

~~SIMERA~~

CHAM

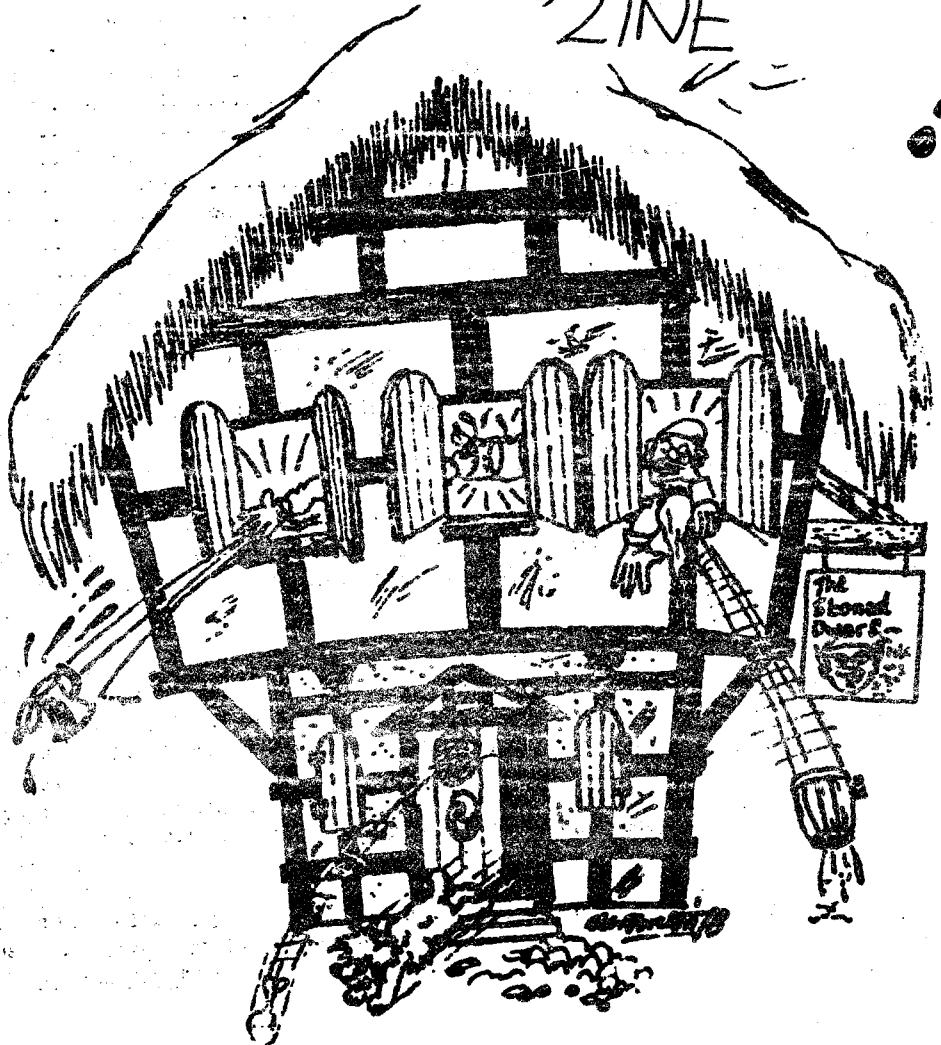
CHIMARAN

SHIMEA

BOOT'S

VERY OWN

'ZINE



Welcome all to this the 41st issue of the wonder-zine CHIMAERA, a magazine of postal games and assorted nonsense bought to you once every four weeks, come rain or come shine, by Boot the wonder-dog and his man Clive F. Booth of 71 Clara Mount Rd., Langley, Heanor, Derbyshire S7 7HS, United Kingdom. Cost is a meagre 18p for this bumper 52 page focus and the 'Pits' pull-out, plus postage, plus 1p for the envelope.

To subscribe you just send me any amount of money and ol' brown eyes will arrange to keep sending you copies until it's all gone, at which stage he'll promptly ask you for more with a menacing look in his eye and with saliva dripping from his curled upper lip. Apart from that he's quite a friendly little hound, so don't upset him, just take a look at the outside of the envelope that this just arrived in (and which you've probably just thrown into the bin), and you'll find that by your time there is a number which represents the level of your outstanding credit in pence before the cost of this issue has been deducted. If it's getting low do us a favour and top it up, if Boot gets another endorsement on his licence for demanding money with menaces he could be barred from 'zine editing for life. Don't let it come to that please.

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Oh boy, what an issue this one has been to get out. On the weekend before the deadline my father was taken ill and rushed into hospital, but our health services couldn't get him into a local one, they took him right out into the wilds of deepest, darkest Derbyshire at Ashbourne which means I've had a regular 50 mile round trip to visit him. This of course has meant that by the time I've got home in the evening I've had no inclination to sit down and start typing and for a short time Chimaera's record of never being late in three years looked in danger of going by the board. Just like in all the good films though the 7th Cavalry should come riding over the brow of the hill in the nick of time when Allen Ovens turns up tomorrow morning, sorry, later this morning, to help with the duplicating and collating. Good ol' Allen, how fortunate he was in this country! Particularly so when I learnt that the 8th Cavalry led by Chris Rick was having trouble with their horses (M.O.T. test) and that their bugle call wouldn't reach us on the morning air.

