive Booth is still trying to descend the chute.

Bill Howard has recovered his thief, clothed his Lady Paladin, and added two Elves to his party and suffered from a plague of Giant Spiders. He is now threatening to re-allocate his equipment yet again. Ian Jones watched Bill's antics with some interest, and is now investigating the contents of a mule's saddlebags.

Ray Gale is in the middle of an encounter with a Rust Monster, which is contentedly eating someone's shield at the moment.

Iain Dryllie is having an underground battle with a pretty strong bunch of characters.

Martin Rundle has found some glass doors which lead into an apparently empty complex of rooms on various levels.

I slipped up on Paul Blackwell last time. Paul actually left the Main Hall via the single door in the South Wall, descended some stairs and is now in a room looking guardedly at a box on a table. There is also another door to be considered.

Chris Boyes went via the same route, but stopped by an earlier room, where he has met the L's Angels mob.

Mike Close is doing a rapid tour of the second level, listening at but not opening doors. He has found some stairs down and is taking a rest and refreshment.

Bryan Conway is searching the Orcs' Dormitory.

Alan Powis and Russell Noonan have not in fact entered yet after all.

HIT POINTS

I think I get more disagreement from the players on this subject than any other; almost invariably from magic users who are dismayed at their vulnerability. So, perhaps it's time I revealed exactly how I calculate them.

Basically, it's a mixture of the D & D Book I and Greyhawk systems. The Greyhawk system says it is "expressly aimed at raising fighters and lowering magic users with regard to hit points which can be sustained". Fair enough in a game where everyone has to roll for his basic characteristics, but not so when one can choose to have Constitution 18.

In the latter case, if one can choose to get +3 per die on hits, the difference in the dice rolled is largely cancelled out, and a 9th level magic user (9D4 + 27) can quite likely get as many hits as an 8th level fighter (8D8 + 24). I prefer to keep magic-users weak so that they have to be protected in the original spirit of the rules, so here is my system.

Firstly, I take the Book I numbers of dice to roll, but use the type of die specified in Greyhawk. Thus, a Superhero gets 8D8 + 2, and a Sorcerer 6D4 + 1. Then I modify the score for Constitution as follows:

- Constitution	3	Modification	- 1 per die (minimum 3 deducted)
"	4-5	"	- 2
"	6-7	"	- 1
"	8-14	"	no effect
"	15-16	"	+ 1
"	17	"	+ 2
"	18	"	+ 1 per die (minimum 3 added)

As you will see from the above, even if both have 18 Constitution, there is precious little chance of the Sorcerer having more hit points than the Superhero, despite being one level higher!

Dave Tant,

32 Nursery Avenue,

Bexleyheath, Kent DA7 4JZ

NEXT DEADLINE:

2nd December 1977