

CHIMAERA



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Welcome all, yes even you, to this the 38th issue of the wonder 'zine CHIMAERA, a magazine of games and games playing for games players. As with each of the 37 issues that went before this one too is bought to you, edited and published by Clive F. Booth, assisted by Boot the wonder-dog, who both reside at Wellington Station, 71 Clara Mount Road, Langley, Heanor, Derbyshire DE7 7HS, United Kingdom (or shouldn't it be United Queendom? Or Disunited Queendom even? Home Rule for Scotland! (as long as they don't expect us to go back and sort the mess out when they've finished...))

Cost of the magazine is but 13p + postage + 1p for the envelope and whether it's worth it or not is a matter of opinion. Personally I think you've been conned and I also think it's about time I changed the subject.

It's a while now since CHIM introduced anything really original like 'SOMEBODYS' or 'EN GARDE' and if we're going to be able to make anything like a showing in defence of our top U.K. 'zine title in this years poll it's time we came up with something else. So Boot and I came to the conclusion that we better out our heads together with the result that we proudly bring you an all new concept in 'zine production. READER PARTICIPATION!!! A sure fire winner!

In all fairness I must admit that it has been done in a small way before in things like 'EN GARDE' and 'BELLICUS' where the editors used to (and still do) ask the readers to participate by first spotting and then correcting the multitude of spelling mistakes littered throughout the 'zines. What Boot and I have in mind though is something far more advanced than this, so if you're ready clear your throats and here goes - the bits marked 'YOU' are your bits and when you get to one stand up and belt out the words in a good strong voice. Ready? Then here goes.....

Hello readers!

'YOU' "Hello Clive! Hello Boot!"

Hold it, hold it. What's a matter with you lot? I didn't hear many of you shout. Let's try it again and this time with feeling. Ready? 1-2-3...

Hello readers!

'YOU' "Hello Clive! Hello Boot!"

You're not interested are you? Perhaps there's something in this rumour that you're all snobs after all. Here we are offering you the chance to participate in a brave new experiment in 'zine production and you're just too lethargic to respond - and just because you're reading this travelling to work on the tube is no excuse at all for not standing up and shouting with

the rest, Piggott. Stick in the muds all of you, another brilliant idea doomed because of lack of reader response. I don't know why I bother I really don't. Change the subject.

How did you all find Christmas then? I know, you just got up on the 25th and there it was waiting. (Well what do you expect from Chimaera, wit? You should know better than to even hope for anything better by now, though actually if it is wit you want I can do no better than put you in touch with Noddy Lee. He's not a full wit yet, but he's halfway there).

One of these days we'll shock you all and put an original joke in these pages, won't we Boot?.....Boot?.....where are you, Boot? Oh come on now, I know the front cover has been your own private territory ever since you ousted that castrated Snoopy creature over a year ago, but there's no need to go sulking just because you've been 'rested' for an issue. You'll be back in place next time, promise.

The cover for this issue comes from Nick Moreton, (not bad is it?) and for his trouble he gets this issue of Chimaera for free. I hope he'll be tempted to do a few more for us, but unless he can squeeze out Boot in there somehow I'm afraid I can't vouch for the safety of his ankles! Change the subject.

At the moment I'm feeling wonderfully euphoric and elated because I've finally quit my old job and will be moving to a new position with a new company at the end of this month. I've been feeling for a long time now that it was time I got out after working my way down the ladder for the last two years after a very promising start. My change of fortunes with the company has been, I suppose, all my own fault for three years ago I used to publish a company magazine called 'Suitetalk' and I used it as a platform to make fun of certain people (well known in the company) in much the same way as I'm currently poking insults at Noddy Lee. At that time of day I was fairly well up the ladder and since I had the blessing of the M.D. to publish and be damned (even when mildly knocking him) I was able to get away with it. But then things started going wrong, the M.D. departed for another company and the new M.D. soon put a stop to my literary ramblings. People didn't forget though and it was just unfortunate that the people I'd knocked the most and the hardest tended to climb into the higher reaches of management and the higher they went the more into the background I began to be pushed. The final blow came when I got a new boss and found out that it was one of my arch-enemies from the 'Suitetalk' days!

Still, I'm away now at the end of the month and getting my foot (hopefully) on the bottom rung of the next ladder. There's certainly a lot of truth in the saying "Be nice to the people you meet on the way up, you may meet them on the way down", you take my word for it!

What this major change in life will do to CHIMAERA I don't as yet know,

though it's unlikely that it will affect it much, if at all. I'm going to have to work harder and I'm going to lose a fair bit of time in additional travelling, but I suppose I'll feel the pinch most in that I'll no longer be able to spend long, lazy afternoons working out game moves and reading magazines. If cut backs in involvement do become necessary I shall probably do it by resigning from a few of the games I'm playing in; which number far too many anyway. I won't do anything rashly though and we'll wait and see how things develop first.

Another fairly recent development in the situation here at Wellington Station that has had an equally drastic effect on life is that a couple of months ago I passed my driving test and became much more mobile. So, if you're organising a con or a games meeting in the Midlands or anywhere else within striking distance, beware as I could well drop in....

SUBSCRIBER CREDIT LEVELS

If there is one area of Chimaera that can cause more problems and misunderstandings than all the rest put together it must surely be that of 'subscriber credit levels' and the system I use for detailing these. So, I'll once again explain.

On the envelope you receive Chim in you will find that there is a number alongside your name, and this number is the level of your credit, in pence, before deduction of the cost of this issue and also before any other adjustments relating to that issue, such as game fee deductions, or deposit refunds have been taken into account.

The reason for this is that my wife types up the envelopes for me during the week preceding the deadline and since at that time I don't know what the cost of the 'zine will come out at I can't take it into account. It should also be apparent from the above that anyone sending me money during the week before a deadline may well find that this is not recorded on the envelope either.

Needless to say, if you do think your credit is wrong, please contact me and I'll look into it, but please bear in mind the above before doing so. I can waste a lot of time checking back into credit only to find that you've sent a cheque which arrived on deadline day or you've forgotten a game fee or deposit.

Please always check the credit on your envelope and if it's low, say less than 30p, please renew before the next issue. If you have a negative credit and aren't playing in any of the games then Chim will not be sent. If you are playing in any of the games then you may well get a copy or two after the red figure comes up but this is entirely at my discretion.

Well that's the three pages that I set aside for general waffle filled already and there's still a lot more that I was going to say. What I'll have to do therefore is have a second waffle spot later on.....

Well, on with the show and next on the bill is an old Chimaera favourite where newer readers (and occasionally older) get a chance to introduce themselves. We call it.....

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

Who's first this time....?

DAVID LOCKYER:

Full name David Robert Lockyer. Birthplace: Dartford, Kent.
Birth-date: 18th February 1960. Age: Work it out. Height: 6' 1"
Weight: 11st 8 lbs. Previous lives: none I can remember. Married: not the last time I checked. Transport: Raleigh Pedal Tower.
Favourite Football Team: Chelsea F.C. Favourite Cricket Team: Leicestershire C.C. Most difficult wargame opponent: Ahaaaa!! Biggest thrill: Richard Nash being K.O.'d from a game. Biggest disappointment: Richard Nash winning a game. Best country visited: Switzerland - safest place on the board.
Hobbies: Postal wargaming (never!!), Volleyball, (County Champions), Scouting. Favourite T.V. shows: The Muppets, Roobarb. Best friend: I hope I have many. Which person in the world I would most like to be: The bloke who wins $\frac{1}{2}$ a million pounds on the pools. Which person in the world would I most like to meet: Crippen, Lord Foppington.
Motto: He who goes to bed with hard problem wakes up with solution in hand.

PAUL OPENSHAW:

Born: September 1960. Description: Intelligence $3 + 4 + 5 = 12$
Wisdom $6 + 1 + 2 = 9$
Dexterity $5 + 2 = 7$

...s rry, I thought this was Mick Bullocks fantasy 'zine. Tall with longish ginger hair.

Occupation: In 6th form at school taking A-level Maths, Further Maths, Physics and Chemistry.

I live in Southend which is lucky enough to have a 1 $\frac{1}{2}$ mile long pier with nothing at the end, hardly any frogs, and ME.

Achievements: Writing long letters and saying little, working at Sainsbury's all day Saturday and remaining sane, introducing 15+ people to dibby at school (with Richard Sealy's help), and forming Dibby Club, writing better jokes than Cliff Kennedy (not very difficult), putting money on a horse to win in the Grand National and on one to win in the Derby only for both to come in second (honest).

Likes: Tennis, Cricket, Basketball, Darts, Girls, EMILIA THE FROG, Chimaera (sneak, grovel, crawl...). Most drinks (lemonade, coke, etc.), political arguments/discussions, people, my jokes, and Mastelling (i.e. pub crawling).

Dislikes: Racists, Fascists, snobs, rain, puzzles, false beliefs.

most people have about America (land of the free some joke!), losing at
Dip.

Hopes: That in my lifetime Western Europe will become united under
some form of democratic communism; America's and Russia's influence in
the world will decrease (except when I'm playing Russia in Dip), that
we realise that racism is just one way in which working people fail to
unite, that England keep the ashes forever, that Essex C.C.C. win some-
thing (anything) soon, and lots of other things.

....And unfortunately that seems to be it for intro's this issue.
Don't tell me that you Chimaera readers are coming over all coy and
bashful! There are still lots of people that we don't know anything
about, so how about a few details, eh? If you don't, well, I'm not
averse to publishing biographical notes if I can't get hold of auto-
biographical ones... .. In other words I'll get someone to make it
up...

Of recent you fantasy fans seem to have been missing out in
Chimaera and this is probably due to my own declining interest in that



area of the hobby. I suppose that Mick Bullock must
have said 'Nine day wonder' at some stage of the
fantasy explosion and I'm afraid that as far as I'm
concerned that's about right. I can still enjoy the
occasional game of D&D or EotPT but the old enthus-
iasm has dwindled to the extent of where the new role
playing game 'Traveller' hasn't even caused me to
raise an eye-brow. It looks over-priced (as usual)
anyway. Still, fantasy is a major part of our hobby,
and no doubt will remain so, and I'm so fickle I
could be into it again by next issue, so let's keep
the wagon rolling with a review of a role -playing
game with a difference

MONSTERS! MONSTERS!

...A review by DAVID BOLTON

'Monsters! Monsters!' is a fantasy game similar to D&D
but with one major difference - instead of players entering dungeons
to fight the monsters they become the monsters leaving the dungeons
to kill of humans, carry off pretty maidens and generally create havoc.

The mechanism used for determining characteristics is taken from
'Tunnels and Trolls', a game which is described by it's designer as
the poor mans 'Dungeons and Dragons' though generally there is not a
lot of difference between the two apart from the latter being much more
comprehensive and, naturally, more expensive. For 'T&T' only six-sided

dice are needed as opposed to the several multi-sided of D&D, which has both advantages and disadvantages.

To commence each of the players takes a card from a pack and this gives them their monster which can range from an extremely powerful dragon to a puny Orc (or half-orc). Personally, I feel that this is rather unfair, a bit like going down a rurgeon with a first level character when the rest of the party are sixth or seventh level, and it leads to a very powerful monster dominating or even wiping out the rest of the party, something that I don't think the designer had given any thought too.

Enough of criticism for the moment though and onto some good points: the combat system from T&T is given a much better explanation by use of example though a calculator comes in handy when first playing. Weapons also cause differing amounts of damage depending more on the user than on the weapon itself. The characteristics of the players are almost the same as in D&D but 'luck' is used instead of 'Wisdom'. This luck factor is used for determining saving throws against various monsters and deciding the probability of achieving tasks etc. All living things in 'Masters! Monsters!' are created initially by the DM who either picks or rolls die to decide their characteristics. For example:

ROSIE GROSBUST

Strength 9 Intelligence 6 Luck 12
Dexterity 17 Constitution 12 Charisma 18

(very popular with local inhabitants - and makes a good target for monsters!)

The six characteristics described above are unlike those in D&D in that they can change with time. As one progresses up levels a new level can be added to one of the players characteristics or (under strict rules) amongst several of them. For an archer a dexterity of 15 is poor but at 31+ one always scores a hit! (I don't really think that the increasing of characteristics from this game could be used in D&D as it would upset the rules and not all DM's would be happy to accept it. The combat system is, however, bitty, dirty, call it what you will and I suggest that you use the vastly superior D&D one.

In the ad's for the game four maps are mentioned but don't go getting ideas about 'Empire of the Petal Throne' type maps. These in MM are just line-drawn in the rules booklet and not drawn very well at that (though at least detachable).

To summarise, the game I would not recommend to anyone who wants value for money for at £4 95 for 48 pages (not 52 as the publishers claim since the last page number is 40 and there are 8 pages of maps and text) it beats the basic set of D&D by over 6p per side! If anyone does want to go around being a monster and beating innocents to death then I suggest they use the D&D rules and not buy MM.

DAVID BOLTON 1977



T E K U M E L

An exceedingly long and drawn out fantastic adventure in more parts than it bears thinking about, set on the world of Tekumel as recreated by Prof. E.A.R. Barker's TSR game 'THE EMPIRE OF THE PETAL THRONE'.

Written and produced by Clive F. Booth

Directed by Bont, the wonder dog directorist

Colour by Bic porous pens

Technical advisor: Michael Bullock A.B.E.A.

Special effects by Remington 80 and Heinekèn lager.

PART 20

E'fois laughed again in victory as he stood, arms raised, palms open facing the party of adventurers.

"Well" he asked, "Are you going to obey and discard your weapons or are you going to join your paralised friend over there?". He motioned in the direction of Qyshu, "Your big, powerful man of magic from the mainland seems a little subdued at the moment". Then he and the girls broke once more into laughter the peals of which went ringing around the dark rocks. But E'fois show of amusement didn't last long, soon he stooped his own laughing and for a few seconds only the giggles of the girls rang out before they too fell silent.

"I am not playing games" he said, his back straight and stiff, the fingers of his hands beginning to almost imperceptibly move, "Obey now, out down your weapons, you have taxed my patience to the extreme."

The party, badly shaken by the loss of Qyshu so unexpectedly in the battle just minutes before were still in a state of shock and they looked to Gresh'l now for guidance. They seemed to be looking to the wrong man though for he too numb by the loss of his friend and his huge obese frame so often bouncing like a huge, jolly balloon seemed suddenly heavy as he gazed at the ground in front of him with back stooped.

"Do as he says" he murmured loud enough for E'fois and his companions to hear, "do as he says, we cannot fight this sort of power".