Just in case anything like this ever happens again, are there any other Chim readers living reasonably locally that wouldn't mind going on permanent standby to be called out to help? Not much chance that you'd actually have to do anything, this is the first time in three years that I've had to ask for help, but it would be nice to know you're there just in case.

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Chimaera is in need of more articles from readers on games and associated topics. Dire need in fact. The readership of the magazine

changes continually with the average reader staying with us for about 18 months before presumably finding another hobby. In the past we've always had a inquisitious bunch of correspondents, but you current ones seem undily subdued. What I'd like is a few articles reviewing some of the games you've played recently, some of the magazines or books that you've read, or best of all some humorous articles (see The Postman's Knock II on page 46 of this issue for an example). You don't have to be a literary genius, this isn't Delchloss or Ethil so it doesn't have to be perfect down to the last comma or full stop. Go on, give it a try, and there's a free issue for every article printed to boot.

THE 'ZINE POLL

I had hoped that with this issue we would have been able to include the results of the 1978 'zine poll, but unfortunately Mick Bullock, the organizer, is revealing nothing in advance of publication of 'NEW STATSMAN' other than that there were a record 150 odd voters!! It's a shame but I can well understand Mick's delay in declaring for with the Yanks (boldly planning their Oscar presentation ceremony for about the same time, the last thing we would want to do would be to overshadow it for them.

Still, it does leave a problem in that since it will be four more weeks before the next Chimaera appears, it means that I will be one of the last people to bring tidings of the results. In fact, by the time that issue appears the news will be old hat and very probably forgotten about anyway. So, I suppose I might as well say what I've been waiting to say now and get it over with.

First, I will make a declaration that will no doubt surprise quite a few people and that is that I sincerely hope that CHIMAERA has been displaced from being top 'zine for I have my doubts as to whether or not ol' Foot could stand another year of being 'top dog'.

Now I suppose you're all saying 'Ah, so he expects to lose and is just making his excuses early', and I suppose that you'd be partly right. I do expect to lose, but I don't think I need excuses. I've maintained all along that there are better written 'zines than Chimaera around and I expect one of them to take over this time. I hope one of them takes over this time and now I'll tell you why.

For the past year 'CHIMAERA' has been the target of an incessant hate campaign seemingly stemming from the so called hobby 'hardcore'. I'd even convinced myself that I must be imagining it at one time, over-reacting to mild criticism etc., but during the run up to the poll I was surprised to find that I was regularly getting letters from subscribers sympathising that I had had to put up for the last year with a Richard Sharp led 'let's get Chimaera' campaign' and hoping that it wouldn't harm my chances too much in the coming poll. Now we can't all have been hallucinating can we?

O.K. then here goes with issue 41 of Chimera proper, my ramblings for the first couple of pages is over again and so we can now commence with some of the articles. First off the mark is a Chim columnist that has only appeared once before in the 'zine, but his article proved so popular that I've been trying to get him to do something else ever since. Now at last he has and here it is...

IT'S ALL ABOVE OUR HEADS

by Aaron Cojaksed

The two elfen fighters stood by the heavy oaken doors whilst behind the stood Furest, going over in his mind the words of a sleep spell making sure he'd get it all correct before the door was thrown open. To his right and left the two other fighters of his party, Derek and Daniel, both human, glanced anxiously up and down the passage for sight of any movement, listening intently lest it be their ears that receive the first warning of approaching danger. The light of the lantern held by Derek flickered and danced along the walls and floors, occasionally blustering as a breeze ran through the passage throwing the shadows into rapid movement and disarray that momentarily stopped the hearts of those who watched.

So Furest was satisfied that he had the spell right and he signalled to the two elves to open the door. The taller one of them, Boron, counted "1 - 2 - 3" and then on "4" they both raised their heavy walking boots and kicked the door together. It flew open, crashed back against the wall and left them looking into a large square room. It was empty, but high above them, far away, they thought they could make out voices. They paused a moment, looking to one another for assurance. Had they displeased the Gods in some way? That was the question uppermost in the minds of them, even though any words were much too vague and far away to be picked out.

"Thunder!" explained Furest, "it's just the roll of thunder. I'll bet they're having a right old storm up there on the surface." He didn't sound very convincing to himself even though the comment had been made to calm his own doubts as much as those of his followers. However, it seemed to work and Boron, the elf, after nodding agreement to his companion Beren, edged forward through the door and looked around.

"It's empty" he said, "not a thing in sight"and then, glancing up as an afterthought he gasped and added ".....and that goes for the ceiling too. There's just nothing there!"

"What?!" exclaimed Furest, "Don't be so daft. Here let me have a look", and he pushed Boron further into the room so that he could get

his own head and shoulders in.

"Gawd!" he said looking up at nothing in particular, "most peculiar, most peculiar. It's obviously an illusion, there must be a ceiling, after all we're some 200 feet underground, it's just that we can't see it. Here, Derek!", he called to one of the humans on all fours, "bring your bow in here and loose a shaft. Illusion or not we'll know when that strikes the ceiling".

Derek joined them in the room and since Daniel had no intention of being left out in the passage all alone, he flopped sharply in too and closed the door. Derek's longbow was dropped from his shoulder and he pulled an arrow from his quiver to fit to the string.

