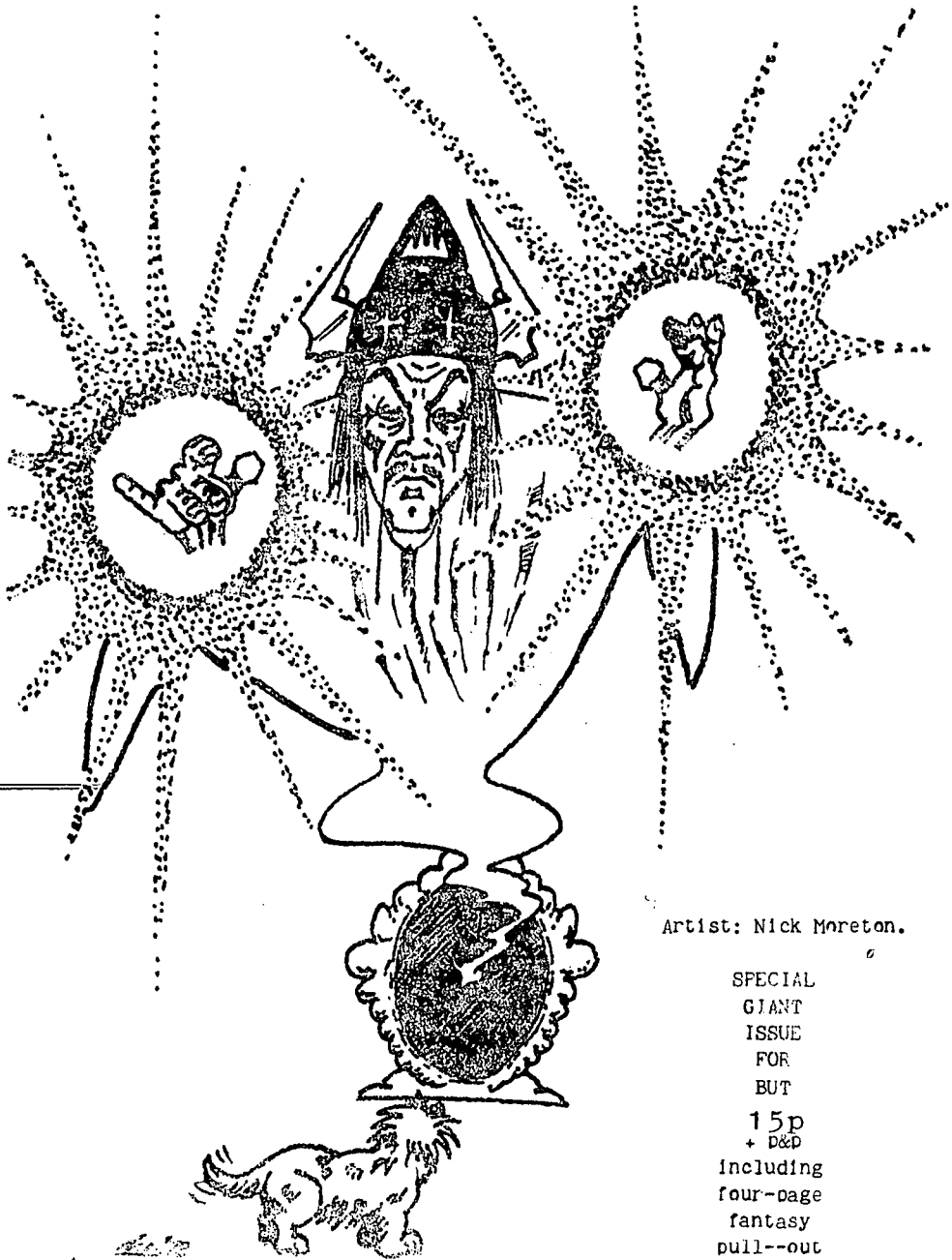


CHIMAERA



Artist: Nick Moreton.

SPECIAL
GIANT
ISSUE
FOR
BUT

15p
+ D&P
Including
four-page
fantasy
pull-out

Welcome, one and all, to this the 39th issue of CHIMAERA, a magazine of postal games. It is edited and published by Clive F. Booth who is ably assisted by Boot, the wonder-dog, and they both reside at 71 Clara Mount Road, Langley, Heanor, Derbyshire, DE7 7HS.

It is available by subscription and cost is calculated as 1p per 4 pages, plus postage, plus a 1p for the envelope. To subscribe just send any amount to the above address and Boot will organise it so that you continue to get copies until it's all gone. Then he'll ask for more (he's been like it ever since I took him to see 'Oliver').

Boy, oh boy. What an issue this one is turning out to be. I appreciate that it is something of a trademark of Bob Howes that you always start the 'zine by apologising for being late, but I'm going to have to pinch his patter on this occasion. This issue will probably reach you a day, or perhaps two days late owing to general difficulties that have arisen. Firstly, my second duplicator snapped a metal bar somewhere in the interior whilst I was printing some leaflets last week, losing me not inconsiderable production time in trying to repair it. Needless to say, I couldn't so let's hope nothing goes wrong when I try to print this on the other machine!

Secondly, I'm having trouble with the local Post Office again. I don't know whether I mentioned it at the time or not, but I have already been banned from posting Chim at the local office on the corner and have for the last two years had to cart it about a mile into the main post-office in Heanor. Now they have decided that that isn't good enough either and they told me that I'm banned from posting it there too last Friday. They also got all uppity about Allan Ovens stencils for 'En Garde' refusing to deliver them because they wouldn't go through the letter box (that they've always put them through the cat door in the past is apparently irrelevant), and so since I didn't get the message that I'd got to fetch them from the sorting office myself until deadline day (Friday) that magazine hasn't been printed yet. My duplicating work-load for this week-end has therefore been doubled!

I suppose that the next phase in the Post Offices' plan to destroy Chimaera will be to tell me I've got to deliver them myself.....

So if we are a day late, please bear with us, we have got problems.

Looking through the rest of the 'zine, let's see what I've missed out. Well, the 'Sorcerer' game isn't there because the GM is proposing folding it (notes to players enclosed), and the second 'Conquistador' is missing because only two players have bothered to send orders. That GM too is proposing a fold. The 'International Insults Battle' isn't there either, for although jokes have rolled in I haven't had space to put them anywhere. We'll continue next time.

I did infact make this a giant issue to give me room to say a lot of the things I wanted too; and include a lot of the letters I've been holding over, but once again the space as all disappeared before I was halfway through. It seems that CHIM just expands to fill the space that is available. One thing I must mention though is the ANNUAL MAGAZINE POLL, late of MAD POLICY, but now being organised through NEW STATSMAN by Mick Bullock. This is the annual poll of the hobbies members to determine their opinions of the magazines recieved, and although you'll find there are one or two publishers who tell you in means nothing (usually those at the wrong end of the table), the majority do consider it the testing point of the year when they finally get their chance to compare their performance against that of their competitors in the eyes of the readers.

For the last two years CHIMAERA has won it, last year with the highest average score ever attained by any 'zine in the poll. I don't suppose that we'll ever hit those dizzy heights again but it would be nice to be at least up there rubbing shoulders with the best when the results are declared. To do that your vote is needed so please follow the ensuing instructions:

- 1] If you receive two or more UK 'zines you are eligible to vote.
- 2] Vote for magazines only, not sub-zines.
- 3] Rate each magazine you receive on a scale of 1 to 10 (1 being low, 10 high).
- 4] Votes must be received by Thursday, March 23rd 1978, so do it now whilst you remember.
- 5] Your votes will be kept secret so be honest. If you want to vote us low do so, there's no way that Boots going to find out (just as well..)
- 6] Send your votes to MICK BULLOCK, 14 NURSERY AVENUE, HALIFAX, WEST YORKSHIRE HX3 5SZ. Include a s.a.e. if you want and you'll get a copy of the results immediately they're available. Include 20p and you'll get an issue of the statistics mag 'New Statsman' that they appear in.

Think you can do that? Good. It is important.

One other thing, since I changed jobs many of you will have found that you can no longer telephone me (maybe that's why I got so many NMR's this time?), but if all goes well we should be on the telephone here at home by the next issue. Ask for directory enquiries - on second thoughts though, with the trouble I'm having with the Post Office I bet they put me at the bottom of the list....

Whoops! Nearly forgot to put in the waiting lists. Game fees, deposits etc all the same as last issue:

REGULAR DIP: Neil Wakefield, Richard Nash, Mike Lean, Adam Cross, Neil Walters, Paul Openshaw - 1 needed.

DUNGEONS & DRAGONS: See 'Pits' supplement. EN GARDE: ask for sample of 'En Garde' 'zine. OUTDOOR SURVIVAL: Waiting list dropped, see report.

RAIL BARON: Don Turnbull, Keith Thomasson, Mike Lean, Tony Ball

TRAVELLER: Ray Lee, Ian Gibson. MILKO! See page 49.

Here goes then and methinks that we'll start this issue proper of Chimaera with a game review. Let's see what we've got in the file.....
Hmmm, how about.....

K I N G D O M S

A GAME REVIEW BY MIKE VERNON

This is the only game that I know of that comes in a triangular box. Inside are 90 thick plastic hexagons; five differently coloured sets of 18. In each set 16 are plain and two have illustrations of faces on them, one a full-face (the King) and one a profile (the warrior). Every piece has a raised rim with a gold colour metallised finish and the faces of the Kings and warriors are similarly gilded giving an overall visual effect that is quite aesthetically pleasing.

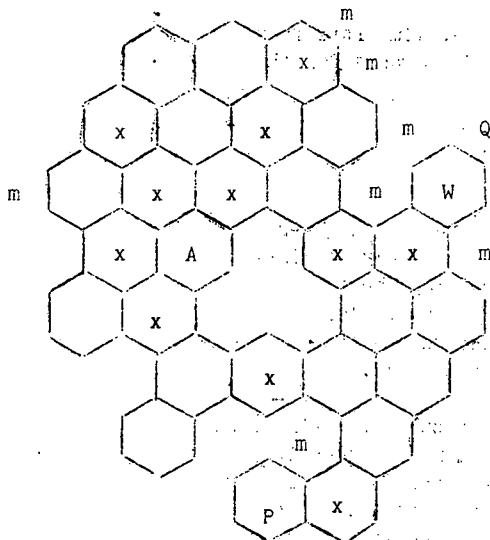
Each player takes one of the sets of pieces and then they take turns to lay out their pieces on the playing area (any handy surface that is about 30" square). Each piece having to be laid so that it is in contact with at least one of those already played. A contiguous group of pieces of the same colour (i.e. belonging to the same player) forms a country, and if one of the pieces in the country is the 'King' then the country is deemed a 'Kingdom'. During this initial phase of the game, no country is allowed to exceed 5 pieces in size which ensures that each player ends up with at least 4 countries, one of which will be his Kingdom.

The game now enters the second phase in which each player endeavours to move his pieces in such a way that his scattered countries are joined into one large Kingdom. At each turn he can exchange the position of any (his own and/or someone else's) subject to certain restrictions. Firstly the two pieces must be in line; each hexagon is considered to have six lines radiating from it, one through the centre of each side - thus, in the diagram, 'A' can be exchanged only with the pieces marked 'x'. Secondly, no player can move a piece out of someone else's Kingdom except in exchange for his own King.

The King can only be moved once without penalty; if a player moves his king again, every other player can remove one of his own pieces from play - a significant advantage as it means he has fewer pieces to gather into his kingdom.

The 'Warrior' can be exchanged in the normal way or it can move on its own to any vacant space that is in line with it. (In the diagram W can move to any of the spaces labelled 'm'), or another piece belonging to the same player can be moved along a line to a space adjacent to the warrior (e.g. P to Q)

(diagram over.....)



The game should be played on a soft surface - put a cloth on the table, or play on the carpet, otherwise it is very difficult to remove a piece from the pattern without disturbing those next to it. It has been suggested that one use a small lump of 'Blu-tack' to lift the pieces, but I have not tried this.

For two players it is a good game with plenty of scope for carefully planned tactics. The King is a powerful piece and must be positioned carefully in the initial phase (usually towards the centre of the pattern so that a second country can be joined to the

Kingdom on the first move). Do not use the one 'free' King move too early in the game; if you do, you will find that, later on, you cannot afford to give opponent the one piece advantage that results from a second king move - and your opponent will be able to turn this to his benefit. The Warrior is usually more useful if placed initially on the outer edge.

With more players the game becomes less predictable because of the inevitable inter-player reactions. It can, however, be great fun if played fairly quickly and not taken too seriously - there is often a 'sudden death' ending because no-one noticed that one player was unobtrusively gathering his forces.

Overall, a well-presented, well thought-out game; the rules are clear and unambiguous, and include suggestions on scoring and handicapping for those that want to indulge in such things. Recommended.

MIKE VERNON 1978

Thanks Mike, For my own part I've only ever come into contact with the game once before and that was two or three years ago. I never played it though for the person that owned it told me that because of an anomaly in the rules it was impossible for anyone to win! Obviously you haven't found such a problem so I suppose that it must be that my friend was mistaken. Comments from anyone else?

The game is available from HARTLAND TREFOIL, 96 Main Road, Duston, Northampton NN5 6RA.

What's this? Another game review? And why not? This time it's from the pen of Rob Thomasson who takes a look at computerised games for the home, or....

CHIPS WITH EVERYTHING

by ROB THOMASSON

This article is prompted by various announcements of boxed games that are based around microprocessors, and are sold at vaguely realistic prices. Games with a mind of their own. Before describing these I'll run through other microprocessor based games that are already available. I won't be giving much detail, but I will give some addresses at the end so that any interested persons can write off for further details.

Microprocessors can be thought of as miniature computers. Their first commercial entrance into the game market was at the heart of domestic versions of the T.V. 'Pong' games, usually featuring tennis, football and squash. Nearly all of the models were based on the same General Instruments chip (serial AY-3-8500 as if you could actually care), and it's this standardisation and mass production which brings this technology within the reach of the public (bless their cotton socks). Nowadays colour versions of the original models, with add-ons like variable ball speed (always useful in a tight corner), are advertised on T.V. i.e. mass marketed.

A firm called 'Videocraft' offer 'Videoplay'. The basic unit costs £180 and plays Tennis and Hockey with all the extras. The point is that you can plug in cartridges with games such as Black Jack, Desert Fox (tank battle) and Space War. They cost £17.75 each, and new ones will feature Baseball and Drag Strip amongst others. The DIY enthusiast can get details of the relevant chips from General Instruments.

Two popular board games available from Kramer & Co in microprocessor form at 'limited market' prices are chess and backgammon. The Chess Challenger has had the most publicity. It comes in two versions. The Games Centre in London will sell you the basic model for £150. For those interested, it's based on the 8080a micro and has a 16K ROM program and 512 bytes of RAM. It scans up to 20,000 moves before making each game decision. The advanced model has two more levels of play, with the top level scanning up to 60,000, and sells for £200. Then there's the Gammonmaster II which Kramer sell for £199. Both the chess and Backgammon games have touch pads for entering your moves, and LED's for the computers responses. If you want to know more, write to Kramer and Co. for 'data sheets' - I haven't, so no guarantees on what you get.

And so to forthcoming board games. Parker Brothers in the US of A are selling 'Code Name: Sector', and it is available over there through SPI for 39 dollars. No date for UK release is known, but will follow a

success in the States. According to the Brothers the micro involved is as powerful as early computers that filled entire rooms and sold for millions of dollars. If this is so, the room must have been small with plenty of money flushed down the pan, but the principal behind the inflation is true. Computers get smaller and cheaper every day or so.

The game in question is one of submarine pursuit. You play alone or against other players to (be the first to kill) the sub. The players move their ships trying to find the sub's location, direction and depth before attacking. The micro moves the sub on a randomly chosen, but fixed secret course, and registers the players' searches, movement and fire. It may attack the player who fires and misses. Additionally an 'evasive sub' option can be enabled to make it harder. Incidentally, SPI are quoted as working on computer games of their very own.