Hailmhuling turned and glared at him sharply, apparently unable to believe what he had just heard. "You're letting it go at that?", he snarled, "What's wrong with you priest, where's your magic? Afraid to use it?". And he spat at the feet of Gresh'l who remained completely unmoved as if not noticing.

E'fois looked satisfied and a smile played across his aged features.

"Very wise of you to ignore him, my friend", he said, "very wise indeed", and he let his arms drop by his sides to take the hands of his two female companions. No sooner had he dropped his guard though than Gresh'l sprang to life. The stoop disappeared from his shoulders and his voice was loud and resonant again as he pointed toward E'fois with the index finger of his right hand and incanted a spell. E'fois reacted quickly, possibly trying to throw up some sort of wall against any spell Gresh'l might be attempting, but the years had dulled his reactions and before he was halfway through he felt his body being compressed as if caught in a mighty vice. He could not get his breath, his mouth opened in a silent cry of agony and his eyes bulged in their sockets. A trickle of blood ran from the corner of his mouth, his head slumped forward to his chest and he fell to the ground. Dead.

Almost at the same instant Qysha twitched spasmodically and fell to his knees, his strong power of will having finally broken the hold of the paralysis spell. He was aware of what had been going on even when in the trance-like state and without even rising from his knees he chanted a magical spell at the two girls who had now panicked and were scrambling away up the mountain. He was still a little dazed and the only spell he was able to bring immediately to mind was one of zoomorphy. He wasn't too dazed to get it right though and almost immediately one of the women stopped her mad-cap run for safety, fell to her knees and commenced snorting and crawling around on all fours, for all the world behaving like one of the large lubering chlen used to pull carts around the roads of the mainland. Any threat that she may have once posed to the party was now destroyed, there was only one cure for a 'zoomorphy' spell and it was unlikely that it would be available on this island.

Her companion was by now almost hysterical with fear. At first she tried to pull her friend back to her feet to complete their escape but the effort was a complete failure. She then decided to use her last remaining spell upon herself in the hope that she might escape with her life and as she finished forcing out the words of it between her sobs she first glowed bright and then disappeared. By this time though Hailmhuling had rescued his bow from where it had been dropped and had slipped a bolt into it. Fractionally before the girl had disappeared he had unleashed it in her direction and it had flown straight and true (quite an achievement for Hailmhuling who, nine times out of ten, would have missed a stricken akho at 20 paces!). By the time it reached it's mark the target had already disappeared but still it found home. It shuddered to a stop, seemingly in mid-air, with a loud cry and then bobbed away up the hill before disappearing itself.

Gresh'l was the hero of the day and the party pressed around him with their thanks and congratulations until Qysha called them to order. Not, however, until he too had thanked the priest for his timely intervention.

"It seems I underestimated" he said, "I did not think that a magic-user on such an out of the way island as this would be so proficient in the use of such high level spells. There is a lot that we still do not know about the community on this island and I am becoming increasingly intrigued. Gresh'l, tonight after we make camp, you and I must talk and see if we can't make some sense out of what we have seen and discovered so far. For now though, let's press on, that storm continues to roll this way and I'd like to be at the shelter of the fortress before it arrives."

The storm was indeed continuing to come inland, heavy black shadows from the thick grey clouds edged their way across the plains from the direction the party had just come. Two or three hours at the most and it would be upon them and Gresh'l felt sure that once the clouds hit the peaks off the the right they would start to release the moisture content in torrents.

The party were quickly on their way again, six humans and the Pe Choi on foot, and the two Tinaliya hitching rides on the backs of Ukshen and P'khilu. Within the hour they had reached the brow of the rise and were looking down onto a plain that stretched away fro some six miles or so to the east before disappearing into heavy woods that ran to the horizon. A muddy band of river cut through the plain from north to south about 4 miles away before doubling back upon itself in a zig-zag fashion and running back, south to north, along the edge of the far tree-line. The thing that had captured everyone's attention however, was the fortress. Not up in the mountains as they'd expected, but down there on the plain about a mile away from the base of the mountain where they now stood. Their goal was in sight at last and they gazed down at it for several minutes before being stirred back into action by the touch of the first few drops of rain from the storm clouds that had finally caught them.

Back on the Adhin Eng'shaur, still lying at anchor in the natural haven at the western end of the island, a party was in progress, a party to celebrate the appointment of the new captain. Pai'tsu Dai'zair, priest of Ksarul. He raised his goblet in a toast to his liberators and then went on, "My friends, you have done me proud and your rewards will be great. We do not even have to venture ashore to find our fortunes for unless I am very much mistaken we need only wait here and our friendly, if too trusting hosts, will deliver it to us!"

The crew, or at least the Mu'ugalavyani and the prisoners released from the holds that now comprised the crew, responded with cheers and laughter.

"My friends", went on Pai'tsu Dai'zair, again raising his goblet, I give you a toast to Ilteys hiQyshuObuk Jackallayani and Gresh'l hiProppoi Jackallayani. May they have a successful time on the island and speed

safely back to us with the treasure of Chaya'dlang'ush".

Clive F. Booth 1978

Hurrying along and without dropping the pace at all (Icos I want to go and watch Milligan in Q7 in about half a hour) we fly straight into the next article. Not a game review this time but a report on the big games event in London Town a few weeks back, Games Day II. The authour is another new name to the pages of CHIM but hopefully one that we shall hear more of

G A M E S D A Y

A con report from JERRY ELSMORE

In the true style of all gossip column fans, there is nothing I adore more than an event - a glorious opportunity to see and be seen - and just such an occasion was provided by Games Workshop at the latest Games Day held in Seymour Hall on December 17th.

Amongst the notables present were the complete 'White Dwarf' team, resplendent in their 'White Dwarf' T-shirts, the Leviathan crew (described in the programme as being 'Britains most outrageous games magazine') and a host of editors and writers including John Piggott, Don Turnbull, Fred Hemmings, Hartley Patterson and Lew Pulsipher, whom I didn't see but since I heard his name mentioned as a prize winner he must have been there.

If you were present and you think you should have been included on the list, you weren't missed because I don't consider you notable, merely that I don't know what you look like and therefore was, and still am, unable to tell you apart from the common herd.

Fred and Hartley were responsible for the D&D competition, which I hope they can be persuaded to write about in more detail. There were three parts to the competition; firstly a quiz on information appearing in the three basic rule books, the first three supplements and the D&D sections of Strategic Review. This consisted of 15 questions which required detailed knowledge of the rules to answer.

With the points gained from answering the questions correctly, participants then had to draw up a character which was put in a 'dungeon situation' and given a number of alternative actions to perform. Apparently the most common error was a failure to light a torch, and thus a large number of charectors perished without knowing what had hit them.

The top survivors from this part of the competition then descended a 'dungeon of the style described by Fred in his articles entitled 'Competitive D&D' published in 'White Dwarf'.

Unfortunately this is all I know about the competition as I arrived too late to enter, and I couldn't have answered half the questions anyway! I also had to leave before it finished so is there anyone out there that can give a complete description of the latter stages?

If some of you are wondering just what people do with all those fantasy miniatures that are being turned out at such an alarming rate by a large number of different companies, then the South London Warlords provided at least one entertaining solution to the puzzle. It's a game called 'Monsters & Morons', and if a member of the Warlords is reading this, I would be very grateful indeed for further details.

From watching I think that the game goes something like this. You take a number of boards about one foot square and mark out a grid about eight by eight. These are then divided into passages and rooms by walls along the grid lines. Connection between levels is by 'doors' which are linked in sets of three; step into one and you step off one of the other two, a roll of the dice indicating which one. If someone is already occupying the door square that you end up in, you both disappear and a monster appears in your place. Movement is simply so many squares per turn (I think about five).

The object of the game is to recover a talisman from the deepest level of the dungeon; the monsters try to prevent this happening, and the various parties of humans are also trying to get the talisman for themselves.

Combat is by one of the simplest and most effective methods I have yet seen: comparing the class of the attacker to that of the defender gives a probability; every 10% over this score on the dice loses the defender one 'life'. When the character has lost all his lives he is dead.

I hope that makes sense; the game is very simple, fast moving and fun but difficult to describe. I hope that someone somewhere can persuade a Warlord to give fuller details.

There were plenty of other things happening and plenty to buy, such as the revised D&D rules now available from Games Workshop for \$2.50. They cover the first three levels only, but the advanced rules should be available soon. To anybody interested in more than dungeons, I would highly recommend 'Chivalry and Sorcery'. Although the cost may seem daunting (\$6.50), you need a microscope to read it's 128 pages which are packed with ideas, tables and charts for a complete medieval campaign, with or without magic. I don't normally believe reviews when they say 'this is a must', but this would certainly make a most acceptable addition to any collection.

Congratulations and thanks to all those responsible for organising the event; I'm looking forward to incorporating the host of new ideas

I came across into my dungeons.

*****JERRY ELSMURE*****

Several other Chim subbers also turned up at the event and kindly sent along reports and one item that seems to be continually mentioned, though no-one ever goes into much detail, was a game called 'Gear Shift'. I was becoming quite intrigued by all these mentions of this super new motor racing game and so when Ruffles Thorby sent along a brief description it was avidly read. It went as follows:

"I played in the 'Gear Shift' tournament; sort of like 'Formula One', but nowhere as near as good. You move one to five spaces per turn according to the number on the space you are on. There are 'hazard' squares, with 36 possible results, mostly move forward one or two spaces or call at the pits next time. There are eight cars but only four colours (two of each); slips reaming, which gives you one or two extra turns on the straights, and are very easy to arrange. All in all, far too much chance in it."

Hmmm, so it looks like the thumbs down for 'Gear Shift'....unless someone out there wants to leap to its defence? Anyone remember who was making it/selling it?

INTERNATIONAL MATCH
IRELAND - IRE.

But enough of this semi-serious banter, let's change direction a little bit and have a few laughs at the expense of others. That's right, it's time for the continuation of the Irish man / Kentishman feud! We rejoin it with the Kentishmen fractionally ahead at 36-35.

Seconds out..... round 4:

DER GARVEY (Irish) - "Which side of the river has the most traffic?"
asked the Kentish councillor.

"The north side" answered the clerk.

"Good", said the councillor, "that's the side we'll build the bridge on...." [10 points!]

JIM PENNINGTON (English) - "I've just heard that James O'Fee's library has been burnt down. Both books were destroyed, but what's worse is that he hadn't even finished colouring in one of them." [9]

DER GARVEY (Irish) - "How can you recognise the Kentish man in a car-wash?"
He's the one sitting on the motor-bike. [10!]

PAUL OPENSAR (English) - Heard about the Irishman who thought John Piggott edited a Diplomacy 'zine? [8]

DER GARVEY (Irish) - What do you do if a Kentishman throws a pin at you?

Run like mad, he's probably got a hand-grenade between his teeth! [8]

JIM PENNINGTON - Did you hear about the Irishman who had a brain transplant?

The brain rejected him. [9]

Ding!! End of round four and that noble lone showing on the part of the Irish by Der brings the Irish from behind to take a 63 - 62 lead!! Come on you English, I hope you're not going to let them get away with that. Round 5 will follow as soon as the two sides have gathered more information and ammunition. How about a few more personal insults to sting the opposition into activity? Indeed, why not slang the Welsh and the Scottish and make it a home international competition.?

Ah, but time rolls on and it really is about time we started picking up some of the game reports. We'll commence with....

RAILWAY RIVALS

Station-Master

RR 20 L
Round 8

David Watts

Runs:

- 8. Seaport - CL. Ferrand AT5 20 - 10 = 10; FR 10 + 10 = 20.
- 9. W. Germany - Marseilles No run; held over.
- 10. Lyons - Nice AT5 20
- 11. Rennes - St. Etienne FR 20 + 3 = 19; AT5 10 - 3 = 7; RICH + 4
- 12. Dijon - Le Havre AT5 20 - 4 - 2 - 1 = 13; PART 10 + 2 = 12;
FR + 4; RICH + 1.
- 13. Brest - Dunkirk PART 20 + 5 = 25; RICH 10 - 5 = 5.
- 14. Rouen - Lille RICH 20 - 5 + 1 = 16; FR 10 - 5 - 1 = 4;
PART 0 + 5 + 5 = 10.

Earnings: AT5 50, PART 47, RICH 26, FR 47. *Note that RICH was not allowed to run in race 11 as it would involve paying too much to FR.

Aologies for two errors in routing last time - in races 2 and 5. These could have affected the earnings; however, as the errors would seem to approximately cancel, I'm not going to do anything about them. AT5 was undercharged 5 for his builds - I allowed the 5 for Nice twice - well done, honest Andy.

BIDS for the last bits of UKDA's tracks:

	FR	AT5	RICH	PART
A	9	17	7	-
B	9	13	3	20
C	2	6	3	5

So AT5 gets A & C, but PART has B.
AT5's cost is thus 23 and PART's 20.

BUILDS

RICH: None !!!!

PART: (Dieppe)-H17-I18; cost 5. (Calais)-Dunkirk; cost 2. Total cost 7.

FR : (F16)-Nice-G18, Italy; cost 2 + 3 to ATS. (G3, nr Amiens)-K1; cost 4 + 1 to PART + 1 to ATS. (G3)-H3; cost 1 + 1 to ATS. Total cost 13; rest of builds not allowed.

ATS : (I10)-H9-E11-D10 near Lyon. What a defensive line! cost 5. (G4)-Amiens; cost 2 + 1 to FR. (M9 nr Rennes) - 19 - K9; cost 2 + 1 to RICH. (Metz)-D13-E14-E15, W. Germany; cost 3. Total cost 14 - allowed because the payment to FR was for a build this round.

SCORES AT END OF ROUND 8

APEX TRAIN SERVICES (Andrew Smith - purple) 89 + 50 - 23 = 107

ROYAL INT. CARRIAGELESS HORSEWAY (Richard Bartle - Orange)

58 + 26 - 0 + 1 = 85

PARIS-AMIENS RAPID TRANSIT (Frank Dunn - Brown)

66 + 47 - 20 - 6 = 87

FIL ROUGE (Rob Thomasson - Red)

27 + 47 - 0 - 12 = 62

RUNS FOR ROUND 9 (enter any 5)

9. W. Germany - Marseilles.

15. 5 - 31 Spain - Boulogne

16. 4 - 12 Switz/Italy - Paris

17. 64 - 34 Marseilles - Amiens

18. 43 - 56 Mulhouse - Bayonne BUILDS: up to 14 points

19. 25 - 62 Orleans - Montpellier

20. 23 - 46 Nantes --Lyons How does FR take that lot?????