"No, no, no" interrupted Forest, "use a silver tipped oney man. This is obviously some sort of magic we're up against and a silver one should help better dispel it."

Derek stopped what he was doing, glanced at his partner Daniel and then with a shrug of his shoulders he changed the arrow for one of his few silver tipped ones. "It's alright for him," he muttered as he did it, "he doesn't have to buy them. Do you know how much these cost? No, but I'll tell you. 5 crowns apiece, that's how much, and he wants we to fire them wildly into the air....."

His muttering droned on, but Forest was unmoved and showed no reaction at all to his complaints. The two elves, Beron and Beren, just rolled their eyes and looked to the non-existent ceiling. Eventually, even in spite of his mutterings, Derek did get the silver arrow into the bow, and drawing back on the string with all his might he loosed the arrow towards.

Up and up it went. The party looked on amazed until it became just a black spot against the nothing of the ceiling and then disappeared.

"Well, tigger me," said Forest scratching his head in bewilderment, "most peculiar, most peculiar indeed".

The elfen and the human fighters looked on in disbelief long after the arrow had disappeared and the only one able to voice any of his thoughts after the experience was Derek who said, looking at Forest and pointing to the ceiling, "Five bloody crowns each....."

Forest was about to reply when he was stopped by a call from Beren pointing agitatedly towards the ceiling. "Jack!" he yelled, "What in God's name is that?"

Forest and Derek looked and there falling from the heavens towards them turning slowly, was a huge white cube.

Muchas fell open in astonishment, but not for long for it was soon apparant that the size of the cube was huge and that it's plunge from the heavens would end here, in the very room where they stood. Panic ensued, blind panic. The humans tried to re-open the door to let them

back out into the passage but with no success for it was stuck fast. There was no escape and with the tumbling cube almost upon them they pressed themselves against the walls.

With an almighty crash the cube hit the ground right in the centre of the room creating shock waves that reverberated through the walls where the adventurers stood. It rolled over twice and then stopped. High above them the voice of one of the Gods whooped in delight whilst others groaned in dismay. Furest and his companions looked to the ceiling but could still see nothing only now they knew that the voices were for real and they trembled in fear.

"Six!" boomed the delighted voice above before breaking into fits of maniacal laughter. "Six!" it boomed, "now I've got you, that's a wandering monster!"

Somewhere, high above, other voices sighed in despair but as Furest and his party looked, trembling with fear, straining their eyes to peer into the void above, they could still make out nothing - not that is, until another polyhedron, twelve-sided this time came somersaulting out of the sky towards them.....

AARON COJAKSED

Right, changing the subject a little bit, let's have a game review...

RUDIS

A game review by David Bolton

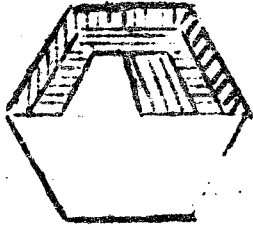
Rudis is the name of a set of gladiator rules produced by Table-top games. The rules consist of 3 sections, hereafter known as Rudis 1, 2 and 3.

Rudis 1 covers man to man Gladiator fighting on a hexagon grid. Eleven types of gladiator are available to the players, from the well known Retarius and Samnite to the less popular Heclesachi, Thracian and even Nozers (Pugiles).

Before starting the game a bit of preparation is needed. First a hex sheet 1" or 19cm Hex dia. must be obtained and then five sets of hexagonal bases have to be made from cardboard or Plasticard. These bases must be the same size as the hexes on the sheet and are coloured in according to the rules. These colours show on which sides weapons and/or shields can be used.

Here is an example for the Retarius who was a lightly armoured

Trident and net hex.



Trident attack zone.



Net swing zone.



Net parry zone.



Net throw and dagger
parry zone.

Gladiator figures are then glued (or as I prefer Blustac'd) down.
(1/72nd scale or 25mm)

The gladiators start opposite each other in the arena which is made from the hex sheet, roughly circular about 25-30 hexes in diameter. Movement is done in a 4 phase cycle with the movement allowance of each gladiator (from 5 - 8 depending on armour) divided among the phases. Combat occurs when the two gladiators come in range of each other (net or spear) or adjacent for swordsmen.

Combat for spears and tridents is done in essentially the same way as swords and daggers so I'll just cover the system for swords.

When the two fighters come together each selects 1 point from 18 on the body (neck, throat, left arm etc.) and declares it aloud simultaneously with his opponent. This represents how each player is holding his weapon and from a table in the rules this gives 3-5 close points which are able to be hit from that position. One of these is chosen and secretly written down by each player. The players also write down a position where the shield is held and this covers 2 - 4 near points on the body.

Now both attack and shield defence points are declared simultaneously, if one players attack and the others shield are the same, the blow is deflected (parried) if the attack point is one covered by the shield, the point is partially protected.

The basic chance of one player hitting another is 30% and this is modified by wounds/partial protection and skill (determined randomly at the start for each player; from 1-40). Percentage dice are now thrown and if less than the modified chance of hitting a blow is struck. A ten sided dice is now thrown for damage and from 10 - 100% damage can be caused depending on where the weapon hits. It's easier to kill around the grain (ears), throat or neck. Armour reduces the damage.