Many computerised games were demonstrated at the 1978 Toy and Hobby Fair. Interactive Computer Operated Games will be releasing three games in the UK later this year, each selling for £15. Texas Instrument TTL chips are used 'essentially as random number generators, but the player can use his judgement to change the probabilities'. This doesn't sound like a computer as much as an electronic number selector like the Traka unit already available. But the price indicates that there should be more to the games, which are 'Megapolis, similar to Monopoly, and two strategic war games Marinattack and Tankattack. Next up from them will be an oil game with greater computing power. Invicta will sell a solo, electronic, version of 'Mastermind' for £9.90 with a choice of 10 numbers across and 4 digits to give 100,000 possibilities (it says here). Milton Bradley will have 'Battleship' for £29.95 with micro generated visual and sound effects, and a numeric version of Patience called 'Logic 5' selling for £12.15.

So, some tit-bits, some hard facts. I personally would be glad for anybody with further or other information about computerised games to write them up for Chimaera, what does Boot say? Meabwhile, here are those addresses that I promised you:-

General Instruments : 62 Mortimer Street, London W1.
Videncraft : Assets House, Elverton Street, London SW1
Kramer & Co. : 9 October Place, Holders Hill Road, London, NW4.

ROB THOMASSON 1978

Now then, what does Boot say? Well, after taking me out yesterday and buying me my first electronic game, the usual tennis cum football cum squash cum clay pigeon shooting affair, he now considers it a very feeble effort in comparison to some of those that you mention above. Both he and I would like to hear more about them and since they appear

to be somewhat outside the range of our pocket we must depend on you to keep us informed. So, as Rob says, if there is anyone else out there with information, please feed it to us - - and if there's anyone who's got some of them, when can we come and have a go.....?

Time now for the first of this issues game reports and since David Bolton has taken a guess at the position of the atoms we can go ahead and publish the final positions in the first ever postal game of.....

B L A C K B O X

Unfortunately, and quite unintentionally, one of the five atoms did find itself secreted away in an unidentifiable position amongst the other four. It's actual position could be whittled down to one of three positions but after that it was all on a lucky guess based on the psychology of Clive F. Booth. 'Would I have put atoms in adjoining squares etc., etc. Still, as Eric Solomons, the inventor, told us in his G&P article a few months back, it's all part of the game.....

So, with the first prize of £1.35 at stake the eventual positions were:

1st:	MIKE VERNON	14 markers	0 penalties	= 14 points!!
2nd:	George North Andrew Smith Rob Thomasson Keith Thomasson	14 markers	5 penalties	= 19 points
6th:	Bill Thorne	11 markers	10 penalties	= 21 points
7th:	David Bolton	12 markers	10 penalties	= 22 points
8th:	Mike Lean	14 markers	10 penalties	= 24 points
9th:	Lionel Bidwell	11 markers	20 penalties	= 31 points

Hmmm, if I remember correctly it was Mr. Vernon that suggested we play this game in the first place - methinks that he knew exactly what he was up to when he did!! Congratulations Mike, the £1.35 prize money already added to your credit, now how about investing 15p of it in a rematch to give the others chance for revenge? Same rules as last time, send me (on a separate piece of paper) a copy of your grid with your own set of references on it. When you fire in rays the results will be published using your reference system so that noone else can glean any information from it. Fire in two rays for next issue and we're underway again, same game fee as last time, 15p and we'll split it 20% to Chim 80% to prize money. New players always welcome, the more we get, the bigger the prize.

It had crossed my mind that it might have been interesting to make this next game a three dimensional one i.e. played in a cube rather than a square, but the intricacies involved frightened me. Maybe somebody else will give it a try?

Oh, and I suppose I'd better tell you exactly where all the atoms were just so that you can see where you went wrong. Using the references on the original WADDINGTONS board they were cited as follows:

23/26 27/19 29/21 30/18 31/22

TO SEE OURSELVES AS
OTHERS SEE US

Lemming Express

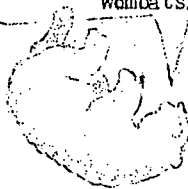
[In this semi-regular column of Chimaera, readers are periodically asked to voice their opinions on some of our better known competitors' zines. It's all a little bit tongue in cheek and no-one should take it all that seriously, but all the same there is very often a lot of truth in the humourously intended comments if you learn to read between the lines.

We've had complaints about the column, usually from people that have been featured and who think they've been unfairly done by, but all I can say is that these are the views of the readers and they're the ones that pay the money. I know that human nature being what it is the people with grouses are going to be much more vociferous than the others, but I have never believed, as has been suggested on more than one occasion, that people will write and (unfairly) criticise just for the sake of it. To prove this end I last time selected Mr. Nice Guy himself, Bob Howes, knowing exactly what would happen. I haven't been disappointed for it has brought the smallest ever post-bag for this column. Whether it proves anything or not is dependant on what you want it to prove - to me it proves my point, but I can see quite well that it could also be used to prove other points..... I guess we'll just have to go on being controversial.]

LEMING EXPRESS

A nice pondering magazine, pleasant to read and relaxing to play in. A gentleman's zine, for those thinking of retiring from the hurly-burly of three week deadlines. A stimulating letter column and a fine sense of humour. One finds a

Just a minute!
Lemmings are white -
we're probably
wombats!!



sense of belonging to something when subbing to this 'zine. Or at least one did.

At present a degree of impersonality is creeping in and things don't appear to be the same as before. Turnaround is slipping again. Maybe it is a sign of the times? People are leaving, and a new breed is entering. Overall though it is still one of the tops, and shall remain so long after the disreputable Leviathan has folded its last punk-rock-pornography breath.....

A RETIRING GENTLEMAN

LEMMING EXPRESS. Huh. There I was expecting to be able to write all about some shoddy 'zine like ALBATROSS yet I end up having to do a piece on LE. Huh, again.

Well to start with, LE is thought by many to be friendly, full of interesting articles and getting over serious duplication errors. OK, so it is friendly. Bob Howes tries to be friendly with everyone. In fact I'd say he might be too friendly! No bad reviews, no insulting letters, in fact it's surprising he has games at all since they make people unfriendly, especially if they lose. Perhaps this is why he keeps plugging his theories about how a game is drawn by everyone playing in it?

Full of interesting articles LE may be, but they unfortunately have no relation to games in many cases. Take Bob's 'this is my life' spot, entitled 'Mind my Pike'. Hmm. Well it sounds to start off with like it's something to do with a sport, fishing. On a deeper look it appears that Mr. Howes owns one and wants someone to mind it for him. Upon reading the article it appears to be Bob's account of how he won the war for us. Amazingly it is the Second World War and not the Boer War, so about 2% of his readers may remember the situation and know what he is talking about.

As for getting over duplication problems and turnaround difficulties, I wonder.... LE has been doing this for the past year and it still hasn't got anymore regular. The duplication looks exactly the same and even if Bob does talk to his duplicator it doesn't seem to be listening. Either it prints one copy every three seconds or Bob doesn't do any duplicating except when he's watching TV and the commercials come on.

Bob himself is a nice enough bloke though. He has lots of subbers to his 'zine, and it seems they like his ramblings. LE has lots going for it (in the F1 races....) and Tantalus is a welcome addition. In fact all the games stuff is pretty good, except the unreadable D&D stuff at the back of the 'zine.

All in all, LE is friendly, not too fussy about content and good to read. But then so's Mayfair.....

CRIPPEN

LEMING EXPRESS (Lemming Velox)

AG extremely timid creature, it has a fine, well built body and it is popular with it's fellows. Its excessive shyness, however, is daunting and leads many to wonder if they will be witness to the next appearance of this otherwise magnificent animal before they die of old age.

THE SOUTHEND RARE ANIMAL APPRECIATION ASSOC.

And that's the lot. I'll not say anything about LE here myself as I intend commenting elsewhere anyway. For next issue, let's try and get back to the bumper turn outs of issues past and your subject will be 'DOLCHSTOSS' and it's editor RICHARD SHARP. Remember, honest opinions, and if you wish to retain anonymity then you may use a nom de plume.

Right, now it's game report time again.

OUTDOOR SURVIVAL
GM'd by CHRIS RICK

Sorry about the miss last time, all is now back to normal - if actually working for a living can be called normal. One or two close shaves with the deadline, and some still not arrived. The finish looks as if it could even be exciting with a nice bunch forming.

ADAM QUINTON: Deciding that there are one or two unsavoury types behind him he eventually plucks up courage and steps into the desert.

ALLAN OVENS : Still following the river, but he's not quite sure what he's doing at the moment. To add to his problems he can see a crowd up ahead, and someone skirting the swamp just behind him - and they all look hungry.

DAVE THORBY : This time he actually finds food and water in one day, and now there is someone just ahead. It must be Christmas....

RON CANHAM : Due to a slight error in judgement he's now down on his knees crawling to a pool. He should make it and then be able to improve his strength, then he may just see someone.

ROB CHAPMAN : Carefully avoiding the area where Adam Quinton spent so long sitting around creating a mess, he finds that he is rubbing shoulders with....

DAVE TANT : In his usual aggressive manner he rushes up holding his weapon in front of him, but he doesn't manage to stick it in anyone. He and Rob are going to be hard pressed avoiding one another and Adam next time. (Lots of blood - great)

BILL THORNE & HENRY OLSEN : Not a sausage from either of these two, I'm returning your highly exorbitant game fees, as it hasn't cost me anything. If you care to send orders I'll adjudicate them.

*****CHRIS RICK, 7 Valley Rd., Loughborough, Leics.*****

Sadly, I must report that Chris has decided not to run the second 'Outdoor Survival' game when this one reaches its climax. The reasons for this are two-fold. One is that since he has now started running a postal dungeon in Roy Taylor's JIGSAW he does not have so much free time available, and the other, perhaps the most important, is that after running the game for several months it is becoming clear that it is not ideally suited to postal play. I think the number of drop-outs from the current game would tend to confirm this. So there you are, our apologies to all the people waiting on the next list, but I'm afraid that it's not to be.

Well, that's one game that's not going to start, but here's one that is and you're just in time to see it...

K I N G M A K E R GM'd by Ian McClaren

Welcome, nobles of England. Hope you all had a good Christmas. Well here we are on New Year's Eve 1450 and speaking frankly, all is not well in the island kingdom. Poor old Henry VI is on the throne in London, but he's made so many enemies that civil war is sure to break out sometime next year. And here you all are. That's right, form yourselves into little cliques, it's going to be every man for himself. What did you say the name of your faction was? Louder, I'm a bit far away to hear - and who's in it? Clive the scribe will tell you if you ask him nicely.

Now, you all know the rules of war (tell them, Sir Clive) [Enclosed with this issue, Sir Ian]. Here are a few rules of chivalry:

1: Name your faction, include a colour in the name (may be changed if they overlap). Allocate offices etc., to your nobles. Then tell me. Include starting point if not automatic. Also alliances.

2: NMR's will be dealt with severely. For the first NMR, the nobles will stand. For the second consecutive NMR, or the third in total, they will come down with a fatal attack of the dreaded pox. You have been warned.

3: Contrary to the second part of rule xi, nobles drawn will be regarded as concealed. The faction leader will have to state when he wishes to play nobles etc. from his concealed pile, and give a starting place.

4: War is a time consuming business. If your messages are not clear they may not have the effect you expect. Any orders that are ambiguous,

illegible or late are likely to be ignored.

5. I am using the Philmar rules, the most recent revision as far as I know. The board is also Philmar (with Ravensburn for Ravenser, and Lynn unlabelled - in the Castle Rising area). The American sets differ. If there is a problem over the rules my ruling will be final, but I shall try to be reasonable.

Now then, let's have a clean fight; no kicking, no biting, no hitting below the belt while the umpires looking, there're plenty of members of the Royal families to go around. To your corners... seconds away - the Wars of the Roses are about to start.

Your Umpire and Court Jester. KX: 1/2/78

***** Ian McLaren, 156 Agar Grove, London NW1 9TY *****

We have five players taking part in the above game, namely Terry Hill of 37 Manor Tower, Abinger Grove, Deptford, London SE8; Patrick Thomson of 233 Pickhurst Rise, West Wickham, Kent; Dave Tucker, 35 Gainsborough Rise, Manton Heights, Bedford, Bedfords MK41 7NR; Mike Close of 'Lamont', Claude Rd., West Barry, South Glamorgan CF6 8JG; and Neil Walters of 197A Widmore Road, Bromley, Kent.

Game fee is 50p and there is no deposit. Hope that meets with all your approvals since I don't think we got around to fixing it before. Postal rules are enclosed, the cost of which is covered by the afore-said fee.

For your information the following nobles, offices and titles came out at the initial draw:

NOBLES: Audley, Beaufort, Berkeley, Bouchier, Courteney, Cromwell, Herbert, Mowbray, Pole, Stafford.

TITLES: The following Earldoms - Richmond, Worcester, Wiltshire, Salisbury, Westmoreland.

CHURCH/OFFICES: Bishop of Lincoln, Bishop of Durham, Archbishop of York, Chamberlain of the County Palatine of Chester, Chancellor of England, Chancellor of the Duchy of Lancs, Steward of the Royal Household, Warden of the Northern Marches

SHIPS: Le Lucas of London, Le Michael of Bristol.

MERCENARIES: You'll find out about when you meet them - heh, heh.

Gentlemen, the best of luck to each. If you have any queries on the rules please address your enquiries to your jovial GM Ian and not to me.

THE CHIMABRA HEAVYWEIGHT BOXING CHAMPIONSHIP

A Computerised tournament run by JOHN GARRETT.

The first round fights have been fought, and there was plenty of action.....

EIREK THE RED (Ray Lee) bt DALEK (David Webb) on points.

Eirek got into deep trouble in the first round, but he went berserk in the second and Dalek's nerve seemed to break. Dalek failed to land another punch from then onwards.

ANIMAL bt KING 'SUICIDE SPECIAL' LEMMING (Barrie Delf) on points.

Animal won a close first round, but suffered under a rain of hooks in the second, finally winning a dull 3rd in an anti-climax.

BALDISLOHAND (Ian Gibson) bt THE PLODDING PUGILIST (Bill Thorne) by a technical K.O.

Baldislohand after a shakey start won the first round by a whisker. In the second round he polished off the by then demoralised Plodding Pugilist.

GODZILLA (Clive F. Booth) bt Numbskull on points.

After a shock in the first round Godzilla rapidly recovered and won the bout easily.

THE INCREDIBLE HULK (Richard Bartle) bt ROB THE ROCK by a technical KO.

The Incredible Hulk won a poor bout in which his opponent only attempted one half-hearted uppercut!

GHENGIS SKULLCRUSHER bt BLUEY POMMIEBASHER on points

Bluey after hammering Ghengis for the first round, seemed to lose his touch (too much fosters) and succumbed to a ferocious avalanche of punches.

BUG THROTTLER (Peter Sealy) bt ERIC, RABBIT STRANGLER on points.

Eric won a fast first round with some wild punches, but Bug Throttler slowed down the tempo and had Eric in trouble for the rest of the bout. (Eric was later arrested for assaulting the referee with a large Chippendale chair).

TERRY 'SNOWY' HILL bt THE XANTHIAN HERO by a technical KO.

With some wild punches, Snowy won a very scrappy bout.

THE DRAW FOR ROUND 2 (Quarter-finals)

Terry 'Snowy' Hill	vs	Baldislohand	Godzilla	vs	Eirek the Red
Incredible Hulk	vs	Ghengis S/c	Bug Throttler	vs	Animal

More detailed fight reports should be going out to players with this issue.

BETTING: Baldislohand 4-1; Bug Throtttler 6-1, Eirek the Red 6-1, Glangis Skullcrusher 7-1; Animal 8-1, Godzilla 17-2, The Incredible Hulk 10-1, Snowy 25-1.

PRESS

In a statement to the press yesterday, Bug Throtttler's manager I. Screwdry, declined any knowledge of the identity of Mr X or the origin of the undisclosed sum (believed to be quite substantial) placed in his bank account by an undisclosed source.

It was announced today that O.D.Colognes manager, the mysterious Mr.X, has been fired following the discovery that he was in the pay of Bug Throtttler. It is believed that he will be replaced by a Mr. Richard Sealy. In fact Mr. Sealy has made a statement to the effect that if and when he does become manager he will change Cologne's name to 'Animal'.

Eric Rabbit Strangler, Bluey Pomniebasher and Numbskull are all Chim-subbers, they can get match reports if they ask Clive, who has them.