21. 11 - 55 Paris - Toulouse.

*****David Watts, Rostherne, 102 Priory Rd.,*****
Milford Haven, Dyfed SA73 2FD

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

A game of interstellar conflict

Designed by L W PULSIPHER and GM'd by RAY LEF

Bug-eyed monsters steal an unexpected victory.

More STRYDANS bite the dust..

STARDATE: turn 3

KLINGON EXPLORATION FLEET A/43 (David Bolton)

Bofsa KLB17, Lion KLL2, Leopard KLL3, P'Laz KLF3, P'calk KLF4 - hyper hold.

THE 44th XANTHIAN EXPLORATION FLEET (Adrian Bolt)

Alpha: Yana ABO5-(E21-N7); Yesud ABO4-(E11-N15); Thaug ABO3 - hyper-space; Thath ABO6-(E11 N47); Skales ABO2-(E25-N45).

Beta: Asura AB02-hyperspace; Nergal AB09-(E24-N6); Akhlat AE08-(E4 N10); Arinch AB10-(E16 N46); Xiomborg AB11-(E18-N32); Orion AB01-(E19-N31).

THE STRYDAN FLEET (Adam Cross)

Alpha: Pila R5-hyperspace; Libuma E2-(E9-N43), Velite R1-(E8-N46).

Beta: Hasta R3, Navis B1-(E8 N30); Principes R6; Operarius B4-(E10 N12).

THE LORDS OF THE INSTRUMENTALITY (Frank Dunn)

Beta: Xylo T2, Jean Bart T3, Leander T14, Popeye T15, Noddy T6 hyper-(E9 N11); Devastation T5, Big Ears T10, Happy T7, Sleepy T12, Tiger T8-(E12 N12).

THE ANARCHOIDS (John Garrett)

Alpha: Fortune AA35, Pathfinder AA16, Thunderer AA1, Conquerer AA2, Prospero AA3, Courier AA16, Septic AA8, Cryptic AA7-(E8 N34).

THE CYBERNAUGHTS (Pete Lindsay)

Alpha: Indomitable PL2-(E18 N22); Valiant PL4, Victor PL5, Vulcan PL6, Vincent PL7-(E17 N13). Invincible PL3-hyperhold; Indefatigable PL1 stands unordered.

THE ROMARIAN EXPEDITIONARY FORCE (Andrew Parsons)

Beta: Pisces P2, Gemini P5 hyper-(E11 N35); Taurus P4, Leo P7-(E8 N32); Libra P9-hyperspace.

THE BUG EYED MONSTERS (Peter Sealy)

Beta: Snaddragon S3, Ironclad P7, Victor I8, Sunflower S5-(E12 N16) Cowslip P4, Clover P1-(E8 N34); Daisy S8, Revenge I2-(E8 N32); Parsley S1, Butterfly P5, Hercules I5 - stand. [given impossible order].

COMBAT

It has been reported that in an incident near planet E8:N32 Beta, the forces of the Bug-eyed Monsters fired upon the unsuspecting Strydan ships!! As a result of this dastardly action, Hasta R3 and Navis B1 - a cruiser and a freighter respectively, were both utterly destroyed. To add insult to injury the Bug Eyed Monsters escaped without damage

-SM-

PRESS

THE LORDS OF THE INSTRUMENTALITY

Mummmmm! That Romarian cruiser tasted quite nice, have you any other flavours? I thought the light scout was a bit dull though, oh well....

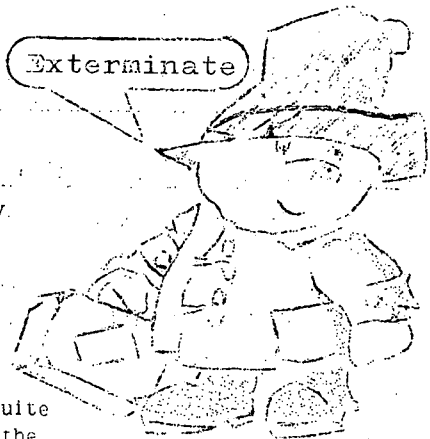
ANARCHOIDS - BUG EYED MONSTERS

Bravo!! Wanna treaty, Pete??

ANARCHOIDS - CYBERNAUGHTS

Dear Sirs,

I found your reference of other races quite unpalatable.



DARTH VADER

Please could you alter your opinion or I'll knock the hell out of you.

SID VICIOUS.

THE PLANET OF THE APES BUG EYED MONSTERS (well - same difference...)

Meanwhile, back at the Palace, the Dyarch was worried. He nibbled a luoin pensively.

NO DATELINE

Dear Dave,

Ha-ha, hee-hee, guffaw-guffaw, giggle-giggle, ho-ho, tee-hee, serves you right, -ha-ha-ha...

NO DATELINE

Dear Cybernaughts,

With reference to your last press, you are NURDS!! ALL the bullshit about best strategies is weakly reasoned drivel. This game is just not predictable to the extent you say, so take your shrivelled, rust-eaten cretins and go home to whence thou came from and stop polluting these systems - OR ELSE!!

CYBERNAUGHTS

"Exterminate! Exterminate! Exterminate!....."

DARTH VADER - GM

Cut the funny comments or I will personally fit you with a neva bomb up your waste disposal orifice!!

SM - DARTH VADER

Dear Darth Vader,

Try that and your precious Cybernaughts may just bump into the sun.

Yours disdainfully,
the most wondrous Lord of all
-SM-

#####Ray Lee, 10 Papillon Rd., Colchester, Essex CO3 3JJ#####

To conserve space in the main 'zine the detailed results of combat for the above game will go out only to players with just brief reports appearing here (as on the page preceding). Non players wishing to follow the space battle as it develops can do so by obtaining a copy of the rules from me for 2p and a photo-copy of the map from Ray for whatever it costs him to get it done. For more details I suggest you send a s.a.e. to Ray at the address above.

In the above game Chris Walton's units all stand unordered - on the face of it an NMR, but in effect due to the non-arrival of the last issue of Chim with Chris. Any stigma usually associated with NMR's does not therefore apply in this case and his character remains clean.....

Oh well, are you going to ask him what SM stands for or shall I?

Hey Ray, what does SM stand for then?

DIPLOMACY GAMES SECTION

DAEDALUS 1976:AO AUTUMN 1912

AUSTRIA (Thorby) A(Tus)-Rom sby A(Adu), A(Tyr)-Mun sby A(Boh) & A(Sil),
F(ADS)-ION, F(ION)-Tur*, A(Gal)-Vie, A(Arm)-Smy, A(Mos)-War, A(Rum)-
Bul, A(Tri)-Ven, F(Smy)-Con, A(Bul)-Gre.

GERMANY (Howes) A(Mun) st., A(Ber) & A(Ruh) s A(Mun), A(Pie)-Tyr,
F(WMS)-Tun, F(MAO)-Naf, A(Soa) s A(Mar); A(Mar) s A(Spa, F(STP-NC) st.,
F(GOB)-st., F(Kie)-BAL, F(Nwg) st., F(NTH) st.; A(Den) st.

ITALY (Lean) F(Tun)-ION sby F(AEG); F(Rom)-Nap, F(GOL)-Tus.
Retreats: Austrian F(ION)-TYS.

WINTER 1912 builds

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

ENGLAND Lon, Lpl, Edi, Nwy, Den, Swe, Kie, Ber, Hol, Bel, = 18:bu 4 and WINS!
Mar, Por, Soa, Par, Bre, +Mun, +STP, +Tun A(Egi), F(Lon), F(Lpl)

ITALY Nap, (Tun), (Rom); (Con) = 1:lose 3 F's Tus, AEG,
ION.

TAG HILL

So it's congratulations to Bob Howes on his first Chimaera victory.
Well done lad! (Lad?). Supply centre chart etc., for next season and
end game statements from the players would be appreciated to go with it.

I have before me a proposal for the game to be ended as a two-way,
Austria-England draw. Do you want to vote on it? No votes imply acceptance,
Bob. Hey, now put that down, Bob, I'm only joking.....

JANUS 1976HX AUTUMN 1908

AUSTRIA (Waldschmidt) A(STP)-Nwy, A(Mos)-Lvn, A(Sev)-Mos, A(Bud)-Gal,
A(Mun)-Ruh, A(Ber)-Kie, A(Sil)-Mun, A(Tyr) s A(Sil)-Mun, A(Tri)-Alb,
F(ADR)-Tri, A(Ser)-Rum, A(Gre) ms A(Bul).

ENGLAND (Nash) F(Nwy)-STP-NC, A(Swe)-Den, F(HLG)-Hol sby F(Kie),
F(ENC)-Bel sby F(NTH); A(Yor) st.

FRANCE (North) NMR!!!! F(MAO), A's (Gas); (Bur), (Bel)* all st.

ITALY (Nathan) A(Con) st., F(AEG)-ION, A(Rom) s F(Ven), F(TYS)-ION,
F(GOL) s A(Mar), A(Mar) s F(Soa-SC), F(Spa-SC) s F(Por), F(Por) s
F(Spa-SC).

Retreats: French A(Bel) eliminated.

WINTER 1908 builds

AUSTRIA Bud, Tri, Vie, Ser, Rum, Bul, Sev, Mos, War, Ber = 13:N/C
Mun, STP, Gre

ENGLAND Lon, Edi, Nwy, Swe, Den, Kie, Lpl, +Bel, +Hol = 9:bu 2 F(Lpl), F(Lon).

FRANCE Bre, Par, (Mar), (Bel), (Hol) = 2:lose 1 F(MAO) GM.

ITALY Nap, Rom, Ven, Tun, Smy, Ank, Con, Spa, Por = 10:bu 1 A(Nap).
+Par

PRESS

THE KAISER - THE POPE

I haven't taken Venice. Will you forgive me?

THE KAISER - ENGLAND

Oops! I'm sorry, I've done it again.

KRAKEN 1976FF AUTUMN 1908

AUSTRIA (Ferguson) F(Nap) s Turkish F(TYS), A(Tus)-Rom, A(Ven) s A(Tus)-Rom,
A(Alb)-Gre, A(Bud)-Gal sby A(Vie), A(Tyr)-Pie.
ENGLAND (Gale) A(StP)-Lvn, A(Nwy)-StP, F(Lvn)-Pru, A(Ber) s F(Lvn)-Pru,
A(Mun) s French A(Pie)-Tyr, A(Den)-Kie, F(Kie)-Hol sby F(NTH), F(ENC)-Bre,
F(NAO)-MAO.
FRANCE (Rundle) A(Hol)-Bel, A(Gal)-Rum; A(Pru)-Sil, F(Naf)-WMS sby F(Tun),
F(WMS)-COL, A(Pie)-Ven.
ITALY (Anarchy) A(Rom) st.
TURKEY (Close) A(War) st., A(Mos) s A(War), A(Ukr)-Rum, A(Rum)-Ser,
F(Bul-SC)-Gre, F(AEG) s F(Bul-SC)-Gre, F(TYS)-ION.

Retreats: French A(Gal)-Boh.

WINTER 1908: builds

AUSTRIA Bud, Tri, Vie, Nap, Ven, (Ser), (Gre) = 5: lose 2 F(Nap), A(Gal) st
ENGLAND Lon, Ldl, Edi, StP, Swe, Den, Nwy, Kie, Ber, Mun, = 12: bu 2 F(Lon), A(Edi)
+Hol, +Bre
FRANCE Mar, Par, Spa, Por, Bel, Rom, (Hol), (War), (Bre) = 5: lose 2 A(Boh), A(Sil)
ITALY Rom = 1: N/C
TURKEY Ank, Con, Smy, Bul, Rum, Sev, Mos, War, +Ser, +Gre, = 11: bu 4 A(Con), F(Smy),
+War A(Ank), 1 owed.

TAG HILL

Last seasons draw proposal elicited 2 votes for, 1 against and 2 no votes
so you must fight on for a little while longer yet. I have another proposal
for the same thing in front of me and your votes on it would be appreci-
ated for next issue. A no vote implies rejection.

MARS 1977BT SPRING 1906

FRANCE (Noonan) F(ENC)-Bre, A(Bur)-Bel, F(GOL)-TYS.
GERMANY (Smith) F(Lon)-ENC, F(NTH) s F(Lon)-ENC, F(Kie)-Hol, A(Yor)-Wal,
A(Nwy) st., A(Ruh)-Bur, A(Ber)-Mun, A(Mun)-Boh, A(StP)-Mos, A(Mos)-Sev sby
A(Ukr), A(War)-Gal.
ITALY (Ovens) A(Tyr)-Boh, A(Ven)-Tyr, A(Rom)-Ven, F(WMS)-TYS, F(Mar) st,
F(Spa-SC) s F(Mar), F(MAO)-ENC.
RUSSIA (Nalvisi) A(Ser)-Rum, F(Bul-EC)-BLA, A(Sev) st, F(BAR) unordered.
TURKEY (Anarchy) F(AEG), A's (Gre), (Con), (Ank) all st.
Retreats: Russian A(Sev)-Arm.

NORNS 1977DO AUTUMN 1904

AUSTRIA (Bartle.T) F(Tri) st.
ENGLAND (Waterhouse) F(NTH)-Bel sby A(Hol), A(Edi)-StP cby F(NWG) & F(BAR),
A(Fin) s A(Edi)-StP, F(BAL)-Ber.
FRANCE (Lockyer) F(ION)-Nap, F(GOL)-TYR, F(MAO)-NAO, A(Rom) st., A(Ven)
's Austrian A(Tri), A(Sil)-War, A(Mun)-Boh, A(Bur)-Mun, A(Bel)-Ruh.
GERMANY (Howes) A(Ber) st.
ITALY (Anarchy) A(Tyr) & F(Tun) st.
RUSSIA (Bolton) A(Bud)-Gal, A(Vie)-Boh, A(Lvn) st.
TURKEY (F(AEG)-ION, F(Gre) s F(AEG)-ION, F(Con)-AEG, A(Ser)-Bud sby
A(Rum), A(Bul)-Ser, A(Sev)-Mos (BIDWELL)

Retreats: German A(Ber) eliminated

WINTER 1904 builds

AUSTRIA Tri, (Ser), (Bud).

ENGLAND Lon, Ldl, Edi, Swe, Nwy, Den, StP, Kle, +Bel, +Hol, +Ber = 11:bu 3 F(Lon),
F(Ldl), F(Edi).

FRANCE Par, Bre, Mar, Spa, Por, Mun, Ven, (Bel), (Hol), +Rom,
+Nap, +War = 10:bu 1 F(Mar)

GERMANY (Ber) = 0:OUT!!