All damage is cumulative and at 100% the gladiator is dead. If the

Fighting goes on for another round, the last attack point is used for the one wounded point (which means 1 point can not be hit the same round).

The rules for not throwing are fairly simple and depend on good judgement, skill and the inevitable % dice and give results as varying degrees of entanglement.

That basically is Rule 1. Optional rules are given for: carrying with you weapons, throwing shields (as lethal as Oddeon's steel rimmed boomer in 'Jedifinger'), throwing weapons (foolish, but at least you can't drop special levels), and when to cheer (not the D&D type).

Various weapons used are daggers - short and long; tridents, javelins, spears, single and double handed axes, two-handed swords and of course, Roman swords.

Campaign rules are given for fights between two schools of six gladiators.

Rule 2 covers fights of regiments of infantry vs cavalry/elephants/chariots and fortifications, all taking place in the arena. Also, there are no sea battle rules provided.

Also with Rule 2 are a brief set of rules for animal vs single man combat. The animals are the big cats, and while the cheetah isn't too difficult to beat, one blow from a tiger can kill you. The radiata suggest you could, I am sure, devise a formula for animal vs. chariot fans.

This is not all the rules yet, for there is another section under 3 which has chariot racing, and rules for whipping other players, bumping chariots etc., all that you need for a good time in the arena style.

All this then in a small book for less than \$10, which I rate as superb in every category (except perhaps special effects). I am serious and it is highly.

Oh well, here goes with the first of this format...
..SPACEFILLER

My voice held as that dawn at Roy Taylor's gate and I said: "I'm here now". Why? Well obviously he was sitting there with his feet on the grass.

INSUFFICIENT DATA -- CANNOT COMPUTE

by Mike Lean

Often the best type of puzzles are those which, at first sight, do not appear to give sufficient information for the solver to formulate the answer. A very good example is the 'hole through a ball' puzzle.

A perfectly spherical ball has a hole drilled through it's centre. If the hole is exactly six inches in length, what is the volume of the ball remaining? The usual initial reaction is that the original ball could have any radius so that the answer could be anything. This is partly true because the radius of the ball could be anything. It is possible that a hole could be drilled through the earth which is six inches in length, but it would then be a thin-walled cylinder six inches in height but 8,000 miles wide!

How then is it possible to solve such a puzzle? It can be solved by using calculus but that is too complicated for the average puzzler. The answer lies that in realising that although the radius of the ball can be anything, there is an answer to the puzzle. Hence we could choose any specific value for the radius and then attempt to solve the puzzle. In this instance it is still impossible to work out an answer even if a value of say 7 inches diameter is chosen. If we cannot choose a particular value, then we should consider extremes. I have already shown that by increasing the diameter of the original ball, there is no limit, and hence no easy solution. However, if we reduce the diameter of the original ball, we can study what happens.

As the diameter is reduced from 7", the width of the hole decreases until when the diameter is 6" the width of the hole is zero. This idea forms the basis of calculus although you don't need to know any more calculus than that. As the width of the hole decreases to zero the original ball gradually becomes a solid sphere of 6" diameter. As the width of the hole decreases, the volume (i.e. the answer to the puzzle) of the remaining ball remains constant. Thus it seems very reasonable to assume that the volume required is also the volume of a solid six inch diameter sphere (which everyone knows is 36 π).

Although this is a specific puzzle, the method of solving does raise some general points regarding the solving of certain types of puzzle. If the puzzle contains something which is not specified and which can vary in value then the answer will be valid for any valid value. Thus in order to solve such a puzzle you should firstly try setting a value to that variable. If that value agrees totally with the known facts of the puzzle, then you should try to find a solution based on that value. The answer you obtain should be the correct answer. If it is still not possible

to work out a solution, then try making the variable into it's maximum or minimum possible value.

An example of this technique occurred in one of Clive's puzzles from Chimera 39. Briefly the problem stated that two brothers sell their flock of x sheep and receive x^2 dollars which they divide. In the total there are an odd number of ten dollars which are shared. How many dollars remain? At first sight, it appears that the flock could contain any number of sheep so any answer is possible. However, that is not the case. As I suggested above, we should choose any value for the variable number of sheep. Suppose we choose 5. This gives us a total of $5^2 = 25$ dollars which does not give us an odd number of tens, so the value of 5 is wrong and cannot be used. So we try 6, which gives us 36 dollars. Because this gives us an odd number of tens, this is a valid solution. Thus this gives the answer of 6 dollars. If you are not sure, try other values. 7, 8, 9, 10 - 13 give squares with an even number of tens, but 14 gives an odd number of tens with a remainder of 6.

Finally, a problem for you to solve. A circular athletics track also has an exact circle missing from it's centre. A straight line is drawn, starting from the outside, just touching the inside, and connecting back to the outside. If the line is 100 yards long, what is the area of the running track?

*****MIKE LEAN 1978*****

Many thanks for that article, Mike and since it's bought us nicely around to the subject of puzzles, we might as well continue with this issues.....

PUZZLE PAGES

Well, last times two little puzzles proved exceptionally popular judging from the number of replies received, and exceptionally difficult judging from the number of incorrect ones. In fact, out of all the entries recieved only one person managed to find the correct answer to both parts!