P.S. Anybody wanting a list of the programme 165 lines basic, just send a large s.a.e., or if you want a paper tape, 8-track, send 2 x 9p stamps (1 copy only).

*****John Garrett, 19 Weaverthorpe, Nunthorpe, Middlesbrough*****

And now for something completely different..... Since most of you are Diplomacy players you're all no doubt very adept at lying through your back teeth. Promise your ally anything and more fool him if he believes you. Anyone who's been around in the hobby for awhile and played in a few games knows the double-talk that goes on, but it's not always so easy to spot if you're a newcomer. Now though, DAVE TUCKER seems to have stumbled across something that's going to change all that. Written by no less a personage than SIR JOHN BETJEMAN, we present.....

AN ABC OF DIPLOMACY DOUBLE-TALK

Herewith a feasibility study in semantics which may indicate at this point in time a jumping-off ground from grass-roots to a fully integrated sentence structurisation. That it is arranged alphabetically is for the convenience of readers who may wish to increase its potentiality.

Between ourselves = Between you, me and the rest of the world.

Carefully Considered = I've not had time to read it.

Correct me if I'm wrong = Don't contradict.

Everyone's entitled to their own opinion = You don't know what you're talking about.

Far be it from me = I know better.
Free = Fully charged for in the price.
I'd be grateful if = You'd better do it or else.
I don't mind construtive criticism but = Mind your own business.
I'll get in touch = You won't be hearing from me.
I'm sure you're right = I'm sure you're wrong.
I must have got it wrong = I'm right but there's no point in arguing.
In depth = Too long.
We must have lunch sometime = I can't face seeing you just yet, if ever.
Of course you know best = Of course I know best.
Off the record = I've told 20 people.
Strictly off the record = I've told hundreds of people.
To be perfectly frank = Don't believe a word I'm saying.
Unfortunately = Luckily
I'm taking care of it = I don't know what you're talking about.
With due respect = Thinking very little of you as I do.
You and I both know = You don't know but I'm telling you.
You will appreciate that = You will not like the fact that.

So there you are, a concise guide to the meaning behind your Dippy letters, the real meaning. Keep it beside you the next time you read your mail, it could save you from a vicious stab. Many thanks to Dave Tucker for sending it on, but who do I give the free issue to? To Dave for sending it, or to Sir John Betjeman for writing it? I think I'd better give it Dave.

Personally, I think that's one of the most perceptively funny articles that I've seen in a long, long time. I mean, I actually know people that use all those phrases in day to day conversation and the meanings allocated to them above aren't all that far out. Of course, you may not think that it's all that brilliant, but then "everyone's entitled to their own opinion".

RAILWAY RIVALS

Station-master: David Watts

RR20E

Round 9

First, an explanation of the errors in the routing for round 7. There were two runs for which I routed the runners wrongly. In each case this meant that the payments to the other companies were wrong; but also, it probably affected the orders of finishers.

Thus, the correction of routings give FR +14, ATS -5 and RICH -9; but FR might lose 10 or 20 off his run 2's receipts; PART might gain 10 or on a re-run might lose them. ATS/RICH could gain 10 - though less

likely - in run 5, with FR perhaps losing 10. Similarly, both RICH and ATS might have gained 10 on run 2.

I've assessed the probabilities of changed results, and so have made the following alterations to scores:

PART +4 (probable win, race 2; but might have done worse.)
FR +3 (probable 2nd place race 2; possibly lose race 5.)
ATS -4 (outside chance of winning both.)
RICH -3 (like wise)

There's an error in build calculation (this lad Sith's honest...) with +2 for FR and -2 for ATS. (And ATS's W. Germany build fails).

So, starting scores are: ATS 102, PART 91, RICH 82 FR 67.

RUNS, ROUND 9

9: W,Germany - Marsailles : Held over
15: Spain - Boulogne : RICH 20 - 4 = 16; PART + 4.
16: Switz/Italy - Paris : PART 20 - 7 = 13; ATS 10 + 7 = 17.
17: Marsailles - Amiens : ATS 20; FR 10.
18: Mulhouse - Bayonne : FR 20 - 1 = 19; ATS 10 - 1 = 9, PART +1+1 = 2.
19: Orleans - Montpekier : FR 20 - 1 = 19; ATS 10; RICH +1.
20: Nantes - Lyon : FR 20 - 1 = 19; ATS 10 - 1 = 9; RICH +1+1 = 2.
21: Paris - Toulouse : RICH 20 - 2 = 18; FR 10 + 2 = 12.

Earnings: FR 79; ATS 65; RICH 37; PART 19.

Note that in race 18, FR and ATS exchanged running powers. It isn't necessary for both to use the same route, but by so doing the payments (22 each) exactly cancelled.

BUILDS

RICH None !!

ATS (D13, nr Metz) E14 - E15, W,Germany: cost 2. (E14)-F13, Luxembourg (cost 1 due to error in map - ought to be a river there), (A10)-C9-D9-F8-Cherbourg; cost 6 + 1 each to RICH & PART. Total 11.

PART (K16) K17-J17; Switzerland; cost 2. (Mulhouse) L17, West Germany, cost 3. (C15 nr. Rouen)-B14-A15-L13, cost 5 + 1 to ATS; Total cost 11 (NB not to K14).

FR (G13)-Bordeaux, cost 5. (H3)-K5, Belgium; cost 3 + 1 to PART. (J4)-Lille; cost 1. Total cost 10.

SCORES AT END OF ROUND 9

ATS (Andrew Smith)	102 + 65 - 10 =	<u>157</u>
PART (Frank Dunn)	91 + 19 - 9 =	<u>101</u>
RICH (Richard Bartle)	82 + 37 + 1 =	<u>120</u>
FR (Rob Thomasson)	67 + 79 - 10 =	<u>136</u>

RICH's failure to build leaves him in a weak position, and PART's small network also gives him little chance. It's a battle between FR and ATS, with the latter's strong eastern system making him favourite.

RACES FOR ROUND 10

- 9: West Germany - Marseilles (held over).
- 22: Bel/Lux - Toulon (2-65)
- 23: Spain - Paris (5-14)
- 24: Marseille - Brest (63-21)
- 25: Lille - Bordeaux (33-54) As there are 8 runs (against
- 26: Cherbourg - Dunkirk (26-32) normal 6) and only 4 players ,
- 27: Cl. Ferrand - Lyons (52-46) all can enter any 5 runs.
- 28: Rouen - Nancy (15-41) BUILDS: UP TO 9 POINTS

David Watts, 'Rostherne', 102 Priory Rd
 Milford Haven, Dyfed, SA73 2JD

-?-?-?-?-?-PERPLEXOR-?-?-?-?-?-

The Kwiz had a very disappointing turn out, just three entries, and of those only David Webb had a 100% correct solution. Clive, please give it to him, the £1 prize I mean. Congratulations to Dave and Yah, Bco, Sucks to Bartle.

The answers: 1] Ball 2] Bartle
Olsen O'Fee (This type of
Qvens Lee problem is spoiled
Thomasson Thorby because of the lack
Howes Qvens of games players with
Nash Nash vowels as the initial
 letters of their name.)

WORD PAIRS

This caused some confusion. There are many words which can be used with more than one other. Does RAT make up RATION, RATHER, or RAT-RACE? Does EON make DUNGEON or PIGEON? Etc. The actual word pairs were as follows:-

spacefiller	rat-race	kingmaker	crossword	Black Box
Mastermind	Dungeon	Tag Hill	Germany	ingot
Post Office	Piece-meal	election	understand	side-show
Man-eater	sonnet	war-game	dragon	bingo
outdoor	pig-skin	bolt-hole	Soccerbass	father

Clued:

The odd word out is therefore STAR. (Richard, what is a STARWORD?)

A free issue of CHIMAERA to the first all correct solution out of the
on the first deadline day.

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

A game of interstellar conflict
Designed by LEW PULSIPHER and SM'd by RAY LEE

Bug-Eyed Monsters strike again!

But Romarians hit back!!!

STARDATE: Turn 4

KLINGON EXPLORATION FLEET A/43 (David Bolton)
All units stand in hyperspace.

THE 44TH MANTHIAN EXPLORATION FLEET (Adrian Bolt)
Alpha: Skelos ABO7-(E24 N44); Thoth ABO6-(E10 N46); Yama ABO5-(E22 N8);
Yezud ABO4-(E11 N13).
Beta : Xiomberg AB11-(E18 N30); Arioch AB10-(E16 N44); Nergal ABO9-
(E24 N8); Akhlat ABO8-(E4 N12); Orion ABO1-hold; Asura ABO2, Thaug ABO3,
-hyperhold.

THE STRYDAN FLEET (Adam Cross)
Alpha: Libuma B2, Velite R1 - hyperspace.
Beta : Principes R6, Operarius B4 - hyperspace.

THE LORDS OF THE INSTRUMENTALITY (Frank Dunn)
Beta : Devastation T5, Big Ears T10, Happy T7, Sleepy T12, Tiger T8
- (E12 N14); Xylo T2, Jean Bart T3, Leander T14, Popeye T15, Noddy T6 -
(E10 N12)

THE ANARCHOIDS (John Garrett)
Alpha: Septic AA8 - Hyperspace; Prospero AA3, Fortune AA35, Courier
AA15-hold; Pathfinder AA16 - hold; Thunderer AA1 - hyperspace, Cryptic
AA7, Conqueror AA2 - (E9 N38)

THE CYBERNAUGHTS (Pete Lindsay)
Alpha: Indomitable PL2-(E17 N21); Valiant PL4, Victor PL5 - (E17 N21);
Vulcan PL6, Vincent PL7 - hold; Indefatigable PL1 - hold.

THE ROMARIAN EXPEDITIONARY FORCE (Andrew Parsons)
Beta : Pisces P2, Gemini P5 - hold; Taurus P4, Leo P7 - (E7 N31);
Libra P9 - (E15 N11).

THE BUG EYED MONSTERS (Peter Sealy)
Beta : Daisy S8, Revenge I2 - (E7 N31); Cowslip P4, Clover P1 - (E9

N33); Snadoragon S3, Iron clad P7, Victor I8, Sunflower S5-(E11 N17); Parsley S1, Butterfly P5, Hercules I5 - (E15 N37).

THE INDOMITABLE SWARMS OF JOKARI (Chris Walton)

Alpha: Joker A2, Joker A4, Joker A3 - (E14 - N12).

Beta : Joker B1, Joker B2, Joker B4, Joker B3 - (E19 N27).

COMBAT - STOP PRESS'!!!

Bug-Eyed Monsters: Ships - Daisy S8, Revenge I2 fired at: Romarian Ships: Taurus P4, Leo P7.

Romarian Ships: Taurus P4 (cruiser), Leo P7 (Light) were destroyed.

Bug-Eyed Monsters Ship: Daisy S8 was destroyed.

All players please see 'GALACTIC TIMES' newsletter to see what a bloody mess you're making!

'GALACTIC TIMES' is available from me for 5p in stamps + s.a.e. (price to players: 2p).

PRESS

THE PLANET OF THE BUG-EYED MONSTERS

The Dyarch's addiction to herbaceous perennials was affecting him visibly. His ear grew daily lumpier and his hand shook violently, dropping the half-eaten lupin he had been holding.

"Sad it," he said, and, pausing to castrate an over eager courtier who, anxious to please had taken his leader too literally, and was trying to force his attentions on the prostrate flower, he moved to the three dimensional wall-map of the Pleiades system.

"My, those Romarians were nice. I wonder what the cybernaughts will be like?"

"If your majesty pleases" offered the Head of Foreign Affairs, "my agents report that Darth Vader is a most pleasant life-form. A tasty plastic outer layer, savoury with a subtle hint of woodlice, covering a delicious soft, chewy centre, imaginatively flavoured of used nappy liners."

"I shall look forward very much to ~~having him for~~ inviting him to dinner." said the Dyarch, resetting the spring, and putting the Head brain back in its box.

ROMARIANS - LORDS OF THE INSTRUMENTALITY

Come the day of the intergalactic revolution you will head the list for death by exposure..... to cybernaughts.

SM

Is that a compliment or an insult?

NO DATELINE

Dear Darth, I am fed up to the teeth with your incessant ramblings, your plastic gnomes stand no chance against my superior forces, so why

not go back to your galaxy and take your rocket-propelled scrap heaps with you?

THE GALACTIC GIGGLE (TO ADAM RIP)

Ho-ho, ha-ha, hee-hee, giggle-giggle, tee-hee, guffaw-guffaw, oh, you are a wilg(?); hee-hee, Guffaw-guffaw.....

EDITOR - SM

Wilg? Sorry, but it's all I could get from your writing.....

CYBERNAUGHTS - UNIDENTIFIED DATA INPUT

Suggest you interrogate Klingon data bank with regard to your effectiveness.

XANTHIANS - SM

I presume that SM stands for Sadistic Maniac?

SM

How right you are.....

XANTHIANS (again)

(Sorry about that) ((Don't worry, you will be.....))

"We all make mistakes", said the Dalek climbing off the dustbin.

TAG HILL

I don't get it.....I know, and neither did the Dalek.

ANARCHOIDS & DARTH VADER

Dear Sir, Your coup-de-grace was unparralelled; if it wasn't for your poor manners I could hate you, but as it is I can't.

SIGNED

A. PILLOCK

DARTH VADER - SID VICIUOS

I would expectorate upon you, save that you might enjoy it.

THE LORDS OF THE INSTRUMENTALITY

Not often one sees (or hears) Cybernaughts doing impressions of Daleks. I can't imagine they taste nice though, with all that hot air. And don't forget! $E = mc^2$. You know it makes sense.

ANARCHOIDS - LACK OF MENTALITY

It has come to my notice that following your cowardly flight from my battle fleet, your fortunes have been on the up, so you bunch of galactic glitches, I'm coming for you, NOW!!

SIGNED,

Johnny Rotten (very)

STRYDAN H.Q.

My god, is this a game?

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

What a silly place for an article to end - what we need now is a space-filler, and Ian Gibson has just the job.

Is it true that Elvis the Pelvis had a younger brother called Enis?"

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

GM: CHARLES VASEY

France under Philip VI continues to put the screws on the New World with fresh units arriving, both Cuzco and Tenochtitlan are being looted and French regiments are marauding through the Portuguese colonies. The increase of the East Coast colonies by France has sealed the fate of the only Portuguese port left.

Spain and England press on trying to get colonists into production, but their regimes in the New World have great problems for neither have a whole regiment to guard their possessions. A French offensive would blitz them in a few turns.

Portugal appears to have gone into a permanent sleep. This is a useful occasion to remark on the Bank and its customers for other Conquistador GM's. First of all Rich Berg told me that the Bank may intercept tax at source for broken agreements, a big difference. Secondly NMR's: In this game Portugal NMR'd (his letter was postmarked well after the deadline) we had a joint colony owned by the Sonora Company (50-50). Duncan complained that I had not mined his mines ((NMR practice was to collect resources, mine mines and pay troops)) and had made Portugal pay the bank's half of the Sonora Coy's debts. The first point occurred because we recently reached the R2 stage where mining can be counter-productive, also French troops were attacking the mines! In any case as I pointed out as 50% shareholder and no vote from him I can order the cessation of mining. The second point is fundamental; by NMRing Duncan had not performed his part of the contract and had lost me possible profits. In law such a breach might well give rise to two actions; (1) I could regard the agreement as broken and end it (sell everything), or (2) go for damages to restore me to the position I should have been in. I did the latter and simply charged Portugal for my debts. I chose this course because it did less damage to Portugal's chances. My thanks for this was a tirade from Duncan. I suspect his concept of a nonfeasance rivals a worms view of Wittgenstien. The moral of the story is that contracts in Conquistador are going to have to be very tightly written, Duncan was lucky I did not have my usual 100 crown penal clause! The whole game is likely to be fraught with this sort of argument. If anybody wants advice on such problems let me know the exact wording of agreements and send a SSAE - we'll see what can be done.

The second NMR of Duncan shows his regard for reasoned argument, cr that he is still writing late! Is anyone interested in taking over Portugal as a standby? No game fee as the game is closing rapidly with a massive Davidson victory on the cards.