ITALY Tun, (Rom), (Nap). = 1: lose 1 F(Tun).

RUSSIA Vie, (Mos), (War) = 1: lose 2 A(Lvn),
A(Gal).

TURKEY Ank, Con, Smy, Bul, Sev, Rum, Gre, +Ser, +Bud, +Mos = 10:bu 3 A(Con),
F(Smy), A(Ank).

TAG HILL

£1 deposit refunded to Parsnip. You win a few, you lose a few.

PRESS

GERMANY

(Isherwood) - 'Goodbye to Berlin'.....

RUSSIA

I'm going now. Nobody helped me despite the letters I wrote. Better
to go gracefully. Aaaaarrggghhh!

Thanks for the game, my first Diplomacy game comes slowly to an end.
This has convinced me that Diplomacy is not my kind of game. Also forget-
ting those builds early on did me rotten, so it's goodbye from me.....

TAG HILL

.....and it's not quite goodbye from him, 'cos even when he tried
to commit suicide he didn't make it. Hasn't been your game has it, David?

Hah, a space! Somebody think of a spacefiller, quick....

David L. ...: "Did you hear about the Irishman who died of Asbestosis?"

It took them three weeks to cremate him.....

9 points in extra time for the Kentishmen!

OEDIPUS 1977DR SPRING 1904

ENGLAND (Dove) NMR!!!! F's IRI, ENC, Lon, A's Swe st.

FRANCE (Nash) F(NAO)-IRI, F(Bre)-ENC sby F(MAO), F(Bel)-Hol, A(Bur)-Bel sby A(Pic).

GERMANY (Powis) A(Kie)-Hol, A(Ruh)-Bur, A(Mun) s A(Ruh)-Bur, A(Ber) s A(Mun), F(Edi)-NTH.

ITALY (Lee) F(Nap)-TYS, F(ION) st., A(Tri)-Bud, A(Tyr)-Vie, A(Ven)-Tri.

RUSSIA (O'Fee) A(Sev)-Arm, A(Vie) s A(Bud), A(Bud) s A(Vie), A(Rum)-Ser, A(Gal) s A(Bud), F(GOB)-Swe, A(StP)-Nwy.

TURKEY (Kennedy) A(Ser) s Italian A(Tri)-Bud, A(Bul)-Rum, F(Con)-Bla, F(Ank) s A(Smy)-Arm, A(Smy)-Arm, F(AEG)-ION.

Retreats: English F(ENC) eliminated. French A(Bur)-Mar,

PRESS

BERLIN

It was announced today that the Archduke has gone back into training and will shortly be graded for the Black Belt he once held at judo. Although he only held it for two minutes, as its owner wanted it back, he has always believed he was good enough to get his own. This, together with his Aikido and Karate and Kendo black belts, should just about be enough to beat off the Kung Fu of the amazing (?) Bruce Lee.

BRUCE LEE - ABDUL

HEY-AY!!! Keep it up Sultana, I mean, I wouldn't say no to some of them 'hareem' chicks - whoah - whoah!!! I gave you your little piece of help, an' I'm always ready to admit I'm a nice guy!!

HEY!! But I might just expect some little favour in return - dig?!! I mean!! The Fonz is cool - yeah!! But Bruce Lee is pretty well refrigerated - HEYYYY!!

ITALY - TURKEY

I've been waiting patiently for DUCASIS for nearly two weeks. Soon after Xmas, eh.....

TAG HILL

"Sit on it, Cunningham"

MOSCOW - ANKARA

You accuse me of slandering you. This seems a little odd since you are a master of the art yourself (see Bruce Lee saga etc). The Dublin criminal classes must be quaking in their boots at the prospect of the verbal lashings they will be receiving.

MOSCOW - ROME

Apologies accepted, but how about attacking somebody else?

ANKARA - BRUCE LEE

"Your silence betrays your intentions yet I at least still remain true to my word."

Not another space! Who's got a filler this time?

The Two Ronnies: "A dickocket who was chased out of Battersea Funfair took refuge in the Post Office Tower. Police immediately threw a ring round it — and the Postmaster General gave them a goldfish."

POLYDUS 1977IE SPRING 1904

AUSTRIA (Nash) A(Vie) s A(Tri), A(Gal-Bud sby A(Tri)).
ENGLAND (Malvisi) F(HEL)-Den, F(SKA) s F(HLG)-Den, F(NTH) s F(HLG)-Den,
A(Edi)-Yor.
FRANCE (Haughan) A(Spa)-Por sby F(MAO), A(Bre)-Pic, A(Bel) s German
A(Hol), A(Bur)-s A(Bel).
GERMANY (Thompson) F(Swe)-Nwy, F(Den) st*, A(Kie) s F(Den), A(Hol) st.,
A(Mun)-Tyr, A(Ber)-Sil.
ITALY (Bolton) A(Tyr) blows kisses to German A(Mun) whilst ms A(Ven),
F(Por) st*, F(Gre) st*
RUSSIA (Lee) A(Mos)-Ukr sby A(War), F(StP-SC) st.
TURKEY (Wakefield) A(Rum)-Bul, A(Ank)-Rum cby F(BLA) sby A(Sev), F(AEG)-
Gre sby F(ION), A(Ser)-Alb.
Retreats: German F(Den)-BAL. Russian F's (Por) & (Gre) eliminated

PRESS

VIENNA - G.ELMS

Subtle one that. Fancy another game? Didn't see you in the Botanic
Arms that night, where you upstairs or downstairs? We were downstairs in
the alcove beside the bar that is never used.....Queens' is a hard life,
isn't it? By the way, I'll get you some Lego building blocks for Christ-
mas.

ENGLAND - GERMANY

My dear Mrs. Thompson, I'm not finished yet.

QUIRINUS 1977EZ AUTUMN 1903

Apologies for putting the wrong year and season in last years report.
It was of course Spring 1903 and not Autumn 1902 (hence the lack of builds).

AUSTRIA (Tucker) A(Ven) s French A(Rom), A(Tyr)-Mun, A(Tri)-Ser,
A(Bud)-Rum, A(Bul) s A(Bud)-Rum, F(Gre) s A(Bul).
ENGLAND (Powis) F(ENC)-MAO, F(NTH)-ENC, A(Lon) st.
FRANCE (Fryatt) A(Rom) st., F(GNL)-TYS, A(Bel)-Bury, A(Mar) s A(Bel)-
Bur, A(Bre) st.
GERMANY (Olsen) NMRJ!!! A's Bur*, Ruh, Hol, Bel st.
ITALY (Nash) A(Apu)-Rom sby A(Nap), F(ION)-TYR.
RUSSIA (Bartle.T) A(Den) st., A(Nwy) st., A(Sil)-Mun, A(Ukr)-Sev,
A(Rum)-Ukr*, F(Sev)-Rum, F(BAL) s A(Den).
TURKEY (Howes) F(Con)-AEG, A(Smy)-Con, A(Ank) s A(Smy)-Con.
Retreats: German A(Bur) eliminated. Russian A(Rum) eliminated

WINTER 1903 builds

AUSTRIA Bud, Tri, Vie, Gre, Ser, Ven, Bul, +Rum = 8:bu 2 A(Bud), F(Tri)
ENGLAND Lon, Lbl, Edi = 3:N/C
FRANCE Par, Bre, Mar, Spa, Por, Bel = 6:bu 1 A(Par)
GERMANY Ber, Kie, Mun, Hol, (Den) = 4:N/C

ITALY Nao, Rum, Tun = 3:N/C
 RUSSIA Sev, Mos, War, StP, Swe, Nwy, (Rum), +Den = 7:bu 1 none rec'd
 TURKEY Con, Smy, Ank = 3:N/C

PRESS
RUSSIA

Very sorry for not replying to any letters. Will write as soon as possible (after 20th).

RHADAMANTHYS 1977GI SPRING 1903

AUSTRIA (Sealy) A(Bud)-Vie, F(Gre)-Alb, A(Ser) s A(Tr1), A(Tr1) s A(Bud)-
 Vie.
 ENGLAND (Nash) F(NTH)-Nwy, F(Lon)-ENC, A(Ed1)-Yor, F(Swe)-BAL, F(HLG)-
 Kie sby A(Den).
 FRANCE (Burke) F(Bre) s F(ENC), A(Soa)-Gas, A(Bel)-Wal cby F(ENC),
 A(Bur)-Bel, A(Ruh) s German A(Kie).
 GERMANY (Anarchy) F(Hol), A(Kie) st.
 ITALY (Kennedy) A(Ven)-Tri sby A(Vie), A(Boh) s A(Vie), F(ION)-Alb
 sby F(ADR), F(Nap)-ION.
 RUSSIA (Parsons) A(Sev)-Rum, A(Syr) st*, F(Bul) st., A(Gal) s Austrian
 A(Bud)-Vie, A(StP) st., F(BAL)-Ber.
 TURKEY (Bartle.R.) A(Arm)-Syr, A(Smy) s A(Arm)-Syr, A(Con)-Bul.
Retreats: Russian A(Syr) annihilated.

TAG HILL

Two errors in typing up the game report last time: Austria had F(Gre),
 not army. and Turkey had A(Smy) not fleet. Both, I think, pretty obvious,
 but sorry anyway.

PRESS

A CROWDED OFFICE SOMEWHERE IN VIENNA

The Archduke was not only worried; he was annoyed (and I can tell you
 that isn't worth seeing).

"Grovell! What the hell are those Italians doing in here? One moment I
 was having a quiet siesta, and the next a whole bloody army troops in."

"Well sir, they think this is the tourist office and they want to buy
 some dirty postcards", replied Brovell, dwarfed by the four foot tall Ital-
 ians.

"Oh, well in that case I do just happen to have a few pictures of.....
 what am I saying?". The full implications of the soldiers presence began
 to dawn on the Archduke. "You mean the secret weapon stunt didn't fool them?"

"No excellency."

"This means we'll have to use the last resort."

"A picture of Boot?"

"No, you fool, we must activate the self-destruct mechanism!!"

Grovell scrambled onto a chair and pushed a button concealed in the
 wall. Before the amazed and somewhat drunken eyes of the Italians a section
 of the wall slid back to reveal a lever marked 'THE SELF DESTRUCT MECHANISM!'

The Archduke took a deep breath, pulled it and suddenly..... nothing happened (but it happened suddenly, mind you).

"Damn!!!"

VIENNA - ROME

Dear Pope,

My employer has instructed me to inform you that unless you:

- a] remove your troops from his country (especially his office),
 - and b] return his government spokesman
- he shall be forced to sue for trespass and charge you with theft. He is thinking of taking the case up in the International Court.

Yours sincerely,

EL PARSO

The Archdukes legal adviser.

VIENNA - TAG HILL

Who's Charlie Chan? For that matter, who are Bigwig and Hazel?

TAG HILL - VIENNA

Charlie Chan is the father of number one son, and Bigwig and Hazel are wabbitts.....and unless I'm very much mistaken you're still not very much wiser after being told.....

ST. PETERSBURG

The Tsar would like to express his disgust at the recent film, Nicolas and Alexandra, televised on BBC-1. The film is an entirely fictional account of his majesty's downfall using characters from the Imperial family and court. The Tsar believes that this is a petty attempt to incite revolution in Russia and as such is doomed to fail. Only the English could sink so low!

TAG HILL - ST. PETERSBURG

Yes, but what about the depiction of yourself on the 'other' channel, sitting in a bath tub with a bar of Imperial Leather whilst the peasants starve outside? Does your majesty find that a fairer representation?

SALAMANDER 1977GT AUTUMN 1901

- AUSTRIA (Cross) A(Tri)-Vie, F(Alb)-Tri sby A(Ser).
- ENGLAND (Lindsay) A(Yor)-Nwy cby F(NTH), F(ENC)-Bel.
- FRANCE (Miller) A(Gas)-Spa, A(Bur)-Bel, F(MAO)-Por.
- GERMANY (Lee) F(Den)-Swe, A(Kie)-Hol, A(Ruh)-Mun.
- ITALY (Watson) A(Tyr)-Tri sby A(Ven), F(ION)-Tun.
- RUSSIA (Rayns) F(GB)-Swe, A(Gal)-Bud, A(Ukr)-Rum sby F(Sev).
- TURKEY (McNeil) A(Arm)-Sev, A(Bul)-Rum, F(ANK)-BLA.

WINTER 1901 builds

- AUSTRIA Vie, Tri, (Bud), +Ser = 3:N/C
- ENGLAND Lon, Lpl, Yor, +Nwy = 4:bu 1 F(Lon)
- FRANCE Bre, Par, Mar, +Sca, +Por = 5:bu 2 F(Bre), A(Par)
- GERMANY Ber, Mun, Kie, +Den, +Hol = 5:bu 2 none rec'd
- ITALY Nap, Rom, Ven, +Tun = 4:bu 1 A(Rom)

RUSSIA	Mos, War, Sev, StP, +Bud	= 5:bu 1 A(Mos).
TURKEY	Ank, Con, Smy, +Bul	= 4:bu 1 A(Con).
NEUTRAL	Gre, Swe, Bel, Rum	= 4

PRESS
LONDON - TAG HILL

AAAGGH! My secret is out. It is true - I am neither man nor dog, but the new race 'Homo Superior' who will rule the world. THE WORLD!! Ha, ha, ha, ha, ha, ha.....

ENGLAND - RUSSIA

Which deal are you talking about?

ENGLAND - GERMANY

Just as a matter of interest, what were you doing in the Kaiser's bedroom?

PARIS JULY 1901

Le roi rogeres is concerned at the military manoeuvres around his country and warns all parties contemplating the visiting of French sovereign soil that a permit is a wise investment against a declaration of hostilities.

We are unhappy to learn that the Kaiser is suffering nightmares and suggest that the excesses of Sauerkraut and Kirsch are the cause; he has even confused the identities of the 'teeming hordes'.

THE KAISERS BEDROOM

It seemed that the Kaisers dream had only been a dream after all. He breathed a sigh of relief: "Sighhhhh....." (approximate English translation). The Kaiser shivered and got out of his four-poster cot, he lit a candle and moved over to his schoolboy map of Europe.

"Ah!" he said, "Munich is unguarded! Summon the guard!", he cried. But was it too late to save Munich? He peered through the bars of the nursery. Already he could see the none too distant shade of green and blue uniforms marching on Munich. He shifted his eye to another part of the Diplomacy board.

"Mein Got!" he cried.....

What had the Kaiser seen? Was it, could it be a letter from Russia?