The first one was the easy one and 50% of those who replied got it right. The other 50% had better go and hang their head in shame or at least learn how to read the questions properly. The points most often overlooked were that the cards could not be counted, and that each player

must have received exactly the same cards he would have done if the deal had not been interrupted. The solution I wanted was that he simply dealt the remainder from the bottom in the opposite direction, starting with himself although a couple of people did come up with equally valid solutions of their own.

Question two proved the real poser of the two and resulted in nearly all the people saying that because you introduced two new points for every two you killed the game would never end. Nonsense of course, for some of the new points created will almost certainly find themselves in the centre of loops where they can't be reached and so the game will sooner or later end. Second most popular answer was that the first person to play always wins but this too is incorrect for if you start with an even number of crosses the first player will always win.....and there's a clue for you as to why it's a 'joke' game. I'll let the competition winner explain it, I wouldn't know where to start..... (thank God somebody got it right!).

"The number of turns the game will last is $5N-2$, where N is the number of starting crosses. More generally, the game will last $E + N - F - 1$ turns, where E = no. of ends (a constant for any game), N = number of unconnected parts to the map, F = no. of faces of the map (including the infinite (e) and 1 = a constant, coming halfway between zero and two. Thus from any starting position, not just a group of X's, the result is predetermined."

All that remains now then is to tell you who the winner was and to hope I don't choke on the name. It was none other than DAVID KIDDLES THORBY. Well done David you get this issue for free as a prize. That should teach you not to go entering strange competitions.

Right, now we need something for this issue and for a change let's make it a little easier. No long exercises in mathematics, all the answers should be pretty clear with just a little thought, and still you get the usual free issue for the first all correct solution out of the hat on the non-dip deadline day. Here goes.....

Question 1: Three points are selected at random on a sphere's surface. What is the probability that all three lie in the same hemisphere? (What do you mean, 'you thought I said no mathematics', perhaps I lied.....) 100%

Question 2: A secretary types four letters to four different people and addresses the four envelopes. If she inserts the letters at random, what is the probability that exactly three letters will go into the right envelopes?

0%

Question 3: Could you play two games of draughts simultaneously on the same board without pieces sharing any of the same squares?

Question 4: Among the assertions made in this problem there are three errors. What are they?

- a) $2 + 2 = 4$
b) $4 + (3 \times 27) - 17 = 172$
c) 4 divided by $\frac{1}{2} = 2$
d) Three and one fifth multiplied by three and one eighth equals 10.
e) $2 \times 2 \times 2 \times 2 - 15 \times 3 = 9$

Question 5: A farmer has three pink pigs, four brown pigs and one black pig. How many pigs in this set of eight can say they are the same colour as another pig in the set?

Question 6: Assuming that an 'eight day clock' is exactly what it says it is, how many seconds would it run for without winding?

And that, I think, is enough to keep you going for this month. Don't want to overtax the brain cells too much do we?

It's getting increasingly difficult to find puzzles for inclusion now, so if any of you out there do know of any good ones that haven't been over-exposed, then please send them along.

It's just got to be time now that we had a game report, so.....

RAILWAY RIVALS

Station-master: David Watts

RC 20 L
Round 11

Runs

29 W.Germany - Orleans ATS 20; PART 10-5 = 5; RICH + 5.
30 Ferry Port - Limoges PART 20-5-5 = 10; RICH + 0+5+5+20; FR 10-5-5 = 0
31 Paris - St. Etienne FR 20+3 = 23
32 Lyon - Rennes FR 20-3-1 = 16; ATS 10; PART +3; RICH +1
33 Nice - Metz ATS 20
34 Reims - Le Havre FR 20-6-1 = 13; PART 10+6 = 16; RICH +1.
35 Strasbourg - Grenoble ATS 20-1 = 19; PART +1.

Earnings: ATS 76; FR 52; PART 35; RICH 27

Bulls: Only ATS: (M3)-M10 M9 near Nantes; (G10)-G11 nr Marseilles.

Cost 5.

Scores at end of round 11.

ATS : (Andrew Smith - Purple) 230 + 71 = 301
FR : (Rob Thomason - red) 193 + 52 = 245
PART: (Frank Dunn - brown) 136 + 35 = 171
RICH: (Richard Parle-Orange) 129 + 27 = 156

Note the amendments to the scores of PART and ATS. I sent off the report for round 10 early; by second post on deadline day, PART's change of orders arrived; he and ATS exchanged P.O. in race 24. Their routes were longer than the joint FR/RICH one, but one (or possibly even both) might have won and one must have come second; so I awarded ATS 8 and PART 6 for that race (ATS shakes first), but have not deducted anything from the other two.

Runs for the last round

36: 6 - 44 S'coort - Dijon
37: 4 - 34 Switz/It - Amiens
38: 55 - 23 Toulouse - Nantes
39: 43 - 31 Mulhouse - Boulogne
40: 64 - 56 Marseille - Bayonne
41: 12 - 24 Paris - Tours
42: 62 - 11 Montp-Liliet - Paris

*****David Watts, 'Austherne', 102 Priory Rd.,*****
Milford Haven, Dyfed, SA73 2ED



T E K U M E L

The Quest for the treasure of
Chayat'diang'ush

The return of the exceedingly long and fantastic adventure on the planet of Tekumel after last issue's miss. Is there any need to tell you that it's based on TER's game 'THE EMPIRE OF THE PETAL THRONE'? I thought not.