We welcome King Pedro the Peturbed of Portugal and Don Felipe da Ovens of Spain to their tottering thrones.

Charles H. Vasey, 5 Albion Terrace, Guisborough
Cleveland T314 6NJ

THAT Business Simulation Game

An introduction by ROB THOMASSON.

Late last year I wrote to Clive saying that I was prepared to run a "business" game or two in Chimaera, thinking in terms of the Avalon Hill Management game. Clive said o.k. in principle, but why not try a game such as used on business education courses - and a good idea it was. So far I've only managed to get hold of one such game and I don't consider it suitable. Apart from the fact that it's purely a production game with no marketing element, a major part of the game is wading through an inch of confusing and contradictory documentation (inter-departmental memos, plans, statistics that omit) and extracting the true picture aided by interviews with the characters of the game, played by the GMS. Realistic but unsuitable.

So, I reckoned I could come up with a workable game myself. I've been on the receiving end of a few games and should be able to create/infer a reasonable model. Add 4 to 6 interested players and we're off. An obvious embarrassment is the response to Clive's general announcement of this game. I can see ways to extend my basic ideas to incorporate more people and I'll cover that later on. Right now I'll run through those basic ideas and it may be that some people find that it's not what they were expecting and the response problem is solved.

The game will be concerned with the manufacture and selling of certain items by the players in competition with each other. The price and availability of the raw materials will be fairly fixed, but the players will largely determine the size and profile of their market. However, the GM will be able to create situations and trends requiring reaction and even action from the players. The game will develop over time. The first few rounds will enable the players to test the model, and as we progress more variables and possibilities will be made available to the players. The game will be split into sections called years, each of 6 (probably) or 4 game turns, with a review at the end of each year. Leading to the question - what is the objective of the game? I could get involved with yield, liquidity and activity ratios, or whatever, but I want it fairly simple so I'll stick with good old profit as the objective, though the others will get a mention in the year end reviews. And liquidity (for example) will be a consideration even if not realised as such, for continuing success. Now, just because I'm using convincing sounding terms (well, I'm convinced), don't get the idea that the game will actually be like the real thing - if it was I'd be rolling dice all the time. Any resemblance will be almost (co)idental, but I'll still take the credit. To sum up - we will have a Passable Representation Of Fiscality In Leading, or a Pretty Rough Operative Framework In Truth, or a PROFIT - yes, PROFIT is the

name of the game.

Each player has just taken over a company that sell croquettes to the trade. All decisions for each business cycle (probably 2 months) must be made at the start of the cycle. The decision sheet will include what and how much to buy, how much to make, what price to sell at, how much to spend on marketing, how much cash to borrow, what capital investments to make, what dividend to pay, and so on. The Companies have one factory each at present, with 5 production lines per factory. Each line can be used either for simply finishing and packing crude croquettes bought in, or can construct a lesser number of croquettes from base raw materials. There are 3 standards of croquette - A, B, C - all versions of the same basic model. Demand for the 'B' model is growing, and the market for the 'C' model, the best, is likely to develop in about a year, although the Companies could change this by manipulating the price and marketing expenditure.

The previous manager built up the business making and/or finishing croquettes to the basic 'A' standard, but had failed to expand and change with the times. You will have to decide whether and how to expand as well as keeping the place going. The game will be fairly open-ended, and if the players come up with actions they'd like to take that aren't in the published rules, I'll try to incorporate at least some of those that make sense, preferably after the first few cycles. Obvious ones could be the retention of a consultant to determine the chance that a bulk supply of crude croquettes from Hong Kong will get held-up in a dock strike or whatever. I hope the foregoing is enough to give an idea of the game. Full details to the players next time.

I feel the game should be for 4 to 6 players. Anymore would 'blur' the situations. Imagine Railway Rivals with 12 players. To incorporate more people we could have 2 games, or have another group be suppliers of the raw materials and crude croquettes, competing with each other for the trade of the manufacturing group. I'd like to do this, but not straight off. And if a second game starts up, I'd like to leave it a few issues so it can benefit from the experience of the first game. There is another possibility for a business game suggested by Hans Swift to Clive. This is a tried and tested system called Stanmore Constructors described below. Will the players on the waiting list please confirm their interest with Clive for PROFIT, Stanmore Constructors or neither.

STANMORE CONSTRUCTORS

This game is used by Leong to give their young tycoons a chance to get a feel for the building world. Hans Swift produced some postal rules and ran a game in his Yggdarsil sub-zine, which did not survive the death of that host zine. In the game each player represents a building company,

and the GM represents the conglomeration of clients offering building contracts to the market. Each contract requires a certain labour force, building materials and time to complete. Each company has a labour force and a central fund. They can hire and fire labour, at a cost, and can borrow money at a cost. They decide which contract(s) to bid for, and how much they will do the job(s) for. The lowest bid wins, and the losers may have a problem with unwanted labour etc. The companies' capital should increase, and a winning limit is set. That's the essence (I hope) of the game that Hans gives the thumbs-up to. Care to try your hand? .

Rob Thomasson

So there you have it. It's unfortunate that not all the players who expressed an interest will be able to be accommodated immediately but I'm sure that we can all see and appreciate the problems in what is, after all, something totally new to the hobby. The response to the initial announcement was phenomenal and I hope that maybe one or two of the other games'azines around may be tempted to try something similar. Our immediate problem though is what to do about the massive waiting list we have - at the last count some 20+ players - and how to prune it down to the 4 - 6 that can be immediately accommodated. Of course, some of you may drop out because it isn't what you were expecting at all, but I don't suppose that will be many. The only thing I can suggest is that Rob picks his players by some random choice method from those that confirm to him that they wish to play one of the games as detailed above. Obviously it won't be on a first to reply gets a place basis as interest has come from afar afield as the Australian outback and that system would be most unfair.

Will you all therefore, assuming you're still interested, please write to Rob at 8 Armstrong Close, Eastcote, Pinner, Middlesex, as soon as possible and I'll leave the final selection to him.

DIPLOMACY GAMES SECTION

JANUS 1976HX SPRING 1909

AUSTRIA (Waldschmidt) A(StP)-Fin, A(Mos)-StP sby A(Lvn), A(Mun)-Kie, A(Ruh) & A(Ber) s A(Mun)-Kie, A(Tyr)-Mun, A(Gal)-Sil, A(Rum)-Gal, A(Gre) ms A(Bul), A(Alb)-Ser, F(Tri)-holds.

ENGLAND (Nash) A(Yor)-Nwy cby F(NTH), F(Nwy)-Swe, F(Liv)-MAO, F(Lon)-ENC, F(Bel)-Pic, A(Kie) st sby A(Den) and F(Hol).

FRANCE (North) A(Bur)-Mar sby A(Gas).

ITALY (Nathan) F(Ven) st., A(Rom) s F(Ven), A(Nab)-Spa cby F(TYS) & F(G.L.), F(Spa)-SC)-MAO, F(Por) s F(Nap)-Spa, F(AEG)-Con, A(Con)-Ank, A(Mar) st.

Retreats: Italian A(Mar)-Pie.

KRAKEN 1976FF SPRING 1909

AUSTRIA (Ferguson) NMR!!!! A's Tus, Ven, Tyr, Vie, Alb * all stand.
ENGLAND (Gale) A(Lvn)-Mos, A(Stp) s A(Lvn)-Mos, F(Pru)-BAL, A(Mun)-
Sil, A(Ber)-Pru, A(Kie)-Mun, A(Edi)-Bel, F(Hol) s A(Edi)-Bel, F(NTH) c
A(Edi)-Bel, F(Lon)-ENC, F(Bre)-MAO, F(MAO)-Por.
FRANCE (Rundle) A(Boh)-Tyr [no such unit], A(Bel)-Bur, F(WMS)-MAO,
F(Tun)-TYS, F(GOL)-Soa-SC, A(Pie) s A(Boh)-Tyr, A(Sil) st unordered.
ITALY (Anarchy) A(Rom) st.
TURKEY (Close) F(Smy)-EMS, F(ION)-Nap, F(AEG)-ION, F(Gre)-Alb,
A(Ser) s F(Gre)-Alb, A(Con)-Bul, A(Ukr)-Gal sby A(War), A(Mos) st*,
A(Ank)-Con.

Retreats: Austrian A(Alb) disbands. Turkish A(Mos)-Sev.

TAG HILL

Error in last winters build charts. France had 6 and so removed only
A(Boh). Turkey had 10, builds stand as published. All players notified
between deadlines. The draw proposal was rejected: voting 1 for, 1 against,
1 NMR, 1 abstention.

Press

LONDON

Sorry about this Martin but I really had no choice, you weren't
writing and I had no idea what you would be doing so I thought to hell
with him and I stabbed you. Once I had started it was not feasible to
stop. Now I have no allies, how about you Gus? He has similarly stabbed
you, as you see I have moved away this time and am going after his
centres (Turkey and France) so I suggest you move south and pull out
of Italy or he will swarm over you. You can make no impression against me
so attack him.

LONDON

A Draw? Hah, hah, hah....

NORNS 1977CG SPRING 1905

AUSTRIA (Bartle.T) F(Tri) st*
ENGLAND (Waterhouse) F(Bel) s F(Lon)-ENC, A(Hol) s F(Bel), A(StP)-Lvn,
F(NWG)-NAO, F(BAR)-NWG, A(Fin)-StP, F(Ber)-ms A(Kie), F(Lon)-ENC,
F(Lpl)-IRI, F(Edi)-NTH.
FRANCE (Lockyer) NMR!!!! F's Mar, TYS, Nap, NAO. A's Bur, Ruh, Mun, Ven,
Rom, War.
ITALY (Anarchy) A(Tyr) st
RUSSIA (Bolton) A(Vie) st.
TURKEY (Bidwell) A(Mos) st., A(Ser)-Tri sby A(Bud), A(Rum)-Ukr, A(Ank)-
Arm, A(Con)-Bul, F(Smy)-EMS, F(ION) st sby F(AEG), F(Gre)-Alb.
Retreats: Austrian F(Tri) st.

Press is over the page....

AUSTRIA

How about calling it a day and declaring a draw?

RUSSIA

Sorry about the abortive suicidal attempt. It seems that the bullet whizzed past my head and got the German. Try again.

Click.....bang.....whoops, there goes the Italian.

OEDIPUS 1977DR AUTUMN 1904

ENGLAND (Anarchy) F's IRI, Lon, A's Swe* all stand.
 FRANCE (Nash) F(NAO)-Ldl, F(MAT)-Gas, A(Mar)-Gas, A(Pic)-Par, F(Bel)-Hol, F(ENC)-NTH,
 GERMANY (Powis) F(NTH)-Den, A(Kie)-Hol, A(Bur)-Gas, A(Mun)-Bur, A(Ber)-Sil.
 ITALY (Lee) F(TYS)-ION, F(ION)-Gre, A(Tri)-Vie sby A(Tyr), A(Ven)-Tri.
 RUSSIA (O'Fee) F(GOB)-Swe sby A(Nwy); A(Gal) s A(Bud), A(Vie)-Tri*, A(Bud) s A(Vie) [you cannot support in position a unit ordered to move], A(Rum)-Ser*, F(Sev) st*.
 TURKEY (Kennedy) A(Arm)-Sev sby F(BLA), F(Ank)-Arm, A(Bul)-Rum sby A(Ser), F(AEG)-ION.

Retreats: English A(Swe) disbands. Russian A(Vie) & F(Sev) disband, A(Rum)-Ukr.

WINTER 1904 builds

ENGLAND Lon,(Ldl),(Nwy),(Swe) = 1:lose 1 F(IRI)
 FRANCE Bre,Par,Mar,Spa,POr,Bel,+,Ldl = 7:bu 1 A(Par)
 GERMANY Mun,Kie,Ber,Hol,Den,Edl = 6:bu 1 A(Ber)
 ITALY Nap,Rom,Ven,Tun,Tri,+,Vie,+,Gre = 7:bu 2 F(Nap), A(Ven)
 RUSSIA StP,Mos,War,Bud,(Sev),(Vie),(Rum), = 6:bu 1 A(Mos)
 +Swe,+,Nwy
 TURKEY Con,Ank,Smy,Bul,Ser,(Gre),+,Sev,+,Rum = 7:bu 1 A(Con)

Press

BRUCE LEE - TZAR

I'd just like to make it clear that I was responsible for the Wopphish press a couple of issues back. Just thought I'd let you know - credit where credit is due an' all that.....

BRUCE LEE - KAISER BILL

"Cool it, Karzy!!"

ABDUL - SEVASTOPOL MOSCOW

My dear Czar, I never accused you of slandering anybody. On the other hand you did libel certain well known rulers of Europe including, interalis, the mighty Abdul, the refrigerated Bruce Lee, and last, but not least, the noble Kaiser himself who undoubtedly would not be too pleased if he learned what you said about him.

POLYIDUS 1977IE AUTUMN 1904

AUSTRIA (Nash) A(Bud)-Sgr sby A(Tr1), A(Vie)-Bud.
ENGLAND (Malvisi) A(YoR)-Hol cby F(NTH), F(Den)*ms F(SKA).
FRANCE (Haughan) A(Spa)-st [no such unit], A(Por) st unordered, A(Bel)
s German A(Hol), F(MAO)-IRI, A(Bur) & A(Pic) s A(Bel).
GERMANY (Thomson) A(Sil)-Gal, A(Mun) s Austrian-A(Vie)-Tyr, A(Kie)-Den,
F(BAL) s A(Kie)-Den, F(Nwy)-SKA, A(Hol) st.,
ITALY (Bolton) A(Ven)-Pie sby A(Tyr).
RUSSIA (Lee) A(War)-Gal, A(Ukr) s A(War)-Gal, F(StP-SC) st.
TURKEY (Wakefield) A(Rum)-Ser sby A(Alb) & A(Bul), F(BLA) s A(Sev)-Rum,
A(Sev)-Rum, F(Gre) st., F(ICN)-Nap.

Retreats: English F(Den) disbands

WINTER 1904 builds

AUSTRIA Vie, Bud, Tr1 = 3:N/C
ENGLAND Lon, Lpl, Edl = 3:N/C
FRANCE Bre, Par, Mar, Spa, Bel, +Por = 6:bu 1 F(Bre)
GERMANY Mun, Ber, Den, Kie, Swe, Hol, +Nwy = 7:bu 1 A(Kie)
ITALY Ven, Rom, Nap, Tur, (Gre), (Por) = 4:bu 2 owed, none rec'd.
RUSSIA Mos, War, StP = 3:N/C
TURKEY Con, Ank, Smy, Sev, Bul, Rum, Ser, +Gre = 8:lu 1 A(Ank).

Press

AUSTRIA - GERMANY

Ta luv. Afraid it's too late now though. The bungling fools will
let Wakefield walk this one - nowt I can do on my own.....

GERMANY - ENGLAND

Dear Mr. Malvisi, you may be right so I've crossed you off my wedding
guest list.

Q.ELMS - VIENNA

Where the heck is the Botanic Arms? Oh, you mean the Bot. Queens
Isn't hard. I'd like the big Lego set please. Another game? Who won the
last?

MOSCOW

The Tzar announced recently that although he appreciates the German
viewpoint for the continued existence of a united Russia, he has come to
the conclusion that time is running out for him and Russia, and therefore
acknowledges Turkey's desire to terminate any agreement which may have
been suggested.

DIRTY DOUGLAS - MRS T.

I'm the only one not yet in on this figurative gang-bang. Will try
to cure my B.O. as promised. Willy's goin' to get ya, baby (but not, I
hope, your baby). 6 to 4 says A(Sil)-Gal to support the gruesome Gnash.

QUIRINUS 1977EZ SPRING 1904

AUSTRIA (Tucker) F(Tri)-ADR, F(Gre)-AEG, A(Tyr)-Mun, A(Ven) s French
A(Rom), A(Ser) s A(Bul), A(Rum)-Bud, A(Bud)-Vie, A(Bul) st.
ENGLAND (Powis) A(Lon)-Por cby F(ENC) & F(MAO).
FRANCE (Fryatt) A(Bre) st., A(Bur)-Bel, A(Par)-Bur, A(Mar)-Spa,
A(Rom) st., F(GOL)-WMS.
GERMANY (Olsen) A(Ruh)-Bur, A(Hol)-Kie, A(Bel)-Pic [no such unit],
A(Ber) st unorderec
ITALY (Nash) A(Apu)-Rom sby A(Nap), F(ION)-TYR.
RUSSIA (Bartle.T) A(Den)-Kie, A(Nwy) st., F(BAL)-Ber sby A(Sil),
F(Sev) st. sby A(Ukr).
TURKEY (Howes) A(Con)-Bul, A(Con)-Bul sby F(AEG), A(Ank) st.
Retreats: German A(Ber) disbands.