Alas no.

BERLIN - ROME, VIENNA, PARIS

Your move.

THE KAISER'S BEDROOM - TAG HILL

Who's a clever boy then.....

TAG HILL - THE KAISER'S BEDROOM

Not you, sunshine. Where's your builds?

Oh no, not another space to fill - will it ever end? The Two Ronnies again:

"Thirty drunken trippers who nipped off their coach for a certain reason on Hammersmith Bridge just as the Cambridge crew were passing underneath have each been fined ten pounds for having one over the eight."

TANTALLS 1977 JU SPRING 1901

AUSTRIA (Openshaw) F(Tri)-Alb, A(Vie)-Gal, A(Bud)-Ser.
ENGLAND (Sealy.P) F(Edi)-N.G, F(Lon)-NTH, A(Lpl)-Edi.
FRANCE (Botten) F(Bre)-NAG, A(Par)-Bur, A(Mar)-Gas.
GERMANY (Swift) A(Mun)-Bur, F(Kie)-Hol, A(Ber)-Kie.
ITALY (Quinton) F(Nap)-ION, A(Rom)-Abu, A(Con)-Bul.
RUSSIA ((Nash) F(Stp-SC)-GOB, A(War)-Gal, A(Mos)-Ukr, F(Sev)-BLA.
TURKEY (Gibson) A(Smy)-Arm, F(Ank)-BLA, A(Con)-Bul.

PRESS

AUSTRIA - RUSSIA

Do not worry. The glorious Austrian soldiers sent to Galicia are merely on their way to replace the striking firemen.

TAG HILL - AUSTRIA

Just as well the fireman's strike is over then, isn't it?

STONEHENGE

The Druid bought the meeting to order, plunging his jagged knife into the quivering breast of a sacrificial virgin and tearing out the still beating heart. Lightning flickered across the cloudless sky and thunder boomed down.

"The Gods have spoken," the patriarch intoned in Welsh. "The time has come for the chosen ones, the children of God, to liberate the blighted continent from its evil oppressors, and bring justice, peace and enlightenment to the ungodly foreigners."

"Give us a sign", cried the enthusiastic congregation, with one accord also in Welsh.

There was a blinding flash of light and all present gasped. Where the bloody and shapely body had been, there was now a wondrous and mighty weapon - a Cruise missile carved entirely out of wood.

The crowd got +3 morale and the patriarch was returned to office with a 10-1 majority over the National Front candidate.

PARIS

France today elected as the new President of the Republic, M. Henri Matime, the celebrated 'wildman' of Europe. (Unfortunately M. Matime is celebrated as a painter, not a politician). The 32 year old president announced his intentions; firstly, of painting the town red, and secondly of inviting Ambassadors from all over Europe to come and witness this marvel of redecoration.

LUCERNE

The clock market has been rocked by rumours of licences being granted to Turkish corsairs for the Eastern Mediterranean operations, since the south-eastern rivieras are a prime source of cuckoos (!)

HM DIPLOMATIC SERVICE REPORT

A grade 9 Diplomat was sent to Austria and has returned with a full alliance. All countries please be warned that we are intending to win the war at the expense of everyone else.

RUSSIA

I hope that this doesn't turn out to be another Cockatrice.....

TURKEY - RUSSIA

Nope!

TURKEY - FRANCE

You bet.

TURKEY - AUSTRIA

Me do something silly?

SOMEWHERE IN THE AUSTRIAN ROYAL PALACE

The Archduke summoned his financial advisor, English born Baron of Walsall North, John Stonehouse.

"I am sorry to have to inform you, but due to the mobilisation of your forces, albeit peaceful and God-commanded expansionism, the Austrian Piggy bank is rather short of money. May I suggest a means of increasing the national income?"

The Archduke interrupted - "You mean exploiting the workers, ransacking Albania and Serbia, and nationalising all foreign interests in Austria?" he asked eagerly.

"No, Your Highness, we do that already. May I suggest that we send press to Tag Hill and demand payment in return?"

"BRILLIANT!" replied the Archduke, "I'll leave you to make the arrangements....."

The financial advisor returned three days later.

"Your Highness, when we arrived we had to speak to a dog called Boot.. The God-damned dog refuses to pay for our press."

The Archduke exploded: "Then we shall send him no more press!"

There endeth the Diplomacy section, and here begineth the....

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

I shall be sending out the results of the Gillette Cup matches shortly but please accept my apologies for not GMing them in time. Please note that the deadline is two weeks before the main Chim deadline.

Some close games this week!!

DIVISION ONE

CARRICKFERGUS [8] 220-6 bt A.T.C.G. [2] 208-8 by 12 runs.
Carlisle 57 Gibson 4-28

ASSYRIAN A.S. [8] 252-4 bt Yorkshire [3] 257-7 by 1 run.

D1 Criz 119no; Ashrubanical 94no. Boycott 143 no, Asgell 3-30, Raffles 3-35.

Wisden A.S. [2] 202-8 lost to DUCAIS SLASHERS [7] 203-7 (38-2) by 3 wkts.

Evans 60, Cilabio 3-40 Statham 3-41.

ULSTER [7] 218-5 bt Essex [2] 216-6 by 2 runs.

Lever 4-29 Smith 79no, O'Leary 4-30.

Sussex [3] 196-9 lost to LONDONSHIRE [6] 199-8 (36) by 2 wkts.
 Day 4-34, Naylor 3-36, Taylor 105 no. Mianadad 5-24.

DIVISION TWO

Chim Cavaliers [2] 229-5 lost to ALMERIA NAT [6] 230-4 (36) by 6 wkts.
 Gresh'l 100 no, Qyshu 65 Waldeck 135 no, Delevega 3-51

SURREY [7] 202-9 bt Cleveland [3] 185-8 by 17 runs
 Steel 115 n.o. Needham 3-25

RUTLAND [7] 236-4 bt Ramblers [2] 227-4 by 9 runs.
 Butcher 11-7 n.o. Cowaray 60 Richard 76, Randolph 63

Bedfordshire [2] 232-4 lost to WAKADOO [6] 233-4 (39) by 6 wkts.
 Helmsley 60no, Kaminsky 4-20 Grant 76 n.o.

St. Albans [0] 167-6 lost to Middlesex [5] 163-2 (30) by 8 wkts
 Daniel 3-28 Smith 70no, Radley 65.

SUTTON STROLLERS [7] 259-3 bt Bedfordshire [2] 234-4 by 25 runs.
 Henderson 75 n.o, Pollard 71n.o. Rotter 82n.o.

DIVISION ONE TABLE

		P.	W.	L.	B/Pts	Pts
Assyrian all Stars	Lee	2	2	0	8	16
Carrickfergus	D, Bolton	2	2	0	8	16
Ducalis Slashers	Kennedy	2	2	0	8	16
Sussex	Waterhouse	2	1	1	7	11
Yorkshire	Powis	2	1	1	5	9
Londonshire	Lockyer	2	1	1	4	8
Ulster	P. Bolton	2	1	1	3	7
Widcon All Stars	Thorne	2	0	2	4	4
All Time Cricketing Greats	Walton	2	0	2	3	3
Essex	Boyes	2	0	2	3	3

DIVISION TWO TABLE

Almeria National	Woodland	3	2	0	10	22
Rutland	McLaren	2	2	0	5	13
Cleveland	Garrett	2	1	1	6	10
Sutton Strollers	Mansley	2	1	1	6	10
Ramblers	Miller	2	1	1	5	9
Surrey	Dove	2	1	1	5	9
Chim Cavaliers	Booth	2	1	1	4	8
Middlesex	Rundle	2	1	1	3	7
Wakadoc	Pratt	2	1	1	3	7
Bedfordshire	Tucker	3	0	3	6	6
St. Albans	Ball	2	0	2	3	3

EXTRA INCOME

Ducais £5,000, Middlesex, Ramblers £1,000, Ulster £500.

GROUND DAMAGE

Assyrian A.S.; Almeria National £2,500

PLAYERS BOUGHT LAST WEEK:

Lvl 2 w/keeper to Almeria National for £15,550

Lvl 2 bowler to Assyrian A.S. for £14,000

Lvl 2 batsman to Middlesex for £16,000

Lvl 2 coach to Carrickfergus for £19,500

AVAILABLE MINOR COUNTIES PLAYERS

Lvl 2 w/keeper reserve price £12,500

lvl 3 batsman " " £12,500

lvl 3 bowler " " £12,500

lvl 2 coach " " £12,500

lvl 3 coach " " £15,000

INJURIES

2 matches: Anderson/Carrickfergus; Topping/Sutton; Mackin/Sutton;
Miandad/Sussex; Stevenson/Yorks; St. John/St. Albans;
Cooke/Beds; Helmsley/Wakadoo.

1 match : Khamme & Snow/Cleveland; Bradman/Wisden; Plato/A.T.C.G.;
Intijhab/Surrey; Mansmeat/Chim Cavs.

SUCCESSFUL COACHING

Lever/Essex; Bennett/Surrey; Engadine, Narigano/Almeria, Cooke/Beds;
Cowdray, Old/Rutland; Marjoribanks/Ramblers; Dorriscr, Rayne/Cleveland,
Gould/Middlesex, Askari/Ducais; Boot/Chim Cavs; Clark, French, Grant,
Kaminsky/Wakadoo.

NEXT WEEKS FIXTURES

BENSON & HEDGES INVITATION CUP FINAL

Sussex v Assyrian All stars - Good
(Winner £10,000; Runner-up £5,000)

BENSON & HEDGES CUP SEMI-FINALS

Yorkshire v Ducais - Wet

Ulster v Wisden - Dry

(Losing semi-finalists £5,000)

DIVISION ONE

A.T.C.G.	v Ducais Sl.	Good	Cleveland:	v Almeria	Wet
Assyrian A.S.	v Carrickfergus	Wet	Bedfordshire	v Chim Cavs	Dry
Essex	v Wisden A.S.	O/cast	Middlesex	v Surrey	O/cast
Londonshire	v Ulster	Dry	Ramblers	v St. Albans	Good
Yorkshire	v Sussex	Good	Rutland	v Sutton	Dry
			Wakadoo	v Chim Cavs	O/cast

PRESS

DUCAIS

A local bookmaker here is giving the following odds on the first division championship: Yorkshire 2-1; Sussex & Ulster 3-1, Carrickfergus & Ducais 5-1; Assyrian 3-1; A.T.C.G. 10-1, Essex 12-1, Wisden 15-1; Londonshire 20-1.

BEDS - BOOTH.

There's nothing in the rules about winning.

TO THE EDITOR OF THE TIMES

Sir,

Yet again the game of gentlemen is being drawn through the mire and degradation normally reserved for the games of football, rugby and association. The time has come to say 'enough'. A decision has been made, be it good or bad or indifferent, and all true gentlemen should accept it and stop their bickering. Play up, play up and play the game chaps.

Yours,

E. PILKINGTON-SMYTHE (Colonel ret)
Chairman of Ramblers C.C.

CHIM CAVALIERS C.C. - PILKINGTON-SMYTHE

Here, here sir! Noble sentiments, well expressed with which I agree entirely. This is no game for hooligans and I trust that the other teams and supporters will fall into line and play the game as it is supposed to be played. If not, well then me an' the lads will be round there to knock some sense into 'em.

CLEVELAND

I agree, who would want to buy information on a level 6 bowler and a level 4 batsman, even if Boycott has only scored 100 runs this season?

The manager stubbed out his 47th cigarette since 2p.m., as the players walked sullenly to tea. He glanced again at the scoreboard, but it was still the same '277-6'. The numbers seemed to taunt him, even though occluded by the irregular mid-afternoon Cleveland fog. The same fog had been there before, pre-season, but this time it annoyed him as it seemed to whisper gently, mockingly. He was suddenly jerked to reality as a chipped mug of tea was thrust into his shaking hand. A small grubby urchin stood by.

"That'll be 15p please", the lad said, thrusting his hand out with a grin. Reluctantly he paid, not knowing what had hurt him the most, the 277-6 or the 15p.

RESULT OMITTED LAST TIME

CLEVELAND [7] 277-6 bt St. Albans [3] 247-3 by 30 runs.
Steel 95, St. James 6-46 St. Mark 76, St. Luke 97 n.o.

If by any chance you do not receive your match reports with the main 'zine, do not panic, I'll post them to you afterwards.

'Bye for now, BILL

DEADLINE: 2 weeks before main CHIM deadline, Saturday accepted.

*****BILL DAVE, 27 Daves Close, Woking, Surrey*****

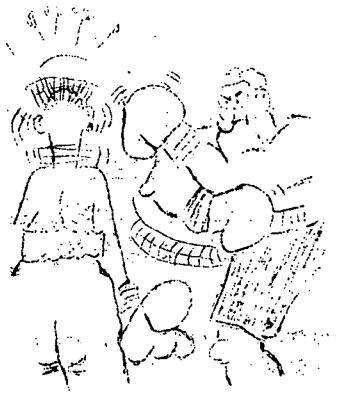
Well there aren't any game reports so I'll assume that Bill is sending them direct as he says. What I'll do as well is hold back the issues of the participants and post them Monday instead of Sunday in case something turns up in Mondays post.

THE CHIMAERA HEAVYWEIGHT

BOXING CHAMPIONSHIP

A Computerised tournament

run by JOHN GARRETT



Not enough orders in so you will have to wait until next issue for round 1. So could Mssrs Hill, Bolt, Thompson 'P', Delf and Bartle send in strength/weakness as soon as possible please. Also Bill Thorne, I need a vulnerability from you please.

New nicknames/players

Genghis Skullcrusher :- Patrick Thomason
Eirik the Red :- Ray Lee
Baldislohand :- Ian Gibson
Dalek :- David Webb
O.D.Cologne :- Mr.X (Very poular with boys)

Anybody not sending orders/nicknames gets them chosen, tee-hee, and Mr. X, could your manager transfer 15p from his/her credit please?

Format

Each round consists of a number of punches chosen at random by the computer regarding who punches/what punch. In the competition there will initially be 8 punches/round increasing to 15 in the final, hopefully to be published in Chimaera. The program itself is in 'Basic' and comprises of 180 lines, and is run on an out-of-date Nova 840 machine. I hope that answers everyone's questions.

PRESS

BALDISLOHAND can beat 'Snowy' with his feet nailed to the floor. On a diet of flies and toe-nail cuttings, Bug Throttler has gathered enough energy to raise an eyebrow, hopefully he will soon be able to lift a finger, so beware!