PART 22

The night passed uneventfully, rendering unnecessary the careful plans that Qysha had instigated for the permanent guard. The rain had fallen steadily until well past midnight but then had stopped and the sun had risen with the dawn into an almost clear sky, the blueness of which was interrupted only at infrequent intervals by wisps of white cloud blown along on the high winds. But even before the sun had risen wholly above the horizon the party of adventurers

were awake and eager to be off on the last leg of their treasure hunt. Their goal could not be much farther away, somewhere within these castle walls surely, but Qysha was the one with the map and he wasn't yet quite ready.

"Breakfast" he said, "First we breakfast. If the treasure has waited for us for four hundred years it'll wait another hour." Then he wandered across the room and through the door into the second room where they had the evening before found the skeleton. "Ukshen!" he called, "bring your lantern over here, since we've got a table we might as well use it - I hope you had the sense to leave us a chair or two. Hailmaling, I noticed the fire was roaring away all night..."

Hailmaling grunted in reply and then smashed another chair hard against the wall before picking up the shattered remains and dropping them onto the fire. "If you'd asked me that five minutes ago", he said, "I'd have told you there was one left, but that was just it". He nodded towards the fire, warmed his hands against it, and then rubbing them together added as an afterthought "...and if you want to use the table you'd better hurry, this chair won't burn for ever....."

Qysha ignored him, his mind already on other things as he and Gresh'l spread out the map on the long table by the light of Ukshen's lantern. "This, I think, must be a map of the layout of the castle", he said pointing to a rough sketch in the top left hand corner. "It's been a bit of a puzzle up until now what it was supposed to be, though I had a pretty good idea. Look, this I assume must be the gates and the draw-bridge". His finger picked out two lines and then darted away across the diagram as he continued "...which would put us here".

"Huh?" queried Gresh'l rubbing his chin but not seeing the plan as clearly as his companion. "It doesn't look much like the castle to me. Where's the treasure?"

Qysha sighed. "Look, we're here", he stabbed his finger into an oblong section on the sketch, and then indicating a squarer section next to it, "the others and the fire are in there".

Gresh'l tilted his head to try and view the map from another angle, but it made no more sense. "So where's the treasure?" he asked again.

Once more Qysha sighed before going on, "Well, if I'm correct, there's another room beyond that door", he indicated the door in the wall opposite, "and our treasure is in there. Now come on, let's go and eat". He furled the map and sailed swiftly from the room back to the others by the fire, his red gown flowing behind him. Gresh'l stayed for several seconds gazing at the door, his thoughts on what might wait beyond, before he picked up the lantern and left to join the others too.

The meal was hurried, everyone being eager to continue with their

quest ate hurriedly, but Qysha would not be rushed and he finished his breakfast at his own leisurely pace. Once his appetite was satiated however, he moved quickly. He rose, brushed the few crumbs from his gown and strode majestically through to the next room up to the final door that stood between them and the treasure. His move came so suddenly in fact that it took the others almost by surprise and they smartly had to stop whatever they were doing and nip quickly along in his wake.

By the door Qysha stooped, looked up and around the jamb, ran his fingers around the tiny gap where the door met, and then stepped aside and motioned forward his two fighters Dyogheykh and Haifmhuling to open it. Haifmhuling paused momentarily, lining himself for a shoulder charge, but Dyoghekh had other ideas. He turned the handle, pushed, and the door creaked and strained slowly open letting in a shaft of the mornings golden sunlight that illuminated brightly the side of him facing it.

"Presto!" he said, mimicking the spell casting hand gestures of Qysha as best he could. The joke was lost on the others though for at the very moment that this door had opened, the one in the northern wall had done likewise. The party spun almost as one being and reached for their weapons. The shaft of sunlight flooding in from the partly open door had cut a cone of brightness across the room that fell as a spotlight onto the other door from beyond which they could now hear much grunting and snorting.

Nothing entered immediately so they spread themselves out a little and N'gulnju started to edge down the room to a position where the contents of the other room should have been viewable. He didn't get very far though before he stopped with a start. A reptilian snout, followed by the rest of a large reptilian head had been forced through the door and with rapid head movements it was looking around, inspecting the room they now stood in. When it saw them it stopped its actions abruptly and stared hard.

"Tsi'il!" called N'gulnju to the others as he started to move towards it, sword raised, visions of selling the Haqel repellant gland from it for a not small amount once back on the mainland. "Come on you lot" he yelled glancing back, "let's collect ourselves a bit of cash!"

But Qysha and the Tsi'il had other ideas. Almost simultaneously Qysha called out for N'gulnju to stop and the Tsi'il withdrew its head and disappeared at speed, the sound of falling masonry marking its hurried exit.

N'gulnju stopped and let his sword arm drop to his side in disappointment. "2,000 Kaitars" he moaned, "I bet it would have fetched at least that in Jakalla".

"Oh shush" said Qysha, "we've a more important task to hand at the moment and if you still want to go and look for the Tsi'il later, I don't suppose it will have got very far". He turned back to the others but they were already eagerly pressing their way in to the next room and so

he and N'gulnjt hurried to join them. As soon as they entered they sensed an air of disappointment apparant in the others. Gresh'l stood in the centre of the room hands on hips, looking around whilst the others stood about him. There was a large window set into the eastern wall which looked out across the plain and it's meandering river, and from which a cool breeze played through the missing panes, but apart from that the room was bare.