RHADAMANTHYS 1977GI AUTUMN 1904

AUSTRIA (Sealy) A(Tri)-Vie sby A(Bud), A(Ser) s F(Gre), F(Gre) s
F(Rum). [not connected and it's a Russian army anyway!!]
ENGLAND (Nash) A(Den)-Kie sby F(BAL), F(HEL) s German A(Hol) [it's a
fleet], A(Yor)-Ldl, F(Lon)-NTH, F(Nwy)-NTH.
FRANCE (Burke) A(Wal)-Ldl, F(ENC)-NTH, F(Bre)-ENC, A(Ruh) s German
A(Kie), A(Bel) s German A(Hol), A(Gas)-Bur.
ITALY (Kennedy) A(Boh)-Mun, A(Vie) s A(Ven)-Tri*, F(ADR) s A(Ven)-
Tri. F(Alb)-Gre sty F(ION), A(Ven)-Tri.
RUSSIA (Parsons) A(Rum) s Austrian A(Bud), F(Bul) st., A(Gal) s
Austrian A(Bud), A(StP) st., F(Ber) s German A(Kei).
TURKEY (Bartle.R) A(Smy)-Con, F(Con)-BLA [it's an army], A(Syr)-Arm.
GERMANY (Anarchy) F(Hol), A(Kie) st.
Retreats: Italian A(Vie)-Tyr.

WINTER 1904 builds

AUSTRIA Bud, Ser, Gre, (Tri), +Vie	=	4:N/C
ENGLAND Lon, Lol, Edi, Den, Nwy, Swe	=	6:N/C
FRANCE Bre, Par, Mar, Bel, Pol, Spa	=	6:N/C
GERMANY Kie, Hol, (Ber)	=	2:N/C
ITALY Rom, Nap, Ven, Mun, Tun, (Vie), +Tri	=	6:N/C
RUSSIA StP, Mos, War, Sev, Rum, Bul, +Ber	=	7:bu 2 A(Sev), A(Mos).
TURKEY Cdn, Smy, Ank	=	3:N/C

Press

SOMEWHERE IN THE VATICAN

"Grovell, are you sure that this is such a good idea? After all,
murdering the Pope - -"

"Shh, excellency, not so loud. For all we know he may be reading
this press while we speak! I think our best plan is to mingle with the
crowd."

Several days later: "Excellency, I think we're lost."

"Of course we're not; we just don't know where we are."

Several more days later: "Then again, you could be right", conceded the Archduke. "I'll go and ask that policeman where to go."

The policeman was one of the larger Italians (he made even Grovell look tall). "Wo ist der Pope, bitte?" inquired the Archduke cunningly concealing his Germanic origins. The tiny Italian looked confused for a moment until he remembered his "Policemans Handbook for Dealing with Austrains who speak bad German". He leafed through it until he came to the correct page and then he replied in articulate French: "It is five o'clock, no unless she is a virgin, sixteen gallons please".

After following these instructions to the letter, the Archduke and Grovell found themselves several hours later standing exactly where they'd started from. In fact they hadn't moved at all.

"Oh, dammit all", cried Ferdinand, "let's go back to Vienna."

VIENNA - TAG HILL

TAG HILL - VIENNA

??

FIVER TO BIGWIG AND HAZEL

Nyaah, what's up Doc?

TAG HILL

Nope, wong wabbit Elmer.

STOLYPIN - TAG HILL

Dear Sir,

In reply to your exposure in Chimaera 38, how many roubles would buy your silence? That's his majesty on the Imperial Leather adverts, that film was stolen from the Imperial Archives by the dissident lew Graditzky. His majesty likes bubble-bath.....

TAG HILL - STOLYPIN

Thanks for the offer of the roubles. Normally they'd suit me to a T, but T Rouble spells trouble so I think I'll decline. Anyway, don't go getting into a lather about it. [Well what do you expect? Wit? It is half past one in the morning.....]

SALAMANDER 1977GT SPRING 1902

AUSTRIA (Cross) F(Alb)-Tri, A(Ser)-Bud sby A(Vie).

ENGLAND (Lindsay) A(Nwy) s Russian F(GOB)-Swe, F(NTH)-HEL, F(Lon)-NTH, F(ENG) st.

FRANCE (Miller) A(Spa) st., F(Por)-MAO, F(Bre)-ENC, A(Par)-Pic, A(Bur)-Bel.

GERMANY (Lee) A(Mun) st., F(Den)-Swe, A(Kie) s French A(Ber)-Bel [no such unit], A(Hol) stands unordered.

ITALY (Watson) A(Ven)-Tri, A(Tyr) s A(Ven)-Tri, A(Rom)-Apu, F(Tun)-ION.

RUSSIA (Rains) F(GOB)-BAL, A(Moc)-S&P, A(Ukr) s F(Sev) st, A(Bud)-Ser*

TURKEY (McNeil) A(Bul)-Gre, A(Con)-Bul, A(Arm) st., F(BLA) st.

Retreats: Russian A(Bud)-Rum.

Press

ENGLAND - RUSSIA

Are you sure you want to call it off? I'll write and we can discuss this so as to compile a pact to our mutual benefit.

TAG HILL - ENGLAND

Strange isn't it how two brothers should have such similar handwriting - both practically illegible?

RUSSIA - GERMANY

I would have thought French letters were more apt for the bedroom, but I hope you get the message my fleet is carrying by the fall!

RUSSIA - TURKEY

Ally with me and I guarantee that you won't get stuffed next Christmas; carved yes, but stuffed, no.

RUSSIA - FRANCE

The Tsar notes your expansion with interest, don't do anything he wouldn't do!

PARIS, JANUARY 1902.

Le Roi Rogeres announced his satisfaction today at the outcome of his message to prospective tourists. The special Office of Visitors permits had managed to execute the Eagle and White Cow who had made application and had been happy to receive the refusal to apply from the Dingo. Thus unemployment had been reduced at a stroke.

TANTALUS 1977JU AUTUMN 1901

The mysterious Italian order last season should have read A(Ven)-Tyr. Involved players all advised between deadlines.

- AUSTRIA (Openshaw) F(Alb)-Gre, A(Vie)-Tri, A(Ser)-Rum.
- ENGLAND (Sealy.P) A(Edi)-Bel cby F(NTH), F(NWG)-Nwy.
- FRANCE (Botten) F(MAO)-Por, A(Gas)-Spa, A(Par)-Pic.
- GERMANY (Swift) A(Mun)-Tyr, F(Hol) st., A(Kie)-Den.
- ITALY (Quinton) A(Tyr)-Mun, A(Apu)-Alb cty F(ION).
- RUSSIA (Nash) A(War)-Gal, F(GOB)-Swe, A(Ukr)-Sev, F(Sev)-Rum.
- TURKEY (Gibson) A(Arm)-Sev, A(Bul) s Austrian A(Ser)-Rum, F(Ank)-BLA.

WINTER 1901 builds

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

Press

AUSTRIA - THE WORLD

As 'Tag Hill' made no statement, I shall inform you of the % openings in our game, using data from the newly updated Spring '01 compilation by Mick Bullock:

AUSTRIA	18.5%	ENGLAND	31.0%	FRANCE	0.2% (only done once before!)
GERMANY	12.3%	RUSSIA	22.0%		
ITALY	3.6%	TURKEY	32.1%		

TAG HILL - AUSTRIA

Thank you very much for that information, you might also care to note that it was a wet Saturday afternoon (17.5%).

AUSTRIA - RUSSIA

Referring to the Galicia stand-off in the spring: if you were a great mind, I could say 'Great minds think alike'. Anyway, Galicia is a red area, and I've got red pieces (painful!), so how about letting me have right of way in my own country. And what is 'another Cockatrice'?

AUSTRIA - ENGLAND

If you actually wrote your Druid stuff in Welsh, perhaps it might be worth reading!

TAG HILL - AUSTRIA:

Yes, and you could come and type the bloody thing yourself as well.

AUSTRIA - HM DIPLOMATIC SERVICE REPORT.

I expect that I made an alliance with you, but until you tell us who you are, I can't be sure, can I?

SOMEWHERE IN THE AUSTRIAN ROYAL PALACE Part 2

The Archduke glared threateningly at his minister of Press Releases.

"This time we really must succeed in receiving payment for our press releases. You shall travel to Tag Hill, in the province of Derby, in the land of England. England is a grotty, ugly, filthy land but you will be able to find Derby easily enough, as it is a fair and beautiful province, full of kind and noble people, the only one of its sort in England. You shall leave immediately."

For three weeks the Archduke waited, passing time by playing it Diplomacy. He always seemed to win, as his subjects were rather reluctant to stab a real Archduke!

At last the Minister returned...

"Your Majesty, I have failed to perform my duty to Archduke and country. We could not find Tag Hill. At the place where you said we would beauty and nobility, there was only a single massive cess-pit called Derby. But we did find one fair and noble land. It was about thirty miles along the great River Thames from London (which had it's own cess-pit called Ealing). The name of this great place, your majesty, is SOUTHEND

TAG HILL

Where? Not the mud flats, surely? They tell me that if you dig deeply enough through all the oil dumped by the super-tankers when they swill out their tankers, you can sometimes find sand. I don't believe it.

STONEHENGE

The Archdruid was poised dramatically atop the alter stone, studying the runic version of the Dippy board and one or two other objects of darkly mysterious nature.

"Mmm" he said in Welsh as always. Suddenly, his thin arm snaked out and snatched a curiously shaped piece of blue plastic from an over-sized group of similar pieces, his other hand plunging a barbed and rusty pin right through the middle. He muttered a foul curse, "Euggaddij Fukkinger-mee" and melted it slowly in the guttering flame of a pungent candle of animal fat, axle grease and toe-nail clippings.

He summoned his ardent and loyal acolyte, the honorable Kayn.

"Glasshopper, I have an important task for you. You are to travel the length and breadth of the land, touching not a drop of the sacred beverage, seeking out the purest and most beautiful virgin. When you find her you are to bring her, seated on an un-sired filly and clothed in white, direct to me, letting no un-clean hands touch her raiment."

"Why, master? Is there some wondrous holy rite you must perform, to the benefit of mankind and the furtherance of God's Church on Earth?"

"No, Glasshopper, I'm just getting a bit lonely in my old age."

Is the Archdruid really David Watts in disguise? Could it be that Stonehenge is a giant prehistoric digital abacus?

Well, don't ask me.

STONEHENGE - WORLD

Watch out, folks, someone's faking press.

STONEHENGE - MUNICH

Do you come here often?

MUNICH - STONEHENGE

Only in the mating season.

A SECRET MESSAGE

"Das Wetter ist schon hier, nicht wahr?"

TAG HILL

If I find out you've just insulted me or Boot, you'd better look out. We have got a reader in Germany, so I'm O.K. for a translation...

ANONYMOUS - TAG HILL

I nominate this game as having the worst literary refuse ever written by intellectual dwarves.

TAG HILL

Seconded.

PARIS

President Matisse (spelt with a double-hiss), reportedly offended by the misspelling of his name in the international press, has locked himself in his studio and is refusing all interviews.

MUNICH BEER HALLS...

...defy any threat to their original brew, export is in the air and offers are still open although they are closing fast. There are no intentions for importing any foreign brews although the Italian tourists will

not be offended, nor will the Austrians.

TURIN

I'm better than you lot and I'll soon prove it.

PARIS II

Will everyman please note that Hans Swift is not worthy of any trust, don't make any alliances with him.

POPE - TAG HILL

Does Tantalus get up your nose?

TAG HILL - POPE

Eh?

TURKEY - WORLD

Happy birthday to me,

Happy birthday to me,

Happy birthday dear Turkish Emoire,

Happy birthday to me.

Yes folks, it's me birthday on FEB 25th, so all together now, after me -

Happy birthday to me,

Aw, come on, you're not like this when it's your birthday. Desist from this frivolity I say, and send me gifts, money, women, booze, Russia woops, let our little secret out.

Sorry about that, Nash.

All the world unite, get Russia out of this game. The press is slowly, s-l-c-w-l-y, making me wanna puke my guts up!!!

TAG HILL - TURKEY

Of course they're not responding to your birthday - do you want to know why they're not responding? I'll tell you - - They're all saving themselves up for two days later when it's my turn to have a birthday and they'll send me all the money and cards and women and booze and.....

MARS 1977BT AUTUMN 1906

FRANCE (Noonan) NMR!!!! F's Bre, GOL, A's Be~~l~~stand.

GERMANY (Smith) F(Hol)-Bel, A(Mun)-Tyr, F(NTH) s F(Hol)-Bel, A(Ber)-Sil, A(Wal)-Yor, A(Ukr)-Rum, F(ENC)-MAO, A(Gal) s A(Ukr)-Rum, A(Bur)-Par, A(Sev) s A(Ukr)-Rum, A(Nwy)-StP, A(Mos) s A(Sev).

ITALY (Ovens) A(Rom)-Ven, A(Ven)-Tri, A(Tyr)-Vie, F(Mar) st., F(Spa-SC)-Por, F(WMS)-MAO, F(MAO)-NAO.

RUSSIA (Malvisi) A(Arm)-Sev, F(BLA) supports: A(Arm)-Sev, A(Rum) s A(Arm)-Sev, F(BAR) unordered.

TURKEY (Anarchy) F(AEG), A's Gre, Con, Ank allstand.

Retreats: Russian A(Rum)-Bud.

WINTER 1906 builds

FRANCE (Par), (Por), Bre = 1:lose 1 F(GOL)

GERMANY Kie, Ber, Den, Hol, Edi, Swe, Lpl, Nwy, Bel, = 17:bu 5 A(Mun), F(Kie), Mos, StP, Lon, Mun, Mar, +Far, +Sev, +Rum. A(Ber), 2 owed.

ITALY Nap, Rom, Tun, Vie, Mar, Spa, Ven, +Por, = 9:bu 2 F(Nap), A(Rom), +Tri

RUSSIA Bud,Bul,Ser,(Tri),(Sev),(Rom) = 3:lose 1 F(BAR)
TURKEY Ank,Con,Smy,Gre = 4:N/C

Press

RUSSIA - ITALY & FRANCE

You know the score lads - we're all in this together now - let's try and hold him.

And at long, long last we present.....

MERCATOR V GAME START
Chimaera designation: ULYSSES

Yes, that's right, after Peter Nunn's tirade against your cowardly tendencies in the last issue the final few names have come in to take the waiting list up to the number we need. The full list is as follows:

RICHARD SEALY	RAY MILLER	KEVIN MCADAM
JOHN RAYNS	PAUL OPENSHAW	ANDREW SMITH
CLIVE WATERHOUSE	DOUG WAKEFIELD	RAY LEE
RUSSEL NOONAN	PAUL WILLIS	LAURENCE PARROTT
	JOHN GARRETT	

So now we come onto the next problem which is rules. I have a few copies which Steve Pratt kindly sent me from his print run in AD NAUSEUM but I can only get 8 complete sets from them and even then I don't know if they're correct or not. I'll send one of them down to Peter (the GM) with this issue of CHIM to check they're OK before I distribute. That still leaves me wanting another 4 or 5 though and there I think I'm going to have to take up Peter on his offer in the last issue that he'd find copies from somewhere somehow. All being well then rules and initial line up should go out with next issue.

Game fee will be 50p with a £1 refundable deposit.

Well, I haven't had chance to get the final tables for DAEDALUS done which finished last time, so that report is going to have to be held over. Likewise I still haven't published the ARGOS one, but since Mick Bullock seems to have changed his mind about submitting something I'll put it in next time regardless. The LEANDER report is also still pending and since the GM hasn't supplied me with supply centre charts I'll have to thumb back through issues past and put one together myself. I'll try and do it for next issue.