GM

Sorry I answered majority of questions above, but I have been short of time, and questions repeated themselves often.

~~~~~John Garrett, 19 Weaverthorpe, Nunthorpe, Middlesbrough~~~~~

I have just deducted the 15p game fees for the above from the Chim accounts of Barry Delf and David Webb. I think that's everyone paid except for the mysterious Mr. X. Oh, and can you adjust the nickname of Richard Bartle from Mrs. Muriel Cleckhampton to the Incredible Hulk. I accidentally misspelled his letter last time.....he knows way.

## OUTDOOR SURVIVAL

GM'd by CHRIS RICK

No Outdoor Survival Report and maps with this issue as the GM is moving house and didn't have the time. Should be back to normal for next issue.

1829

### Some final thoughts on the Chim game.

Rob Thomasson: 6th

I enjoyed playing in this game. Not only for the game itself, completed in a manageable ten months, but also for the meetings and face-to-face games that I had, as a result of it with all but one of the players. I thank them for their good humoured company.

I held a good position in the first half of the game, but then fell foul of the asset-stripping of the L&YR - a result of not putting enough conditions on my orders - and never recovered. Sometimes the condition lengths one could go to were quite extreme, and the rumours about five pages of orders from one player were probably true. The revised share buying and selling rule used in 1829B, C & D is an improvement that reduces the complexity of the share dealing rounds.

I look forward to the rest of 1829's B & C, and finish with a big thank-you to Ian for GMing and to the other players for playing the game.

### --PERPLEXOR--

[A disappointing response to the Christmas Quiz last issue with only three people sending entries. These have been sent to Perplexor for marking and the result will appear next issue]

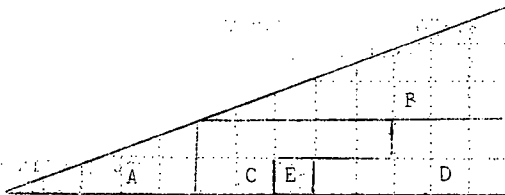
Well, I had a good Christmas and received some interesting presents. One of my brothers gave me a Pentangle Ball & Chain puzzle which is still unsolved. Can anybody help?

My second brother gave me a pair of extraordinary dice. He dislikes games and considers that it is most unfair that a total of seven occurs more than any other number when rolling two dice, so he made up two dice with his own numbering system. There are two points of interest in these dice. Firstly it is possible to throw a total of one, and secondly the totals of the two dice of 1 - 12 appear with equal frequency. Furthermore no face contains a number greater than 6.

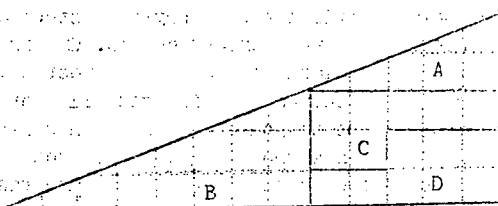
How are the two dice numbered?



My third brother gave me a set of wooden shapes. When arranged correctly in their box they form the triangle below. (Each of the small squares is one centimetre).



The small one centimetre square can be removed and the remaining four pieces can be re-arranged to form a triangle of exactly the same size which also fits into the box.



Can anyone explain this peculiar phenomena?

E

PERPLEXOR

### GAMES SHOP

This month we add another new game to those available at large savings through CHIMAERA. It's one that's new to a lot of you and one which I'm sure you'll vouch for as being a classic. It is Andrew McNeil's KINGMAKER, it retails in shops for £6.00 and it's now available from CHIM for £3.70 + P&D.

Stocks of 'Seastrike' are once again down to zero and although I have re-ordered the new price is up 7½% to £3.50 [David Bolton's copy of the game will be one of these new ones when they arrive, but I will obviously honour the old price published last time. There is also only one copy of 'Decline & Fall' remaining, and since that too will be at the new price when I re-order I'm going to have to up it by 5%.

Full range of games offered and prices are as follows: (inc. of increases)

|                                                 | <u>Retail</u> | <u>Chim price</u> | <u>Saving</u> |
|-------------------------------------------------|---------------|-------------------|---------------|
| <u>Seastrike</u> [Modern day naval warfare]     | £5.50         | £3.50             | £2.00         |
| <u>Decline &amp; Fall</u> [Barbarian Invasions] | £5.00         | £3.25             | £1.75         |

(cont. over)

|                                              | <u>Retail</u> | <u>Chim price</u> | <u>Saving</u> |
|----------------------------------------------|---------------|-------------------|---------------|
| Kingmaker                                    | £6.00         | £3.70             | £2.30         |
| [War of the Roses]                           |               |                   |               |
| Confrontation                                | £2.70         | £1.45             | £1.25         |
| [Nuclear War]                                |               |                   |               |
| Edaminondas                                  | £3.50         | £1.99             | £1.51         |
| [Abstract/strategy]                          |               |                   |               |
| Guerilla                                     | £1.50         | £2.70             | £1.20         |
| [Abstract with features of Guerilla warfare] |               |                   |               |

POSTAGE & PACKING is extra on all games. The first game in any consignment is £1.00, and each additional is .25p so that the larger the quantity you order the greater is your saving. The games are despatched in sturdy cardboard cartons and those received so far have been reported as arriving in A.1 condition.

Unfortunately there has been very little interest in JOHN WADDINGTON games and so for the time being I will not be carrying a stock of them. As to why they're not so popular I have a theory or two. One is that Waddingtons games are so easily available I assume that most have got them anyway, and the other is that because Waddingtons will not supply direct at wholesale prices the price to you once postage has been added on is about the same as you'd get in a shop. Still, we've got an account with the company so we may add a few to the range later when cash isn't so scarce.

I am also in contact with two other, smaller games manufacturers and if we can come to some sort of agreement over price I shall be adding their products to the range offered.

Another new addition to the games offered here, or rather game accessories offered here, is the full range of ASGARD MINIATURES. I don't have space to detail the full range but if you're interested ask for a price list and I'll send you one with the next Chim (send a s.a.e. if you want it earlier). There is a large range of fantasy figures from large dragons down to dwarfs (including my favourite, a thief that looks just like Charlie Peace) and I see now that they're doing Wild West figures too.

We've no readers at all offering things for sale this time, perhaps you've forgotten that you can advertise in this section and it costs you nothing? So, if there's anything you want to sell or obtain drop me a line and I'll include.

Oh, just one other thing I have the following sets of rules available, originally printed as supplements to CHIM: Welcome to my World (Popular D&D package) 20p; Postal En Garde rules 5p; Invitation to a

Gunfight (Wild West) 2p; Cricketness 2p; The Great Years (Middle Earth Diplomacy Variant by Kedge Neuman) 4p; Pleiades Cluster (Interstellar conflict) 2p; War of the Ring (Middle Earth Dip. variant) 2p.

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## WAFFLE 2

Well, don't say I didn't warn you that I was going to take up again from where I left off on page 4 - more fool you for reading on with this threat hanging over your head.

What a let down Christmas was with not a single new game in the stocking, though on the brighter side I did, at least, get a chance to play a few of the older ones. In the week after Christmas a few CHIM-subbers came over to Wellington Station for a day of games and we got through a 'Warlord' (winner Chris Rick) or at least the Ovens variation of that game, a 'Confrontation' (winner Allan Ovens), several 'Fictionary Dictionaries', a few 'Boggles' (at which Lionel Bidwell can add more words to the English language in a thirty minute session than you'd ever believe - even Chambers hasn't heard of them), a couple of 'Probes' during which I had a four letter word with three letters revealed and Allan Ovens still couldn't guess what it was (when he tells you he's no good at word games, you'd better believe him), and finally a 'Top Club Soccer' which saw Allan Ovens pip Lionel Bidwell for the first division championship whilst I was still in the second division. Also present was Adam Quinton but I can't for the life of me remember him actually winning at anything.....

After everyone else had finally departed Allan challenged me to a game of 'Mentalis' and beat me, but don't you go believing what he tells you in 'En Garde' about giving me a trouncing! At that time in a morning, about 5 a.m., anyone could have given me a trouncing at a game that needs a bit of thought. We had a re-match last Sunday evening and I reclaimed my 'Mentalis' title with two wins out of two - of course, he doesn't tell you about that does he.

The second games session over the holiday period took place at Dave Tant's last weekend, for which I must thank Dave and Norma for entertaining us. One thing that we all learnt from this session was an addiction that Allan Ovens has for T.V. games and whenever he saw a screen with any sort of shape bouncing across it his hand would reach for his ever present supply of 10p's. Why, on the Saturday evening he'd dropped £2.60 into Dave's aquarium whilst watching the fish darting back and forth and it took four of us to drag him away. During the con I made my usual inglorious showing, the penultimate position in 1829, nowhere at 'Fictionary Dictionary', and I even flopped at the silly card games. Ian McLaren won the 1829 game and I'm so sure that he did it on merit that I'm not even going to mention that he doubled as banker....

One new game that we did see and play was 'MILKO!', a role playing game

set in the present day and played along the lines of D&D. The playing area is a large map of a housing estate with 'rounds' marked on and the object for the players (who represent milkmen) is to take their characters successfully around their rounds and return to the dairy. The game is open ended and each play represents one day. Players gain experience points for each successfully completed round or GM placed obstacle they overcome, and they can also pick up further points for extending their rounds, usually at the expense of the other players whose rounds they poach from.

A first level milkman is a 'blue top' and as he picks up experience points he advances through five other classes before arriving at 'Silver Top' and then, ultimately 'Gold Top'.

Another way of extending your round and consequently your experience, is to take on agencies for other dairy products like butter and cheese, and there is also a possibility of carrying other goods for sale on your float depending on the will of the GM to sanction your ideas. We had one enterprising player who always carried a box of Durex Gossumers for which he was very thankful when he met the woman at no. 36. An unwanted pregnancy can cost you heavily and whenever that sort of situation arises you have to carefully balance the chance of conception and the subsequent penalties against your possible gain on your 'customer satisfaction table'. One of my own worst encounters was after I'd broken the zip on my flies and had successfully talked a voluptuous young lady at no. 49 into sewing it up for me. There was no problem at all in that, I even kept my trousers on whilst she did it. The trouble came when her husband walked in just as she'd finished and was biting off the cotton. I lost heavily on customer satisfaction points for that and the GM even made me take a damage point when the needle slipped in the scuffle that followed.

I haven't got space to go into more detail here, but I am seriously considering running a game of this through 'Chimaera' if I can get enough interested players. True it does milk yet again the D&D idea but this one really is the cream as imitations go. It's British made by, I think, 'Wattacon Publications' though the copy that we played with had been bought to the con by Humphrey. I'll include more details next time but since I expect the waiting list to fill quickly you better hurry and get your name down. If you want to be a milkman you've got to get up early.

\*\*\*\*\*  
The rampaging 'zine fever that ran through the country during last year claiming several well known victims doesn't appear to have quit these shores yet and latest news is of yet another batch of casualties. AD NAUSEAM the magazine of Steve Pratt has died, RATS LIVE ON NO EVIL STAR the magazine of Pete Swanson has died, and as far as I can make out TROJAN HORSE and BRUCE are very ill too. The disease is now reaching epidemic proportions and I have this recurring nightmare that one day only myself and Noddy Lee will remain. Frightening isn't it?

Seriously though, it is sad that so many of the better 'zines con-

tinue to disappear. Both AN & RATS were rated very highly by me and even though AN was going down hill for a long time I always hoped it might return to it's former glories.

What is going wrong with the hobby though? I know that amateur publishers are bound to get fed up sooner or later but I am beginning to think that there is perhaps much more to this mass exodus than anyone has dared to say. Could it be that the whole hobby has changed so much from its pre-Chimaera diplomacy only days that a lot of the old guard are feeling they are no longer a part of it? I said last issue that I had the feeling that individual 'zines were becoming more of island communities rather than part of a larger continent and the more I think about it the more I convince myself that this is probably what is behind a lot of the current dis-satisfaction. What's the answer though? I don't know. Walter Luc Haas says in 'BUMM' that it's all part of growing up and with the hobby expanding as it is we must learn to live with it. I don't want to grow up though, I want to be like Peter Pan. Bring back the NGC and independants, bring back the IDA, yes and even bring back Will Haven. If only we could, oh if only we could. Why the hell did all you others have to start copying CHIM's play anything approach anyway? Sheep! And does that make me the Judas Goat? There are that many Chim imitators about now all playing Noddy games that it's getting difficult to tell them apart. That's where our hobbies gone.

Oh, shut up Clive, I'm just getting myself depressed. I've got a few more theories on the above but I'm not going to propound them here, particularly as I might hurt a few peoples feelings and I don't want to do that.

Let's have some letters whilst there's still space.....

### LETTERS TO OL' BROWN EYES

[No Boot again because we're running late - will he ever forgive me?]

436: Noddy Lee

I'd just like to set one thing straight. Those stencils that I have are not stolen. Both the managing director and the general manager know I have them, as it is they who gave them to me. I'd like to point out that I also did all my photocopying with full consent from the general manager.

I've gone litho now, so you needn't worry anymore.