Gresh'l finished his survey of the stark, bare stone walls, ceiling and floor from where he stood and then his eyes fell upon Qysht, his eyebrows raised questioningly. He didn't say a word, but Qysht was well aware what was passing through his and everyone else's minds.

Clive F. Booth

So, have our characters been on a wild goose chase? Or has Qysht simply misread the map? Don't miss next issues exciting instalment, same time, same channel....

O.K. what's next? I know, let's see how our brave band of players are going on in their battle for survival in the wilderness. Fingers crossed and with a bit of luck one of the beasties might have got Kuddles - though he wouldn't make it much of a meal.

OUTDOOR SURVIVAL

GM'd by Chris Rick

There was no report with the last issue of CHIM because at the time of the deadline I did not have enough orders to make it worthwhile. They all drifted in late, and I sent out reports separately at my own expense. Still, nearly a full turnout this time and it seems that the one defaulter has been a victim of circumstance and may return soon.

ADAM QUINTON: Without stopping for food or rest Adam makes for a narrow pass and just misses Dave Tant.

ALLAN OVENS : Continuing to follow the river Allan squelches through a swamp and heads for a pass in the hills.

DAVID THOREY: Yet again Dave moves farther than anyone else and finishes up by catching some food in a forest. The trail he is on seems well worn, and just ahead he can see signs of recent habitation.

RON CANHAM : Wakes up after a long sleep and desperately searches for food and water. This improves his condition considerably and he should be on the move again next time.

DAVE TANT : A long pause for food and water stops Dave meeting Adam but they are both heading for the same pass and it could

result in a big fight next time.

BILL THORNE: Bill has now completed the marathon task of running to separate deadlines and catching up with the others. He has survived storms and beasties, and even with the penalties I imposed should get a decent place at the finish. He is now following a river and can see someone ahead on the other side.

With a bit of luck Rob Chapman will be back in the fold next time and that will bring us back to seven players. I expect a winner in four to six moves and will then give placings on your current positions.

***** Chris Rick, 7 Valley Rd, *****
Loughborough, Leics

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

BENSON & HEDGES CUP FINAL

DUCAIS SLASHERS 236-7 bt Ulster 212-9 by 24 runs.

Wotan 80; Askari 63.

DIVISION ONE

ESSEX (8) 216-7 bt A.T.C.G (2) 200-8 by 16 runs.

Goach 84; Socrates 3-28 Lever 5-24.

DUCAIS SLASHERS (7) 162-7 bt Assyrian All Stars (1) 140 (27-1) by 22 runs.

Chopin 3-33 Kumez 6-28

WISDEN All Stars (8) 219-7 bt Londenshire (2) 193-8 by 26 runs

Trueman 3-28.

SUSSEX (9) 218-5 bt Ulster (1) 174 (31) by 44 runs.

Miandad 63 n.o. Knight 57; Miandad 3-26.

Yorkshire (1) 183-6 lost to CARRICKFERGUS (6) 186-4 (33) by 6 wickets.

Patterson 3-27 Shimmon 55 n.o.

DIVISION 2

ALMERIA NATIONAL (8) 238-6 bt Middlesex (2) 188-8 by 50 runs.

Engdine 59.

Bedfordshire (3) 252-3 lost to CLEVELAND (7) 253-3 (39-4) by 7 wickets.

Rotter 107 n.o.; Rant 80 n.o. Hass 149; Bagge 62 n.o.

Sutton Strollers (1) 206-5 lost to CHIM CAVALIERS (6) 210-4 (29-4) by 6 wkts.

Crawford 68; Pollard 64 Boot 67.

SURREY (10!) 272-3 bt Ramblers (1) 201 (38-2) by 71 runs.

Lynch 114; Richards 60 Ross 82; Needham 4-36, Intikhab 5-41.

ST. ALBANS (7) 254-4 bt Rutland (1) 206-5 by 48 runs.
 St. Anthony 54 n.o. St. Peter 93 n.o. St. James 3-35
 WAKADOO (8) 272-5 bt Cleveland (2) 243-7 by 29 runs.
 Pratt 109; Able 78 n.o. Steel 79 n.o. Jeckyll 3-45

+++++

LEAGUE TABLES

<u>DIVISION ONE</u>	<u>P</u>	<u>W</u>	<u>L</u>	<u>B/P</u>	<u>Pts</u>	<u>DIVISION TWO</u>	<u>P</u>	<u>W</u>	<u>L</u>	<u>B/P</u>	<u>Pts</u>
Ducais Slashers	4	4	0	14	30	Almeria Nat	5	4	1	18	32
Assyrian A.S.	4	3	1	11	23	Chim Cavs	5	3	2	13	25
Carrickfergus	4	3	1	11	23	Cleveland	5	3	2	13	25
Sussex	4	2	2	14	22	Surrey	4	3	1	13	25
Wisden A.S.	4	2	2	12	20	Rutland	4	3	1	11	23
Yorkshire	4	2	2	10	18	St. Albans	4	2	2	9	17
Ulster	4	2	2	8	16	Bedfordshire	5	1	4	12	16
Essex	4	1	3	10	14	Wakadoo	4	2	2	8	16
Londonshire	4	1	3	7	11	Sutton St.	4	1	3	10	14
A.T.C.G.	4	0	4	7	7	Ramblers	4	1	3	6	11
						Middlesex	4	1	3	5	9

+++++

Press

CLEVELAND

Odds on 2nd division.