Six names now on the list for the next Regular Dip game (see back page), so just one more wanted to fill it. The game will start immediately one of the current batch finishes (presumably MARS in the issue after next).



TEKUMEL

A fantastic adventure set on an alien planet in the far distant future, and created by the TSR game 'EMPIRE OF THE PETAL THRONE'.

THE QUEST FOR THE TREASURE OF CHAYAU'DLANG'USH.

It took Nyshu and his party a good two hours to make their way down to the plain and then out across it to the fortress, and all the time the rain continued to beat down on their backs. There was absolutely nothing they could do for shelter in this area of the island for cover was almost non-existent. The only vegetation nearby was low, squat bushes which wouldn't effectively shelter one of the Tinaliya let alone a full grown human, and so by the time they neared the fortress there wasn't one amongst them that wasn't looking forward to the shelter and repite from the storm it offered.

The fortress itself had been built atop a slightly raised area and as an aid to fortification a moat had been cut deep into the ground around it, currently full to the brim with, dark, almost still water the only motion in which was countless ripples scattering across the surface as the rain splashed down. By now the party were close enough to see the dilapidated state of the building, the upper storey had almost disappeared and large, rough-hewn, moss covered stones lay in heaps where they had fallen. Here and there along the side of the fortress, odd piles of stones still reached above the genral height, a testimony to the fact that a second storey had once existed and that the castle had at one time presented a much grander exterior than at present. A wide wooden bridge ran across the moat to heavy wooden doors; once it had probably been able to take heavy laden Chlèn carts into the interior, but it's current state of disrepair would force even the lightest of creatures to approach and cross with a great deal of trepidation. It was Untego, the tiny female Tinaliya who first cautiously edged across, and then, in turn, each of the others followed. One of the heavy wooden doors was

slightly ajar and a mighty heave from the shoulder of Hailmhuling sent it swinging, groaning mightily, to crash open against the inside wall revealing a passage cut between high windowless walls that led on for some 30' or so before opening into what appeared from where they stood to be a large central courtyard.

They stood and listened, the crash of the door had reverberated around the stone walls, but then all had once again become still but for the infernal patter of the continually falling rain. They listened a little longer, and satisfied that they had not aroused any creatures of the wild that may have sought shelter there from the storm, Qyshu motioned them on.

Hailmhuling and Dyoghëykh led the way, hands on sword hilts, shields slung down from backs to arms, choosing with care their route along the muddy puddled, rock strewn passageway. The wind was channelled fiercely between the two walls and it whipped up the rain, lashing it stinging into their faces as they progressed. As they reached the end of the walls the courtyard opened out before them, a large oblong area 90' by 50' with a hole in its centre, probably a well or water-pump long since caved in on itself. Windows and doorways were spaced at irregular intervals around the rain glistening walls, some open, most closed, but all reflected in the muddy puddles patchworked across the ground.

"That way" announced Qyshu, pointing towards the north-eastern corner, "let's get under cover and dried out".

Hailmhuling was the first across the courtyard, and the others squelched along not far behind to catch him by the door Qyshu had indicated. He was just about to kick it open when Qyshu stopped him and instructed Ng'ulnju to take a look in at a nearby window instead. All was still save for the patter of the rain and the squelch of Ng'ulnju's boots as he cautiously edged the final few yards, back against the wall, to peer through the large square break in the stonework that had once, many years ago, passed as a window. As he looked in it was obvious the room was empty in spite of the gloom. It was large, possibly something like 25' square, but it had been stripped bare of any contents it might once have had and didn't afford any opportunity for anything inside to remain from sight. A call from Ng'ulnju that it was all clear and Hailmhuling put his shoulder to the door - - but the door was much stronger than he was and it hardly budged an inch as the big warrior crashed against it. He withdrew a few paces in embarrassment rubbing his aching shoulder and upper arm whilst muttering away to himself. Dyoghëykh joined him by the door laughing at his friend's failure and then the two of them attacked it together with their heavy walking boots. This time the door swung open and the party rushed into the shelter from the rain that the room offered.

"What we want is a good fire to dry us out", said Gresh'l looking

around the room as he slipped off the hooded cape he'd been wearing over his armour, "but what we're going to burn in this place is another matter".

"We can start with this bloody door" answered Hailmhaling slamming it shut with a loud bang to cut them off from the storm outside.

"That might not be such a bad idea" called Qyshtu from the otherside of the room where he was inspecting the only other exit, again blocked by a similar heavy door, "but first let's have a look through here".

He stood back to make way for one of the fighters and it was Dyoghheykh who strolled up and put his shoulder to it. It opened first time to his mocking shout of glee and he was just about to say something to Hailmhaling who had had so much trouble with the previous one, when one of the big warriors gauntlets flew through the air to catch him on the shoulder.

"One word" said Hailmhaling jokingly, "just one word and I'll have your ears".

Suddenly the room broke into light for whilst all the activity had been going on Ukshen had broken into one of the backpacks and brought forth a lantern which he had finally managed to bring to life.

"Ah, well done Ukshen, lad, bring it over here" called Qyshtu from the door, "it's as black as a k'ranu pit next door".

Ukshen wandered across the room, lantern in hand to join the others, but as the light from his lantern fell through the door to break on the blackness inside, he stopped with a gasp. The room was long and narrow, furnished with a long dining table with chairs along its length. Dust lay in a heavy blanket over everything, undisturbed it appeared in many years, but what had stopped Ukshen so sharply was what lay by the table - a human skeleton, dust covered like everything else, glistened in the yellow light of his lantern. The empty eye sockets in the skull gazed unmoving at him and the shaft of the arrow protruding neatly from between them cast a long, flickering shadow.

"Well, well, well" said Gresh'l, "I wonder who he was and how long he's been here?"

Qyshtu was already looking around and had noted the three doors that exited the room, one in each wall. "Well, it's no use keep looking at him like that" he said, "he isn't going to tell you. Break up some of these chairs and let's get a fire going. We'll dry out tonight and then set about uncovering any hidden treasure tomorrow."

And so ends another installment of the Tekumel saga. Those of you who missed the earlier installments and who would like to catch up on how and why our party arrived at the island they now find themselves on, may be interested to know that the earlier parts are scheduled to

be reprinted in a new fantasy/games magazine from Ron Canham and Clive Wardley, called 'PHANTASMAGORIA'. The first issue is, however, well overdue already so I'll hold back on giving further details until when/if it finally appears.

Bill Dove ran it close again with his 'Cricketboss' report, not getting it here until the first post Saturday - one of these days the post office are going to miss Bill..... and I can't wait, CHIM must go out on time. Anyway, this time you made it, so here are the results.....

C R I C K E T B O S S

A Unique System of Postal Cricket Simulation

Designed and GM'd by Bill Dove

RESULTS

Essex 203-6 lost to SURREY 204-6 (38) by 4 wkts.

Fosh 81 no; B. Jackman 3-25 Lever 3-35

SUTTON STROLLERS 221-5 bt Sussex 219-8 by 2 runs.

Crawford 80, Mlandar 3-28

ASSYRIAN A.S. 232-4 bt Rutland 196 (39) by 36 runs.

Bigglesworth 71 Cowdray 88 n.o., Asgeir 3-21

DUCAIS SLASHERS 224-5 bt Carrickfergus 206-6 by 18 runs.

Olaf, 61 n.o. Gibson 3-28 Logan 84 n.o. Kumeck 3-26

BENSON & HEDGES INVITATION CUP FINAL

Sussex 214-7 lost to ASSYRIAN A.S. 217-6 (38.2).

Asgeir 3-26 Di Griz 79

BENSON & HEDGES CUP SEMI-FINALS

Yorkshire 113 (22.2) lost to DUCAIS SLA. 114-4 (19.3) by 6 wickets.

Franco 4-11, Kumeck 3-34

ULSTER 247-3 bt Wisden A.S. 223-5 by 24 runs.

Riorden 73 n.o. Barnett 82.

DIVISION ONE

A.T.C.C. (2) 212-7 lost to DUCAIS SLA (7) 213-5 (38.4) by 5 wkts.

Askari 90 n.o.

ASSYRIAN A.S. (6) 219-5 bt Carrickfergus (1) 204-5 by 15 runs.

Sargon 78 Carlisle 60

Essex (3) 179 (33.1) lost to WISDEN A.S. (8) 180-9 (35.5) by 5 wkts.

Truman 5-37 Lever 4-29, Boyce 3-39.

Londonshire (1) 182 (37) lost to ULSTER (8) 185-4 (36.3) by 6 wkts.

O'Leary 4-36

YORKSHIRE (8) 219-6 bt Sussex (2) 174-9 by 45 runs.

Old 4-30

DIVISION 2

CLEVELAND (6) 249-3 bt Almeria Nat. (2) 247-4 by 2 runs.

Dorcrisd 95 n.o. Engadine 120

Bedfordshire (7) 221-9 bt Chim Cavs (4) 218-7 by 3 runs.

Sprange 63, Cojaksed 4-44 Ukshen 68

Middlesex (0) 136-9 lost to SURREY (6) 137-2 (22) by 8 wkts.

Jackman 4-29

Ramblers (1) 203-8 lost to ST.ALBANS (7) 205-4 (31.1) by 6 wkts.

St.James 3-29, St.Peter 3-32 St.Luke 89 n.o., Mincing 3-53.

RUTLAND (9) 237-8 bt Sutton St (3) 184 (35.3) by 53 runs.

Wazim 101 n.o. Hillyard 3-26. Crawford 94; Snow 4-31

WAKADOO (1) 123 (27) lost to CHIM CAVS (7) 124-6 (26.1) by 4 wkts.

Delevega 4-39

DIVISION ONE TABLE

		P	W	L	B/Pts	Pts
Ducais slashers	Kennedy	3	3	0	11	23
Assyrian A.S.	Lee	3	3	0	10	22
Carrickfergus	D.Bolton	3	2	1	9	17
Yorkshire	Powis	3	2	1	9	17
Ulster	P.Bolton	3	2	1	7	15
Sussex	Waterhouse	3	1	2	9	13
Wisden A.S.	Thorne	3	1	2	8	12
Londonshire	Lockyer	3	1	2	5	9
Essex	Boyes	3	0	3	6	6
All Time Cricketing Greats	Walton	3	0	3	5	5

DIVISION TWO TABLE

Almeria National	Woodland	4	3	1	12	24
Rutland	McLaren	3	3	0	10	22
Chim Cavaliers	Booth	4	2	2	11	19
Cleveland	Garrett	3	2	1	8	16
Surrey	Dove	3	2	1	7	15
Bedfordshire	Tucker	4	1	3	9	13
Sutton Strollers	Manley	3	1	2	9	13
Ramblers	Miller	3	1	2	6	10
St. Albans	Ball	3	1	2	6	10
Wakadoo	Pratt	3	1	2	4	8
Middlesex	Rundle	3	1	2	3	7

Press

DUCAIS

Due to the shock results last week the local bookmaker here has revised his odds for the Division One championship as follows:

Assyrian A.S. & Carrickfergus 2/1 Yorkshire 3/1

Ducais & Ulster 4/1 Sussex 7/1 10/1 bar these.

((What about Gillette Cup and Division Two odds, or are you playing safe? Bill.))

C.C.C.C - DUCAIS

Am I allowed to put 10p on Assyrian A.S. and 15p on Carrickfergus and Ducais? If not, how about £2, £3 and £3 respectively? Sussex are no-hopers now dogged by injury and bad luck. I never rated Ulster and Yorkshire.....don't have the flair.

C.C.C.C

If any county at any time requires a stand-in wicket-keeper, I will lend one of my lvl 2 keepers willingly, just cross my palm with £1,200 and if uninjured you can use him. They have averages of 78.00 and 35.7, so no problems about quality.

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

Bill Dove, 27 Davos Close, Woking, Surrey

ooo000ooo

GAMES SHOP

ooo000ooo

BARGAINS - BARGAINS - BARGAINS - BARGAINS - BARGAINS - BARGAINS - BARGAINS

No new games into my part part of the Games Shop this time (i.e. direct from manufacturer), but still plenty of others offered from Chimaera readers. Let's start with mine.....

	<u>Retail</u>	<u>Chim price</u>	<u>SAVE</u>
SEASTRIKE! [Modern day naval warfare]	£5.50	£3.50	£2.00
DECLINE & FALL [Barbarian Invasions]	£5.00	£3.25	£1.75
KINGMAKER [War of the Roses]	£6.00	£3.70	£2.30
CONFRONTATION [Nuclear War]	£2.70	£1.45	£1.25
EPAMINONDAS [Abstract/strategy]	£3.50	£1.99	£1.51
GUERILLA [Abstract with features of Guerilla warfare]	£2.70	£1.50	£1.20

POSTAGE & PACKING is extra on all games. The first game in any consignment is £1.00 and each additional is 25p. (If GUERILLA is ordered alone postage charge is only .80p). All games are despatched in sturdy cardboard cartons and have been reported as arriving in A.1 condition.

Just a minute though, JOHN WADDINGTONS new 1978 range is just out, so let's try you out again on interest in those. Discounts won't be as great as those on the PHILMAR games on the preceding page as Waddingtons will only supply through their subsidiary 'Artmaster of Chelsea' and so I am in fact having to buy at wholesale instead of trade. Mean, aren't they?

I can't even tell you what sort of discounts you'll be getting since I have no idea of what the new retail prices are/will be. The prices I quote are simply those I pay Waddingtons plus the same mark up I use on Philmar. As I explained once before if I want to buy I have to give an order of a minimum value and so I need to be sure that some of them are going to move before I go filling the spare bedroom. So, if you are interested in any of the following please write and say so - DON'T send any money. If I get enough advance orders, say enough to cover 50% of initial cost I will go ahead and get some games in, I will then write to you for payment and your game(s) will be despatched within 48 hours of receiving your cheque. (It would help if you put your cheque card number on the back of the cheque as well, otherwise I may delay sending games until the cheque as cleared (only applies if I don't know you, i.e. you're a new subscriber).

Ah, but what are the games you say. Well, see below.....

		<u>Players</u>	<u>Price</u>	
4000 AD	(Space strategy)	2 - 4	£5.50	a
Business Game	(Mine, ship and export)	2 - 6	£5.50	a
Campaign	(Abstract/Napoleonic)	2 - 4	£5.50	a
Game of Nations	(Political strategy/oil)	2 - 4	£5.50	a
Speculate	(Stocks and Shares)	2 - 5	£4.40	a
Swindle	(Antique dealing)	3 - 6	£4.40	b
Lose your Shirt	(Horse racing)	3 - 6	£5.30	b
Ratrace	(Social climbing)	2 - 6	£4.40	b
Ulcers	(Hiring/firing staff)	2 - 4	£4.40	b
Monopoly (std)	(you must know....)	2 - 6	£4.40	c
" (de luxe)		2 - 6	£6.60	c
" (Executive)		2 - 6	£22.00	c
Cluedo	(whodunit)	2 - 6	£4.40	c
SPY RING (NEW!)	(Espionage)	2 - 4	£4.40	c
Bucaneer	(High sea piracy)	2 - 4	£4.40	c
Totopoly	(Horse racing)	2 - 6	£4.85	c
Game of Dracula	(Escape from castle)	2 - 4	£3.10	c
FORMULA ONE (NEW)	(Motor racing)	2 - 6	£4.40	c
Hopptil	(Ethil/Toadstool strat)	2 - 4	£3.10	c
ADDICTION (NEW!)	(Word Game)	any	£2.20	d
INTERACTION (NEW!)	(Abstract/Strategy)	1 - 2	£2.90	d
Black Box	(Abstract Startegy)	2	£2.90	d
Blockword	(Word Game)	2	£2.90	d

Code (right hand column) is : a = Thinking games for adults and older children.
 b = Fun games for older children and adults
 c = Family games
 d = Word and Abstract games

POSTAGE & PACKING EXTRA on all games as detailed under the Philmar games on page 42.

SPY RING is the old Spy Ring game in a new presentation, the 'fishy' aspect looking to have been removed.

FORMULA ONE is the old Formula One game also in a new presentation. New style board (same track), new style cars and new style box lid.

INTERACTION is a brand new game in the same range as the very popular 'Black Box'.