Hey, this lads magic isn't he? I never said the stencils were stolen, in fact if he'd read it properly he'd have seen that I was on his side! I said I didn't believe what other people said about them being stolen as I didn't think he was a thief. Now, alas though, I've even got to change my opinion.

on that score for although Noddy sent me a nice note explaining I had 91p Albatross credit remaining after my tirade against him last time, he only sent me 50p back. He says that the balance is his postage costs which is ridiculous to say the least as the only times I have written to him and expected an answer have been when I've been correcting his GMing errors. Surely he doesn't expect the players in his games to subsidise his ineptitude? In fact since it was he that caused all the balls-ups I think he should be refunding me postage. No, what he has done is stolen 41p from me but since he must be in a terrible way if he has got to stoop to thievery over such small amounts I won't pursue the matter further. Obviously he is in greater need of it than I.

As further proof of his apparent lack of intelligence though, all Noddy had to append a p.s. to that note about my credit. It said:

P.S. As for profiteering, may I refer you to John Piggott's gambling fetish. Many have insinuated that he uses subscribers funds for it...I'm inclined to believe it.

See what I mean? He may well believe it, but I don't and I don't see the connection between profiteering and gambling with subbers money anyway. On the cover of the current 'Albatross' which was litho and 16 pages long, Noddy says that costs are 30p an issue yet he accuses John who produces a larger litho 'zine for 5p less, of profiteering! Has he any brains when it comes to basic logic?

That statement regarding John must be coming very close to being a libel and it does seem a somewhat foolhardy thing to do to put it into writing and send it to me. Why, doesn't he appreciate what might happen if I publish it?..... Oh dear, I just have, how silly of me. Still if anything does come of it I can always claim 'privilege', or whatever the legal term is, for publishing it.....

Issue 18 of 'Albatross' is litho and just as distasteful as all the rest. I have it on good authority that he refused to publish one player's press that disagreed with his own resumé of the game and refused a draw that he had proposed because he did not have space. In the copy that has fallen into my hands there are two completely blank pages - lack of space indeed!

I have also heard rumours, so far unconfirmed, that he was even playing one of the teams in his own '4-2-4' game (Walamalaysia Wanderers). If that's true, whatever happened to GM impartiality?

My favourite story this month though about Noddy's GMing ability relates to his Cabiri game. In it he has already allowed one of the original players back as a standby and although that is funny enough the rest is better. He made a GMing error by placing a unit in anarchy in the wrong province for a season and this unit in the wrong place caused other moves to fail. In the following season the unit disappeared from the wrong province

and - presto! - reappeared back in the original one. Did Noddy tell anyone what was going on though? Did he hell, he just put a note in telling a player who had submitted orders based on the false positions that were published the issue before that he ought to read his game report properly!

If you play in 'Albatross' after all I have told you about it, then you deserve everything you get. 'Albatross' is now free and is one of the few 'zines I can think of that page for page give value for money.

Back to the letters....

437: Richard Bartle

You have to laugh at Ian Lee don't you?.....He's written me a great letter which makes him look a fool and I'll probably put it in the next 'Sauce' unless he objects (I took care to ask him beforehand whether he minded being made to look stupid;.....I saw a T.V. programme almost entirely devoted to letter copyrights and it seems that the receiver can't print anything without the writer's permission..)

Don't you believe it, Richard. I had a long talk with a gentleman at the government office for 'Patents and Copyright' and he assures me that if I publish a magazine and the person writing to me knows I publish a magazine then anything I receive is fair game for publication unless the sender endorses it as 'NOT FOR PUBLICATION'. Go on, publish his letter and let's all have a laugh, he doesn't mind being made to look stupid, after all he keeps on publishing 'Albatross' doesn't he and he keeps sending me silly letters?

438. Willy Haughan

I found Noddy Lee's letter and your reply one of the most entertaining items you've printed since Aaron's masterpiece. I shall follow this kids career with interest - there's a lot of mileage in a crank like him.

439. Will Haven

Sad to see your little tete a tete with 'Noddy' Lee is coming to an end; I enjoyed those two pages most of all - it bought back memories, but I trust that our discussions were on a more erudite plane than that!

Anyway, I do think that you are being unfair: from the letter it is painfully obvious that this is a child, a very immature child indeed who shouldn't really be running a dippyzine at all, for he has no more comprehension of good taste or responsibility than any other child. But accepting that he is a child, isn't it unfair to treat him as an adult - to reply and expect responses in an adult way? I have some experience of Ian Lee as a subscriber to Bellicus, and in my years in the hobby I have met many youths who are just the same: Colin Walsh and 'Tarkus', Andrew Herd and 'Hannibal', Geoff Challingers epics, Geoff Corners:- just a few names which spring immediately to mind. Treated as children they are

fine; treat them as adults, and they wither under the cold wind of responsibility every adult has been hardened to.

And that letter of Will's is about the nearest I can get to a letter defending Ian Lee. I do like to give both sides of the argument wherever possible in Chimaera but when there's no-one around prepared to put the other side I come up against a problem. I will therefore invite Ian Lee to put his side of the case before Chim readers with the next issue - my one last attempt to open up some sort of 'discussion' with him rather than the mud slinging battle that this has developed into. I'm sure he must have something to say and I guarantee to publish his reply, in full, uncensored and without interruptions. Can I be fairer than that?

Ian, the floor is yours.....

440. Jim Botten

No, you can't send a case of diarrhoea through the post. There's a specific prohibition on p.75 of the post office guide against 'Filth'. What's more with the aid of a slight ambiguity, the sender may be dealt with, or disposed of in some other manner by the Post Office.. - so watch out for the grey clad men with large empty sacks. I also note a prohibition which may affect ol' Boot, on living creatures, with the following exceptions: bees, leeches and silkworms; certain parasites and destroyers of noxious insects...., certain other harmless creatures in packs approved by Postal Headquarters...animals which can be accepted for express delivery...etc." Sorry, I'm a P.O.Guide freak - but it certainly looks as though bees are better'n Dogs as far as the P.O.'s concerned.

Can't send diarrhoea through the post, what are you talking about? My P.O. Guide on page 61 says: "BUTTER, CREAM, SEMI-LIQUIDS - These and greasy or strong smelling substances must be so packed that they will not soil or taint other packets....." Semi-liquid, that'll do for me.... (Boy, do we have some interesting discussions in Chimaera....).

As for Boot, well that's easy too - I just send him as a biological specimen.

441. Cliff Kennedy

Re:Cricketboss - I believe it is entitled to the space it gets for it has 21 players on its books (The equivalent of 3-Diplomacy games so devoting 3/4 pages to it is not excessive). There are ways of reducing its size, however, such as informing the individual players of their OWN injuries, their OWN successful coaching and cutting out the reports after the game results. Naturally I'm against making these changes as I'm really enjoying CRICKETBOSS, but if it must be cut down then that would be the best way of doing it.

I agree entirely, Cliff. With 21 players C/boss does warrant its space



and my complaints were not necessarily about that. The problem comes in the amount of time it takes to re-type them from Bill's notes. You just get a typewriter and see how long it takes with the bonus points, runs, wickets, overs, scorers etc., to type in. Probably a lot longer than you imagine! Take this issue for instance, C/boss arrived this morning (Saturday) and so most of my afternoon was spent re-typing it with the effect that it put me so far behind schedule that it is now the small hours of Sunday morning and I've still got three pages to go. Anyway, Bill and I have sorted something out along the lines you detail and we should start it from next issue. The game will still get its share of space in the main 'zine, but info on a lot of points not of interest to non-players will reach you in a separate supplement typed by Bill. Let's see how it works.

442: Chris Walton

In the Number Series you give in 'Chimacra 37' you say there is a mathematical solution, but it is the case that there is always a mathematical solution to such series since there is a law that states that it is possible to draw a curve of order  $n-1$  through any  $n$  points. Thus this curve can be derived and further points on the curve. There is no guarantee of course that such further points will be integral. I tried to work out, and couldn't, what extra conditions need to be fulfilled for the later values to be integral. I suspect that it is something simple such as the sum of the coefficients having to be integral.

Using this method the answer to your series is 49, 82 if I've got my arithmetic right, though I haven't got a clue about the name of the sequence and its meaning.

(Pretend you know what he's talking about, Clive - don't let on you're a thicko..)

S I L E N C E

Dum, ee-dum - what the hell, I don't understand a word of it and it's wrong anyway! There's a simple formula for working out the next two numbers and I think it would be fair to say that a 10 year old, or even me, could do it with no trouble. In fact it's so easy, that's why I put the proviso on it that you must tell me what the sequence is called and what it represents. You're just trying to baffle me, Chris. You say that there is always a mathematical solution to any series of figures but in that case it seems that you can give the first number that comes into your head as being the next number of any series and then mathematically prove that it's correct - I wish I'd never got involved in this.....

Anyway, I'm getting confident now so I'll up the prize money to 50p for the first person to come in with the correct answer. For the record the sequence again is: 4 - 7 - 10 - 16 - 28 - ? - ?

443. Simon Burke

I would like to make a comment on the recent criticisms of Athgor. If certain people want to resurrect old criticisms of Elsinor, it would help if they did so under that name. Athgor is a game in very different circumstances and I think they should let it begin before they hack it to pieces. Fair, wouldn't you say?

Perhaps, only you see most of the criticisms that I have seen have been aimed at Bob Brown for turning over so much of first class magazine to a game that has been tried elsewhere once before, and which on the original GM's admission proved unmanageable, and I think they're valid criticisms.

But, on the other hand, I enjoyed Elsinor when it was in Bellicus and certainly think it should be given another chance. I'm definitely middle of the road on this one, just watching with interest how it develops....

444. Cliff Kennedy

Re D&D: on the back of this page are all the characters so far killed going down my dungeon [no, not the back of this page, the back of the page Cliff sent to me. Ed] (29 out of 74 making an average fatality rate of 39%). For those interested in facts and figures the fatality rate per trio among fighters has been 48%, among Magic-users 22%, among clerics 28% and among thieves 100% (a mere 3 have so far ventured down and all three were killed on their first trips). So far in 7 expeditions down my dungeon I've had 35 fighters, 22 magic-users, 14 clerics and, as stated already, 3 thieves. Of these, 43 have been lawful (with a fatality rate of 34%), 21 neutral (fatality rate 43%) and 10 chaotic (with a death rate of 50%). I'm informed that the trend in England is to have all lawful parties - what a yawn that must be! The closest I've come to that is a party of 8 law and 2 neutrals. Anyone else have any statistics to their dungeon?

445. Peter Nunn

You are clearly a man of great experience in.... well, perhaps I had better not say, but nevertheless I would value your opinion on a matter of some concern to me. You may have noted the extremely slow rate at which the Mercator V waiting list is being filled. Now there are of course, several pedestrian explanations. Perhaps the people just aren't interested in 'Mercator'? (ridiculous) - perhaps they are unable to obtain a copy of the rules. Well, I will make an effort to ensure that all players obtain said copy plus some rulings on anomalies that have occurred - before the game starts. Perhaps, however, they feel that they are out of their class - that's more likely, there are after all, some pretty high-powered names on the list already. All I can say is that at some time you've gotta take the plunge laddie and jump in with the men - no-one, not even the legendary Wakefield has ever won a Mercator outright and it really is quite possible. The availability of personal computers coupled with a couple of honours degrees in maths and languages should give anyone a fighting chance. I should point out

that a sociology degree is useless. The alleyways of the world are littered with broken sociologists whose entire lives have been shattered by the evidence of mans inhumanity to man exhibited by Mercator players. Perhaps (and this is the option I favour) there just aren't enough people around with the guts. Some of you fellows wandering about in your dungeons on an ego trip and lashing out with swords and clubs and spells probably think you can cope with anything. Well, I would back a naked Wakefield armed with a slate and a lump of chalk against all the horrors that the Dungeon-Masters have dreamed up. A few choice words in the right time and place have bought down dynasties.

Anyway Clive, as I said, I would be pleased to hear how you view the problem. Remember, I am GMing so everyone would have the consolation that they would not have to face me across the Pacific or whatever.

Well, if that doesn't stir them into action nothing will. Come on you lot, are you going to let him talk to you like that? Get your names down and we could be off for next issue. Don't let me down, lads, show this guy what you're made of, the honour of CHIMAERA is at stake!

Oh damn, we've run out of space again...

## THE LAST ROUND-UP

Don't miss 'ARENA' at the Victoria Liesure Centre in Nottingham on March the 4th! It's the annual convention of the Nottingham Wargames Club and should be quite a good day. There will be the usual trade stands, but there is also a D&D battle and we have two large 30' x 6' tables on which to organise board-game tournaments. Myself and Adam Quinton will be there to take on all-comers at 'Starship Troopers', 'Seastrike', 'Kingmaker', maybe even 'Dip' and any other games that take our fancy. Hope you can make it - full details next issue (let me know if you can make it and whether you're bringing any games.)