Incidentally, the new Formula One looks as if it proves conclusively that cars spin-off onto the outside of a curve inspite of anything Bob Howes might say.....

Well, after that let's have a look at some of the games that Chim readers have got for sale. We start with Adrian Bolt, 87 Lydalls Rd., Didcot, Oxon OX11 7DT and he has the following:

- | | | | |
|-------------------------------------|---------|--|-------|
| * ARMAGEDDON (with S&T 34) | @ £2.00 | * BREITENFELD (with S&T 55) | £2.00 |
| * FREDERICK THE GREAT (with S&T 49) | @ £2.00 | * NAPOLEON AT WATERLOO (Advanced game) | £1.50 |
| ** OCTOBER WAR (with S&T 61) | @ £2.00 | * THE PLOT TO ASSASSINATE HITLER (with S&T 59) | £2.00 |
| * THE PUNIC WARS (with S&T 53) | @ £2.00 | * REVOLT IN THE EAST (with S&T 56) | £2.00 |
| ** RAID! (with S&T 64) | @ £2.00 | ** SOUTH AFRICA (with S&T 62) | £2.00 |
| ** ROAD TO RICHMOND (with S&T 60) | @ £2.00 | | |
| ** VERA CRUZ (with S&T 63) | @ £2.00 | | |

* indicates counters out out. ** counters not out out.

Also available from Adrian at the same address are the following:

- AVIATION (one card missing, but easily replaced) @ £1.00
 EXPLORATION @ £2.00. HANDS DOWN (replacement card used) @ £1.00.
 MICRODCT @ £2.00. S&T RING @ £2.00
 TAKE THE BRAIN @ £2.00

All games complete and in mint condition except as stated. Please send a s.a.e. with your order in case the game has been sold. Postage: SPI games 15p each. Other games 25p each.

Steve Ellis, Rosslyn, Marine Terrace, Pevensey Bay, E. Sussex BN24 6EQ also has some games for sale though he doesn't mention whether the prices include postage or not. I suggest you drop him a line if you're interested to check. Games over.....

SOCCERBOSS @ £1.50
GOLFWINKS @ £1.00
(Golf tiddlywinks)

SUBBUTEO TABLE RUGBY @ £3.00
GO FOR BROKE @ £1.50
(Spend £1,000,000)

All games in good condition, especially almost unused Table Rugby.

Peter Nunn, Green Ridges, New Barn, Lyminge, Kent, CT18 8DX has for sale copies of '4000 AD' and 'Decline & Fall' for a £1 each plus postage and packing (I'd guess another £1). Include a s.a.e. with your order just in case the games have gone when you get there - and at that price they won't take long!

Also available from me at Tag Hill are the full range of Asgard Fantasy miniatures - bring your D&D games to life - complete price list available from me on request.

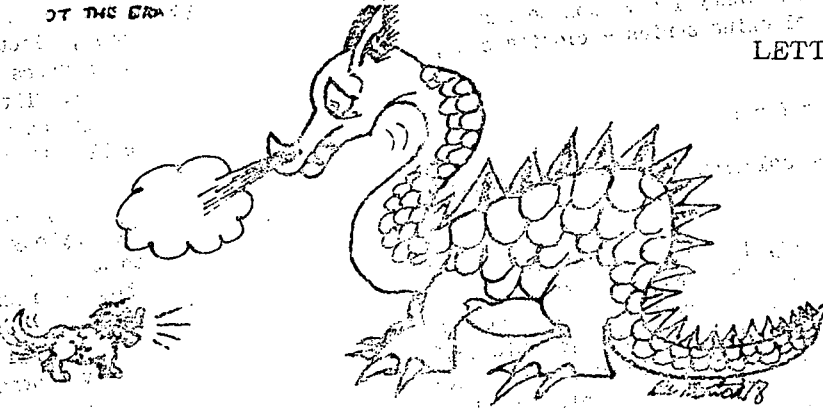
.....And if there's nothing in that lot that suits you, then what are you doing in this hobby anyway?

Ad's placed in the Chim 'Games Shop' column are free (the advantage to me being that I get first go at any real bargains.....), so if you've anything at all that you want to buy, sell or exchange drop me a line and I'll include it next issue.

BT THE END

LETTERS

TO
OL'
BROWN
EYES



446. John Piggott

Doubtless you've been inundated with replies to your latest number-sequence problem. Here gleaned from Astronomy books I first read in 1959 is the correct answer:

4 - 7 - 10 - 16 - 28 - 52 - 100 - 196 - 388

It is called 'Bode's Law', although it was actually discovered by a chap named Titius: Johann Bode, a sort of astronomical Eric Willis of the 18th century stole the credit for himself. The law is supposed to show the relative distances of the planets from the Sun, and for the inner planets the correlation is good: Mercury 4, Venus 7, Earth 10, Mars 16. It was the anomalous gap at 28 that helped with the discovery of the asteroid belt; Jupiter is placed quite near the 52 position predicted. Past Saturn, the Law breaks down, and today scientists believe the relation is coincidental. Certainly it does not account for the presence of the little planet Charon, which was discovered last year orbiting between Saturn and Uranus (if, as I suspect, it turns out that Charon is simply the brightest member of a second asteroid belt, it will rate as the most important planetary astronomical discovery of the century. (I kid you not!))

But I digress. The mathematical formula for Bode's Law is:

$$N = 4 + 3(2^{n-2}) \text{ where } N = \text{the } n\text{th term of the series.}$$

The first term is anomalous - you would expect it to be $4 + 3(2^{-1}) = 5\frac{1}{2}$ from the formula, but for no good reason it's actually $4 + 3(2^{-\infty}) = 4$! (Bet you can't type that!) ((What odds are you offering?))

As these puzzles seem to be quite popular with your readers, here is another one. I will offer the money I have won so far to the first person to solve the following series - closing date, deadline for Chimaera 40.

5 - 4 - 11 - 9 - 23 - 25 - ? - ?

Working must be included!! The solution must contain integral numbers only.

Wrong!! - - - no it's not. It's correct, it's always correct when you enter my quizzes, why don't you go and take money off someone else for a change? Actually, you weren't alone in coming up with the correct solution John, for in the same post as your answer I got a practically direct hit from Pete Waldschmidt. I say practically direct because although he got the bit about Titius and the planets he couldn't name it as 'Bode's Law'. It was a worthy effort though, so I hope you won't object to splitting the 50p prize half each.

Lot's of other people got as far giving me the next two numbers correctly, but no others seemed to have any idea at all what it was about. There were certainly some ingenious and imaginative guesses, not least of which was Marcus Watneys' claim that it was a geometrical series showing the number of newborn rabbits in a hutch given that

four are dead newborn rabbits which nobody has bothered to remove.

O.K. all you mathematicians, you can now start searching again and see if you can come up with the answer to John's problem. I'll make the prize money up for the 25p that went to Pete Waldschmidt this time, so the amount at stake is a not inconsiderable 80p! Please, if your entering, don't include your answers in a letter to me, but rather put them onto a separate sheet so that I can send them on to John with the next issue.

447. Don Turnbull

....While I'm writing, let me comment on Gear Shift and Coup D'Etat which is the other new game by the same firm. They call themselves Actionable, which is a pretty silly name for a games firm unless you happen to be called Clark Gable (or anything else Gable, I suppose). They were at Games Day with the two games I have mentioned plus a farming game designed for young children. Your correspondent Thorby is quite right - the game Gear Shift isn't as good as 'Speed Circuit' (3M/AH) and maybe not even as good as 'Formula One' (Waddingtons). It relies far too much on the luck element, and indeed the 'hazard' events, rolled each time you land on a hazard space, can produce some pretty curious results. For instance 'nearest car behind you catches up to draw level with you' is pretty drastic in its effects when the next car behind is half a lap away. Basically it's not a bad idea (though it is of course the same basic principle as 'Speed Circuit', rather simplified) but it has been spoiled because the designers obviously have little experience in gaming. The rules are pretty poor too - for instance they don't tell you which player moves first each round. Rather a fundamental omission, I think. The people who play-tested must have been inexperienced to say the least.

Their other game, Coup D'Etat, is about a small revolution in a city, the object being to get your forces to the Presidential Palace and knife the bloke. The game is completely ruined by the physical components. Each player has a number of plastic bases each containing two narrow slots into which should be inserted cards depicting forces (tanks, infantry). You spend a lot of time in the game taking cards out of one base and transferring them to another; since the cards are just that - plastic sheet strips would have been better - it won't be long before they are tattered beyond sensible use. From my examination of the rules, it isn't a bad game but unlikely to take the world by storm. Miniature Warfare's game of the same name (no longer available, and copies are rare) is a good deal better though the rules are rather complex and the game is mechanically tricky.

I didn't examine the farming game, but spent some time looking at the girl who was playing around with it....er..... the farming game, that is.

Overall, I recommend your readers not to spend their money on

these games. I'm sure they will be disappointed. UK games seem fated - we get no initiative from Waddingtons, the excellent WRG had to hand over 'Seastrike' and 'Decline & Fall' to someone else, Philmar are trying, but not hard enough. In my book the best two UK games by far produced in my memory of the last ten years or so are '1829' and 'Seastrike'. Not forgetting 'Railway Rivals', of course, which is really an amateur publication. As for the rest - well, they haven't lasted have they? As always, if you want good games, war or non-war, you have to go to the US. Lord - I forgot 'Kingmaker' of course! Yes, that must surely rate in the top very few.

Thanks Don, nice to hear from you. I suppose that that letter must rate as a game review and so qualify for the usual free issue. Yes, it's certainly a sad state of affairs when you take a look at the major manufacturers in the British market - everything seems to be aimed at the family market, where, from looking at the quality of some of the games on offer, anything will sell. There's no wonder people look at you askance so often when they find out what your hobby is.

Of course though, the companies are just in it to make money and who can really blame them for taking the easy road? Parker Bros. have already got their first 'Star Wars' game out (and 'Star Wars' dolls, light sabres, Tie fighters, X wing fighters and Land speeders....), and it's a racing certainty that they're going to appear in every toy shop and newsagent up and down the country and sell like hot cakes. Why should they spend money on things like play-testing, research, etc? (I'm not insinuating there that they don't play test and research, just that they don't do it to the sort of level that we might expect. And I don't just mean Parker most are the same). Certainly you'll never change them and I doubt if you'll ever see Avalon Hill quality games from a major British manufacturer. In fact it's very unlikely that you'll see AH quality games from any British manufacturer (though as you yourself said, Philmar are off in the right direction), for the major manufacturers aren't interested, and the minor ones couldn't finance it. It looks to me as if we're destined to remain dependant on the US market for our 'good' games. Anyone want to comment?

448. Chris Charles

I was fascinated by your review of the 'MILKO!' game which put me in mind of a similar game which I came across recently, strangely enough from the same publishers, Wattacon Publications. This was called 'Swingers and Swoppers' and is a phantasy/role playing game set at a weekend party at the Palazzo di Fellatio on the Italian Riviera. One's character has the usual expertise and constitution points with additional characteristic-endowment.

The party takes place on a number of floors at the Palazzo and as one gains more experience one moves up to a higher level.

There are also a number of outdoor levels on the terraces, but there one's activities are subject not only to interruption by possible bad weather such as freak hailstorms and avalanches.

My own character, Enormous O'Toole, spent a very pleasant weekend up at the Palazzo having been fortunate enough on his arrival to meet a high level nymphomaniac whilst undressing in the cloakroom. This depleted his constitution somewhat but he was able to go up to the next level and rest awhile after which he ran into an interesting group of six people in one of the bedrooms. Unfortunately a cleric in this group took a dislike to Enormous (probably envy) and successfully cursed him, thus rendering his endowment unusable. He wandered disconsolately about the bedrooms and for a while watched from a window the activities of one of the lower terraces where a couple of Bishops were chasing a group of choir-boys and boy-scouts.

It was not until Saturday that he ran into a Goddess who gave him a drink of aphrodisiac on condition, however, that he spent the rest of the day with her. Later on another party interrupted them and poor old Enormous found himself strapped to the bed and savagely whipped by a film star who later turned out to be a transvestite thus losing him more valuable experience points.

Hmm, sounds like fun, actually I saw the game in the shop with 'Milko' but not suprisingly it wasn't on open display with a box lid illustration like that (that wasn't Enormous bending over that buxom wench by any chance was it?), and since we thought it looked rather silly we didn't give it another look. Perhaps we were wrong?

Anyway, talking of 'MILKO' reminds me I have 5 definite starters lined up and another two possibles. I have also been fortunate that Wattacon Publications have agreed to supply me with the game and I should have it ready to go into the 'Games Shop' with next issue. Price will be about £7.25 for the 5 rule books, Estate plans, Council house plans, resident details etc. You won't need the rules to play, but if you do want one please confirm as soon as possible. The added bonus as far as I'm concerned in trading with 'Wattacon' is that the games inventor, Humphrey Syriac-Detinu (he says his parents were Arabic and with a surname like that I ain't going to argue..) is prepared to run the game himself. The only problem is that he will limit it strictly to just eight players initially although others may be added as it goes along. Game fee 20p, should start with issue 40, around early April.

449. Simon Lindsay

I would just like to comment on the views of some dungeon Gods Clerics are allowed to use edged weapons. If you allow this to happen, (even though it says it shouldn't frequently in the rules), you may as well forget about the F.M. class. If clerics are allowed to use edged weapons once they get to second level and above they become much more powerful than F.M. due to the spells they can have. Try outfitting a party with F.M., M.U.'s and Clerics as normal, then try one with modified

clerics and MU's, no FM's. See what happens, the modified clerics party do somewhat better.

This is nearly as bad as Dave Tant's being reported to have said in the '190aat' editorial (issue 87) that sleep spells put Myrmidons to slumber and that sleep spells have a saving throw. For those who are uneducated in the ways of D&D 'Sleep' spells put only monsters or men up to 4+1 dice or the 4th level to sleep. There is no saving throw...

450. Cliff Kennedy

As a follow up to the D&D facts and figures published last issue Simon Burke kindly sent me the relevant details of his dungeon. Between us we've run 15 trips and had 150 characters down of whom 57 never saw the light of day again, making an overall average fatality rate per trip of 38%. Divided into class 70 of them were fighters with a fatality rate per trip of 42%, 43 magicians averaging only 18%, 25 clerics with a fatality rate of 48% and 12 thieves who fared rather badly at 58%. As regards alignment we've had 83 law with a fatality rate of 33%, 45 Neutral averaging 40% and 22 chaotic who top the death list with an average of 50% per trip

451. Andy Davidson

The one part of Chimaera that I positively dislike is the section you devote to sniping at Ian Lee. I find this sort of dedicated persecution rather distasteful. O.K., so Ian may not be a particularly good GM (though I've no complaints myself), but there's no need to belabour the point is there? Such overkill is counterproductive - I am surprised to see John Piggott making the same mistake in his feud with Eric Willis. It can also rebel newcomers to the hobby. I remember one chap telling me that he'd decided not to join the NGC after reading all the venom in Dolch-stoss. "They really mean it, don't they?" he said. I didn't really think so at the time, but now I'm not so sure....

Yes, I suppose the Lee feud did get a little bit out of hand though it was great fun from this end whilst it lasted. Anyone watching his Catastrophe game could have been excused after reading his comments about me and John (Piggott) for believing that we were the real villains. Ian said words to me to the effect of 'If you want the truth to be known you'll have to attack me in Chimaera' (probably looking for publicity....), and so I did. After that Ian just kept come back with sillier and sillier arguments and - well, you know the rest. I don't regret what I did though I must admit I did perhaps over-react with the effect that in several people's eyes I now really am the villain. Oh well....

Whilst I've been publishing, I've had several little feuds with people, the one with Will Haven being the most famous, but never before have I been so serious as I was with Ian. With everyone else you can come to an understanding privately if not publicly but Ian just didn't want to

communicate. At last though I'm thankful that we may have made the breakthrough and the latest letter from Ian is composed in a much saner, rational tone than of recent. Perhaps now we can discuss things like normal human beings. Because of space his long letter is necessarily curtailed but I'll try to pick out the important points.

452. Ian Lee

1. The missing stencil: Now did I not read that you were thinking of writing to our gallant firm saying words to the effect that a certain employer was pilfering stencils?

No. You read a comment that if you stole my money and confirmed yourself as a thief I might write to them and get them to check nasty rumours published elsewhere.

2. The missing credit: Can't remember my exact wording of how I worked out your credit, but I'm sure it wasn't 91½.

Yes, sorry, after a re-check you're correct. Your wording was bad and the 91½ was in fact what I'd spent, not what I had remaining. I apologise.

3. The case of the Piggott: You can't do me for libel, Clive or John, or any other person that feels like putting me away or something nasty. I did not say 'X' was a profiteering geezer who did things with subbers money. I said "others" insinuated it and I was inclined to believe it. But what of the things you and John have said about me? ...I suppose I could do you for libel....

Hmmm, at this stage the letter gets a little bit silly saying how I could be done for calling him Noddy instead of 'Noddy' (in inverted commas), but he destroys his own case by quoting examples of where proper names are not used in inverted commas. He uses Will Haven and Willy Haughan, but as you and I know they are not their proper names but abbreviated nicknames. Hence, if he were correct it would be 'Will Haven and 'Willy' Haughan. (I think that explains why I sometimes call you Noddy, Ian.....)

4. I said on the front page of Albie that I could charge 30p for it but I wasn't. You blame me for not reading deeply enough, now I'm retaliating.

Yes, but retaliating blindly again. You said 'If I charged for total costs they would be paying 30p an issue'. I said 'Noddy says that costs are 30p an issue'. What's wrong with that?

5: Cabiri game: Editors can refuse to print press. FULL STOP.
'Refused a draw proposal because he did not have space' What draws? No one made a draw proposal.....

Oh, come off it!! YOU proposed the draw (Corm 4). One of the players rejected it and sent you a press release telling the other players why. You refused to print the release, which is your prerogative but please don't lie about it. Incidentally, neither of the two names you mention are my mystery informant in regard of '4-2-4' so guess again - heh, heh.

We all know my GMing of Diplomacy games is pretty awful, or rather has been, but, I did send out private alterations to 'Cairi' about the mystery disappearance of the Italian units. Still Berserker, Drava and ano Eric are mistake free. That's a good advert against 'C' games. Unlucky letter that..

As one Pete Nobbs said 'Albatross' must be the smartest, most professional 'zine in the UK! I wrote back saying that it probably wasn't. "Oh, it is the most professional effort in production and presentation, but 'Tinamou' is the best UK 'zine. Still it's nice to know that someone likes me and the 'zine. It makes a change.

We all have jinxed games, Ian, and I can sympathise with you, I've had my share. The secret lies in sorting them out as quickly as possible and with the minimum of fuss. You'll learn (if it's any consolation Dave Tant has refused to play Dippy in Chimaera anymore after I screwed up one of his games in the early days. I wonder if he remembers?)

Nice to see that you have a fan in Pete Nobbs, though one must obviously ask just what other 'zines he sees. Certainly it appears that he does not see 'Dolchstoss' and 'Ethil' for professionalism - but then I suppose it depends on what he means by 'professional'?

Anyway, nice to hear from you. ~~And~~ Ian, can we be friends now, please?

DEADLINES: Diplomacy, Black Box - me - 10/3/78
 Others - GM's - 4/3/78 (ex. C/boss)

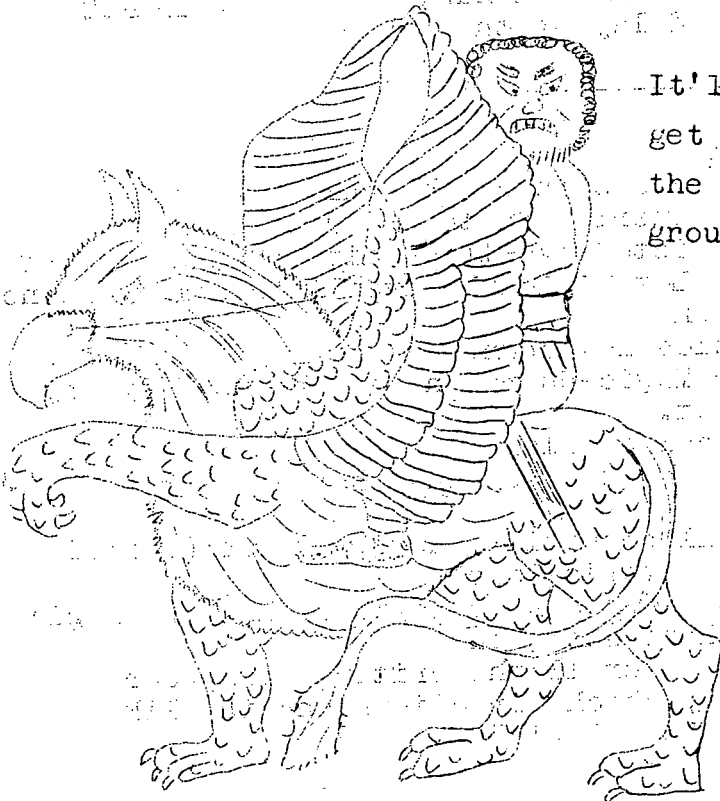
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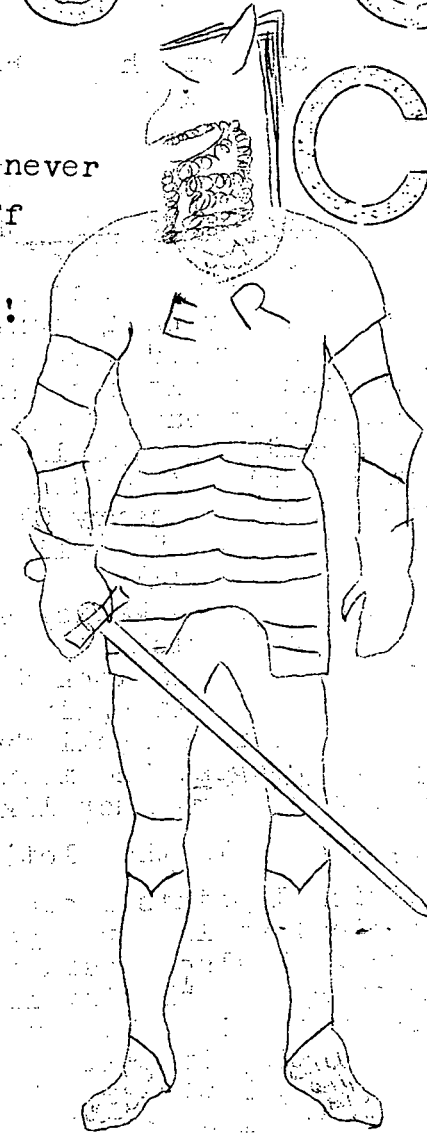
"So this is
 Chimaera?
 What a let
 down."

THE PITS OF

CIL



It'll never
get off
the
ground!



PART XX

CORRESPONDENCE

(Come to think of it, correspondents too) David Bolton has decided to drop out after all, so Don Turnbull can start now. Actually, Don has almost completed his initial choices and equipping, so I can take Andy Davidson too. (Who said "Any day of the week?")

Andy, you should have "Welcome to my World" by now, so please let me have your initial choices, as outlined therein, as soon as possible.

Henry Olsen hasn't written yet. Last call Henry! If I don't hear from you by next press-date (4th March) I shall assume you have changed your mind.

I've been a bit easy on the slow writers lately (largely 'cos it was so long since I'd heard from someone who shall remain nameless but on whom I rely to produce this), but I've heard from everyone fairly recently except Jerry Elsmore. Still there Jer? Can I hear from you too by 4th March?

Perhaps just a recap on the waiting list after that: 1st Mike Lean; 2nd Keith Thomasson; 3rd Jim Bolten; 4th Barry Delf; 5th Simon Lindsay; 6th Ian Gibson; 7th Tom Ayerst; 8th Ian Wishart; 9th Gary McNeil; 10th Dave Thorby; 11th Adrian Bolt; 12th Dave Allen; 13th Ray Miller and no more names being accepted for the foreseeable future!

If any of those have changed their minds, would they please let me know, or Clive, to save delaying the others.

SCROLLS: and how to READ them

This is yet another of the areas where the rulebooks could be clearer. I've had a number of queries on the subject from time to time, and have probably contradicted myself as different points of view have been urged upon me. Let me commit myself to something now and I'll stick to it from now on.

Various sections of the rules lay down.....

- a) All scrolls are spells for Magic-Users and can be used by any M.U. capable of reading them.
- b) 25% of scrolls carry Clerical spells.
- c) All "protection" spells can be used by any character able to read (the scroll).
- d) Without a (Read Magic) spell or similar device magic (scrolls) are unintelligible to even a Magic-User
- e) Once a scroll is looked at under a Read Magic spell, the Magic User can read it again without such aid.
- f) After reading a spell from a scroll the writing disappears.
- g) Read Languages: The means by which directions and the like are read. Very much like "Read Magic".

So O.K., reconcile that lot!

Additional points I bear in mind are that I have always ruled that Clerical spells are spoken, and Magic Users spells are cast by gesture. I also consider it only commonsense that, if a monster of reasonable intelligence (i.e. capable of speech) has a scroll, there is a better than even chance that he should be able to read it. So, it will often be written in his language.

Therefore, let's try the following: -

- a) 25% of scrolls are clerical, and 75% magical.
- b) All spells are written in a creature language. (Common being the creature language of humans)
- c) There is a 60% chance that one will be written in the language of any monster carrying it. (This does not apply to ones concealed in lair)
- d) A "protection" spell can be read by anyone able to understand the language. To be effective, it must be read aloud, and will then vanish from the scroll. (Protection spells are Magical)
- e) A clerical spell will always be in common and can be read by any cleric. Effectiveness and disappearance as above. A non-cleric can read it aloud and there will be a 90% chance of it working if he has 18 Wisdom, decreasing by 5% for each point below 18. If the die-roll to work fails, there is a second die-roll! For our 18 Wisdom example, there is then a 10% chance of an unfortunate effect, increasing by 5% for each point below 18. (The unfortunate effect will usually be the reverse of the wished for result, affecting the character or his party.)
- f) A magical spell (not including "protection") may be in any language, and will describe the gestures to be made to cast it. A Magic-User who understands the language can read it, performing the gestures as he goes. The spell then disappears. The use of a "Read Magic" spell will enable him to read it, whatever the language, without performing the gestures, and understand what it will do. It remains visible until he actually performs the gestures and casts the spell.

Non-magic users, who can read the language in which it is written, can work their way through the gestures, and will

have the same chance of success as with clerical spells, only with the Intelligence points counting instead of Wisdom. "Read Magic" from a sword will have the same effect as the Magic-Users spell, but will not improve the owner's chance of "messing it up".
g) "Read Languages" will enable anyone to understand the language in which a scroll is written.

INVISIBILITY

This has caused me problems from time to time. (Not personally of course!) Even the re-written new rules aren't that helpful:

"A spell which lasts until the user or some outside force breaks it. The Magic-User can cast it upon himself or any person or object in range. An invisible person can not attack and remain invisible; he becomes visible again before he strikes a blow, and the spell is broken".

O.K., you can't strike a blow and remain invisible: but how about throwing or firing something? Casting a spell? Performing some other act of mischief likely to result in harm to another person/party? And what if invisibility were conferred by a Ring?

I'm afraid I've brutally shoved all queries aside in the past by saying I'd allow anyone invisible to do anything, and so far only the odd monster has suffered. However, I recently asked Brian Conway how he intended to handle it, in his game (in "Howay the Lads") and he came back with the following, which seems to me eminently sensible and reasonable AND IS HEREBY ADOPTED: -

"I like all my magic to be logically consistent and to be reasonable. I could imagine that invisibility needs a certain amount of concentration and that combat would make it impossible to maintain that concentration and you would then appear. If I take that line I would be justified in not allowing an invisible person to cast spells. The wording you have quoted makes it seem possible for a magic-user to cast a Monster Summoning Spell, which isn't in itself an attack and then when the monster appears he would say "Attack them" or something similar and the monster would wander off to do its task, in saying those two words would the magic-user automatically appear? To take it even further what about spells such as Explosive Runes or Delayed Blast Fireball? Would the magic-user become invisible when he cast those spells or when the spells killed someone, and in the latter case would it matter whether or not he know anything about the result of his spell? It is quite possible to kill someone with a spell without making a direct attack. It is possible to kill someone accidentally, perhaps in test firing a wand.

The whole point of these rules is to prevent Invisible fighters from becoming too powerful, but I have found that by ruling that the invisibility effect only extends a few inches from the skin and thus all weapons are visible once drawn and taking into account the sharp ears and noses of most monsters the invisible combatant is not too difficult an opponent.

Thus I rule that invisibility needs a certain amount of concentration making it impossible to cast other spells or indulge in violent activity without breaking the spell. By using a ring or other item the need for concentration is negated but weapons will be visible."

Just to expand it a little, and to pre-empt the inevitable queries, the effect will extend outwards from the substance of the object or person on whom the spell is cast for 6 inches. The "substance" of a person is bounded by his skin, not his clothes or weapons. So armour, helmet, shortish weapons in belts and perhaps a lightly loaded backpack should remain hidden, but the tip of a sword might appear unless held against the leg, and a shield almost certainly would. A firebomb held in the hand should remain invisible until thrown, but in the action of the throwing concentration should be lost (unless wearing an Invisibility Ring) and the thrower revealed in all his glory.

24 in c memo
Caprice no 2

ACTION IN BRIEF

Clive Waterhouse and Adrian Attwood have defeated the Stone Giants, not without a bit of excitement including the loss of some treasure through over enthusiastic "Polymorphing", and are now investigating a large pile of unknown substance.

Mike Close has woken his lady friend and is having a difficult time with a party of evil clerics, who have "Controlled" his front rank and turned them on him.

Brian Conway is investigating secret doors discovered in the Kobold's room.

Allan Owens' followers have managed to do some magic swapping with a friendly party, and turned him back to flesh.

Ian Jones has encountered some poisonous spiders.

Chris Rick is having a hectic time with a Beholder and two Ogres. One of his "Controlled" followers has just saved against all 6 of the eyes the Beholder turned on him (What they call a "Charmed" life?) (Sorry).

St. Martin Rundle has freed the legal inhabitants of the fort he discovered, and is investigating the surrounding countryside.

Iain Drylie's underground battle has finally come to an end. I suppose Iain has won, in that his opponents have left leaving two dead, but there are still some powerful baddies around down there. Unfortunately the Fireballs Iain had to use have "wasted" some useful magical items.

Clive Booth has finally got down to the 3rd level, hearing lots of interesting things in the distance, and seems to have found something under that sandy floor.

Chris Boyes has driven the last L's Angel forth into the darkness and is peacefully investigating his room.

George North is just starting, Alan Fowis is in the Main Hall and Paul Blackwell is fighting off a Doppelganger 'yes, it's the same Doppelganger!')

Bill Howard has passed through Lammassu-land, recruited a Heroine and slaughtered a host of Stirges. He is now accosting a Chimera on the 5th Level.

Rich Sealy almost fumbled the situation, Hobgoblin-wise (well, I understand at least one American reads this) but has now frightened most of them away and proceeded down to the 2nd Level.

which brings us to.....

THE STORY SO FAR

and the adventures of Ray Gale, who entered "The Pits" as the highest level character so far, an eleventh level Wizard but of surprisingly low characteristics. Even so he "cost" 301,000 xp's which didn't leave a lot for the rest of his party.

Right at the beginning this proved his undoing, and he lost two followers in the Orcs' dormitory. Then, on descending the stairs he was set upon by Chaotic Dave Allen, losing some magical equipment, but rescuing himself with a Wish to be transported to a flight of stairs down to the next level. This left him naturally disoriented, not knowing East from West, and he spent some time exploring.

His next main adventure was in a room bedevilled by Rust Monsters, who took quite a toll of shields and armour. At this point Ray decided he preferred an open-air life, turned Chaotic and Invisible almost simultaneously, Polymorphed one follower into a Medusa, killed or Slept several more and climaxed by conjuring an Elemental, then transported himself to the entrance and ran away laughing. (Watch out for him on the road, you newcomers!)

DUNGEON MASTER: Dave Tant,
32 Nursery Ave., Bexleyheath,
Kent, DA7 4JZ