Still didn't manage to pull those 'zine reviews in again - I'll make a definite effort for next time, honest....

Errata to 'Eylau' review published in issue 37: James O'Fee adds - "Initially the game was available to UKW members at £1.50, and at that price was marvellous value. It is now on sale through retail outlets or direct from UKW, 74 Cherry Tree Rise, Buckhurst Hill, Essex.

Production of 'Mentalis' reviewed in issue 35 of Chim is running behind schedule and it will now probably be the end of this month before it is available in retail outlets.

New 'zine with much promise: 'Forden's Epitaph' from Alan Powis, 36 Newton Street, Heaton Park, Manchester. Take a look!

CHANGES OD ADDRESS

Jim Pennington, 39A The Mall, Southgate, Londonn N14 6LR 't11 7/4/78  
Chris Rick, 7 Valley Rd., Loughborough, Leics LE 11 3 PX.

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DEADLINES: Non-Dip to GM's by Friday 3rd. February 1978

Diplomacy to me by Friday 10th February.1978

C/boss to Bill by Friday 27th January 1978.

BLACK BOX

All waiting for David Bolton whose rays this time were 45-disap,  
42-disap.

GAME OPENINGS

Diplomacy Regular: Game fee 75p + £1 refundable deposit.

U game: Mike Vernon, Niel Wakefield, Richard Nash, Mike Lean, Adam Cross.  
V game: Adam Cross.

X Mercator Mk.V: Game fee 50p + £1 refundable deposit.

GM: Peter Nunn. Players: Clive Waterhouse, Andrew Smith, Doug Wakefield,  
Ray Lee, Russell Noonan, Laurence Parrott,  
Paul Willis, John Garrett.

Dungeons & Dragons: See 'Pits of C11' Supplement

EN GARDE!: See En Garde sister 'zine - write for sample.

Outdoor Survival: GM: Chris Rick. Players: Bill Thorne, Henry Olsen, Boot,  
Steve Ellis, Terry Hill, Patrick Thompson, Paul Willis,  
Adrian Bolt, Andrew Smith

KINGMAKER: Game start next issue, GM: Ian McLaren, players: - well, the game  
start would have been next issue if I hadn't lost the list of  
players..... Please confirm your place for next issue and we'll  
start then. Sorry.

Conquistador: Possible standby position in already running game - write to  
Dave Merriman, 9 George St., Swansea if youre interesyed.

Rail Baron: GM:Rob Thomasson: players: Don Turnbull, Keith Thomasson, Mike  
Lean, Tony Ball

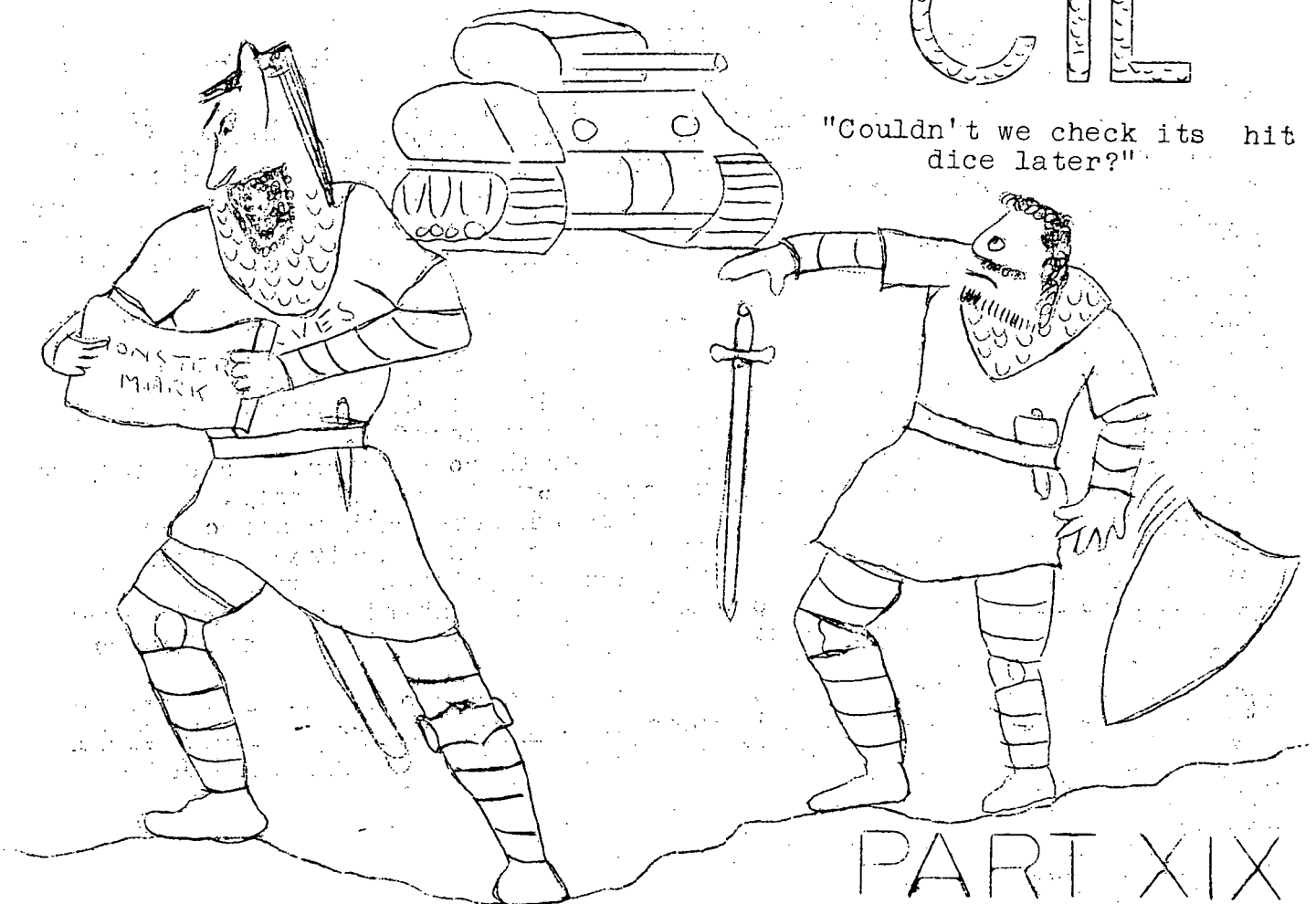
X Business Simulation Game: GM: Rob Thomasson: Players: Adam Cross, Hans Swift,  
Mark Holman, John Garrett, J.R.McBeth, Ray Miller, Richard Sealy,  
Mike Lean, Bill Howard, Tony Ball, Ian McLaren, Jim Pennington  
and others - please confirm interest.

\* TRAVELLER: SF role playing game. GM: Dave Merriman

MILKO: : See page 35.

Anarchy and Imperialism: still a couple of places left: write to John Garrett,  
19 Weaverthorpe, Nunthorpe, Middlesbrough, C eveland.

# THE PITS OF CIL



A belated Happy New Year to everyone, and to one or two of you an even more out-of-date Merry Christmas. Thank you for the cards and apologies for not reciprocating. I should have but I'm too mean.

Most of you were very kind over Christmas and didn't send me any orders. By this means I have been able to write no letters at all for ten days and still not fall behind. Feel free to start writing again soon though, especially George North, from whom I'm still awaiting the initial character choices!

However, I'd like to get David Bolton and Henry Olsen started now, so will they please also give me the initial choices, as specified in "Welcome to my World", which should accompany this issue for them. (Eh, Clive? I don't think George got it last month.)

May I ask the above, and anyone else on the Waiting List, to get started promptly when their names come up, or if they no longer wish to play, let Clive or me know? Otherwise I have to wait an extra month before I cross them off and it all delays the start for the people lower down the list. I may? Oh, ta!

## MULES

Someone came up with the very reasonable question as to whether a mule can fight back if attacked. In the absence of any notes to the contrary in the rules, I'll act as follows: -

Mules are A/C 9, with 1D6 + 2 hit points. There is a 50% chance

they may defend themselves if attacked, doing 1D4 damage with each hoof, and 1/2D4 with a bite (though not, need I say, simultaneously on the same target!) However, they will only defend against generally humanoid or mammalian monsters, and never against Undead or magical ones. If they make the 50% to defend, they will not need to be "controlled" under the "Sustenance & Fatigue" rule in "Welcome to my World".

#### ACTION IN BRIEF

To be brief, there hasn't been a lot of action since last time, largely 'cos there haven't been many letters. However .....

Clive Waterhouse and Adrian Attwood entered the room with the sleeping Stone Giant family. Unfortunately, some of Allan Ovens' party, coming along the passage behind them, made rather a lot of noise when one of them fell into that same watery trap, and woke the Giants up. Then the ensuing combat had to be done twice because I misread Adrian's instructions the first time. Still, all ended well with the young Giants dead and Mum barely surviving, as we go to press.

Mike Close defeated the Giant Ticks, but "slept" one of his lady followers in the process. He has now pressed on to a part of the Pits hardly visited before.

Bryan Conway has had a great Kobold slaughter, with his Flying Hobbits performing well.

Rich Sealey has found something in the cauldron that everyone else missed, and is polishing off some Hobgoblins at the moment.

Allan Ovens is naturally still "stoned", but hopeful.

Ian Jones has been blasting away at a small room which, fortunately or unfortunately, depending upon your point of view, was empty.

Chris Rick has been feeling his way through some rather narrow and winding passages, and is now about to expend the survivors of the Clive Wardley party in investigating some suspicious sounds.

St. Martin Rundle has killed or slept all the inhabitants of his fort which have so far appeared, but is now off to investigate the dungeons below, where voices are heard.

Ray Gale continues to search the Rust Monster room, and as to the others, Alan Powis has done his shopping, Iain Drylie and Chris Boyes have letters on the pile awaiting adjudication, and Clive Booth and Paul Blackwell haven't written.

#### THE STORY SO FAR

This time we deal with Bill Howard and ....

##### The Brown Party

If only I'd known Dave was going to call it the Brown party, it would have been chaotic with William, Ginger, Ethel, Robert etc. blythly messing everything up with the best of motives. Still this was not to be: the party in fact started in Grey cloaks and it was only later that they magically turned brown (or perhaps it was the Umber Hulk on the ceiling). ((Actually it was the colour code for Bill's party, but somehow it seemed appropriate!))

The party itself is (or rather was) the largest to enter the Pits with fifteen characters. Not being a Elf-chauvanist-pig the fair sex was included for a more harmonious expedition; after all who knew how long we'd be down there? The party consists of an Elvern Warlock, two Lambs, two Paladinic Swashbucklers, two Hobbit Cutpurses (of the best possible character), a Theurgist, two Dwarven Heroines, a Vicar, two Warriors and two Curates!

We entered the Pits and dealt with the Orcs' dormitory with non-chalant ease and joined in the general sprint to reach the depths. However, disaster awaited us in the first room. We entered the room to find it empty except for a sword hanging by a thread from the ceiling. Forgetting the ancient saying 'naught is for haught' there was a rush to form a human pyramid and collect our first piece of booty.

Unfortunately, in the middle of this, the door opened and in-  
ked a family of Werewolves. The father turned out to be the  
Charles Vasey in a mouse skin" type and informed us that they were  
neutral and that we couldn't attack them. Furthermore he was going  
to sue us for breaking and entering, Trespass, conduct liable to lead  
to a breach of the peace, ad nauseam. Panic! Panic! I swung round  
and blasted a hole in the wall to the corridor, but alack, the Staff  
was misbehaving and the hole was immediately filled by webs. Flaming  
Swords out and through to escape (Werewolves were talking throughout  
this and we were in danger of being bored to death) but again we were  
cornered and in the end we had to agree to pay damages....Round One  
to the natives. ((T'anks, Bwana!))

Leaving an I.O.U. with the Werewolves, on we trotted and into  
the room with the Nixies and the pool. Just as we were entering a  
Nixie's head ((Errr, I think we need a comma there, Bill)) popped  
out of the water and having just seen "Jaws", the shock was too  
much and the party bolted.

"Gosh!" we wished, "wouldn't it be nice if we had a third share  
of the defeated Chaotic Allen group's magical items."

Quick as a flash, St. Martin and C(ed)rick materialised from  
nowhere and donated numerous magical items. They were obviously  
impressed by the leadership, Charisma and young ladies in the party.  
In return, we gave a military advisor to each group, not to mention  
a map back!. ((All right, I won't mention it, but I reckon they  
would have preferred the front!))

Then our party waved and wiped tears from their eyes as the  
noble St. Martin and C(ed)rick departed back to their sub- parties.

We collected our belongings and trudged off into the gloom  
and deeper into the forgotten depths of this God- forsaken pit.((I  
have NOT forsaken it, only some of the people in it)) Suddenly  
out of the gloom came the sound of "Rhapsody in Blue" played on  
leaking bagpipes. Fearing that we were to be set upon by a tribe  
of Goons, we hastily formed a square with all those with 18 Strength  
in the middle. But it was not to be, for round the corner came, not  
Goons but a seven- headed Hydra.

after the compulsory metaphysical discussion, we negotiated  
passage around the beast and continued on our way .... clump!, into  
an invisible wall. This was obviously that snake- in- the- grass,  
the Hydra's doing. Spinning round, I gripped my Staff of Wizardry and,  
firing from the hip ((a loaded hip!)) let fly with a number 8 lightning  
bolt, kerpow!

I was a bit unfortunate that there was now an invisible wall  
behind us as well, and so .... "Duck!" I yelled, but was too late.  
Kelly, the Oirish Cleric lay fatally wounded at our feet.

"Oi didn't see no flaming ducks," he croaked, and then kicked  
the bucket. ((G. Nash please copy.))

Several others in the group had been badly injured and so  
there was now a rather embarrassing silence. But it was then I had  
a stroke of luck and in a flash he was alive again, all wounds were  
cured, the Hydra was dead and we knew where a Rod of Lordly Might  
was! Kelly was not too happy with his short trip to the Netherworld  
and wanted out. However, a pep talk, two sermons and, to the sounds  
of "Onwars Christian Soldiers" we set off once more.

Arranging ourselves into battle formation, we opened a door  
and, looking straight at us, was a Medusa. (My life, does someone up  
there hate me? Don't I always pay my taxse?) ((What happened to the  
Christians, my life?))

"Rhubarb!" I gasped as the Paladiness and male thief froze into  
unmoving rocks. But my hands, skilled in the martial arts of Surrey,  
were already moving at blinding speed. Trained reflexes brought the  
deadly Staff of Wizardry's battle sights onto the evil creature. A  
flash of lightning, a reek of ozone and a muffled screech and the  
baddy hit the deck. ((I preferred the version with Ann Miller.))

We hauled the statues into the ex-Medusa's room and set about searching it. Our luck was in - we had found the Rod of Lordly Might and a yellow chest. Concealing the latter we hurried off to see if there were any stone-to-flesh scrolls in the neighbourhood. We were fought by Goblins, Giant Rats, Giant Spiders and an Umber Hulk but no scrolls came to light, and we returned to the Medusa's room to find Grope, our stoned Hobbit Thief, had been stolen! And all the lady Paladin Elsbeth's clothes to boot. ((To socks as well, actually)) There was an embarrassed silence (again), surely this couldn't be happening to me?

Darius, the other Paladin, muttered a few words under his breath and suddenly Elsbeth was back in the pink, literally. Pulling the party together and wrapping a cloak around the reddening Elsbeth we followed a sound of shouting from across the corridor. Flinging the door open we saw the unstoned thief struggling Hobbittfully with a number of Gnolls, while along the walls of the room a number of statues were coming back to life.

We flung ourselves into the fray and our bowmen soon picked off those who would have hurt our diminutive thief. In the middle of the fight the rear of the party was set upon by two of Clive Wardley's fighters but luckily we managed to 'hold' them and the fight ended with little damage to us and some new party members recruited from the unstoned figures.

Then along to the Lammassu and down.....  
(To be continued) ((or concluded? Heh, heh.))

#### NEW RULE BOOK.

I imagine everyone who was at Games Day will have bought it, but for the rest of you let me say that the first book of the second edition is out.

It has been largely re-written in an 8½" x 10¼" booklet of 48 pages and is designed to introduce newcomers to D & D and explain spells, combat, monsters and magic liable to be encountered down as far as the Third Level. It really is well written and solves all sorts of problems left unanswered by the first edition.

Naturally all three original books and the supplements couldn't be condensed into one, even with larger pages, and 1978 should see the production of "Advanced Dungeons & Dragons" in three parts. Frankly I doubt whether most players will need more than one of those dealing with the rest of the monsters, but I would strongly recommend this first book, available at £2.50 from Games Workshop now, and soon elsewhere no doubt.

#### MINIATURE FIGURES

Or to be more specific, Miniature Figurines.

Their range of D & D 25mm metal figures is being expanded month by month, and for generally mammalian monsters are the best on the market. In the U.S.A. they are marketed as "official" D & D figures, having apparently been "approved" by Gygax & Co., but over here they don't include that point in their marketing, oddly enough. Gnolls, Hobgoblins, Dwarves, Hobbits, Gnomes, Goblins and Kobolds are all excellent.

I feel their Orcs are a little too massive, and their Elves are indistinguishable from Humans, if you discount the fancy hats, but have a look at some of the figures in the "Imperial Rome" range as well; ideal for bandits, berserkers and the like.

W  
Asgard Miniatures may be an acquired taste, in which case I haven't acquired it yet. The Human figures are too "Gothic" and rough hewn for me, although they are reasonably priced when you feel the weight of the metal in them. Some of their monsters are good though, especially if you have a few odds and ends in the spares box to tart them up a bit. I'll give a few suggestions on this next time as I was a modeller before I was a games player.

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