Rutland, Almeria Nats 3-1; Surrey 4-1; Chim Cavaliers, Cleveland, St. Albans 7-1; Ramblers, Sutton 10-1; Wakadoo 15-1; Middlesex 20-1; Bedfordshire 33-1.

Gillette Cup

Assyrian A.S., Ducais, Yorks 5-1; Ulster, Surrey, Wisden 8-1; Ramblers, Almeria, A.T.C.G. 10-1; Londonshire, Cleveland, Chim Cavs 12-1; 15-1 bar.

ALMERIA

For sale:- Wisden L1 batsman, unused, as new £8,000+. Offers to GM.

DUCAIS - C.C.C.C.

I wouldn't like to take your money from you unless of course you put it on Ducais in which case you'd be taking it from me which I would dislike even more.

DUCAIS

Although not an expert on Division Two the local bookmaker estimates the odds on the second division championships as follows:

Rutland 2-1; Almeria 3-1; Chim Cavs 13-4; Surrey 5-1; Cleveland 7-1; St. Albans 8-1; 10-1 bar: ((Better odds at Cleveland - Bill))

DUCAIS

Prior to today's round of matches Ducais Slashers are the leading wicket takers in division one, averaging 7.2 wickets per game with Sussex a close second. Worst are Wisden with an average of 5.5 a game.

In the second division Chim Cavaliers lead the way with an average

of 6.8 well clear of the rest of the field with Wakadoo worst of all averaging only 4.3 wickets per game.

GM

Is there anyone else out there that can give us a few more facts and figures on the game?

DEADLINE is two weeks before the Chimaera Diplomacy one.

Bill Dove, 27 Days Close, Woking, Surrey

Nice to see our Cricketboss GM recovering from his broken wrist. At least a footballing injury is something that you can tell people about without feeling silly, not like poor old Alan Watson who I'm informed by reliable sources did his by falling off of his sons skate-board..... ho, ho, ho. So much for the strong arm of the law.

RAIL BARON

GM'd by Rob Thomasson

Postal Game 2

Three periods, covering turns 1 - 7, have passed with only 1 payment between the rivals so the atmosphere is still quite friendly on the surface. But Flubberdale (Don Turnbull) and Durant (Keith Thomasson) have been buying up the approaches to BALL's (Tony Ball) current destination of Portland Maine and he might have a problem arriving solvent if the dice are unkind.

Meanwhile RAIL (Mike Lean) has bought a couple of linked central railroads and is working towards stateswide domination by steady and stable method. Another report next time.

+++++ Rob Thomasson, 8 Armstrong Cl, Eastcote, Pinner++
Middlesex

K I N G M A K E R

First blood to Bourchier.

AUDLEY : Tickhill to near Shrewsbury
BEAUFORT : Corfe to Weymouth - takes King Henry into protective custody - and thence to Bath.
BERKELEY : Berkeley to Daventry.
BOURCHIER: Pleshey to near Warwick. Fights Neville and wins! Retreats into Warwick castle to discuss ransom and to chat with Prince Edward of Lancaster.
COURTENEY: stands at Oakhampton.

CROMWELL: Tattershall to 4 west of Coventry.
HERBERT : Llanstephen to 1 east of Brecon.
MOWBRAY : Denbigh to near Harlech, fails to get into castle.
NEVILLE : from Warwick sallies out to Coventry. He is escorting Prince Edward back to Warwick when he is ambushed and captured by Bouchier.
POLE : Wingfield to near Warwick.
STAFFORD: Newcastle to Harlech. Gets into the castle without mishap and captures Edward of March.
STANLEY : satnds at Rochester.

+++++

Ships

LE MICHAEL from Bristol to 2 west of Beaumaris.
LE LUCAS from London to 1 south of Arundel/Pevensy.
LE SWAN is held at Berwick.

+++++

Events for January 1453

Stafford to Leeds and stands (those peasants again).
Stanley to Rochester or Douglas and stands (choice of peasants or pirates).
Storms at sea: Le Michael to Beaumaris or Caernarvon, Le Lucas to Pevensy.
(They may move out of the ports in 1453 if allowed to.

No additional cards this time, but there will be an allocation at the end of 1453.

+++++

One or two of you have started negotiating, - others need to - the pair outside Harlech won't be able to get in on their own - they might together. I will pass on a letter if you like - by post if stamped, via Clive otherwise.

One faction now has a King, and the head of the Lancastrian faction is conveniently placed for a coronation - shall we see a genuine trans-pennine split?

1453 orders for the next deadline please - and has no-one any abusive press to offer?!

(Individual move summaries enclosed for players).

+++++

More rules of chivalry

6] Time scale: Each move will be about two years' actions. If the political situation hasn't clarified by the early 1490's one of the French Raids or Peasant revolts is likely to lead to an ousting of the oligarchy represented by your goodselves. In that case, you will be credited with the points earned so far, and a fast horse.

7] Geography. The Cheviots are any of the squares between Carlisle and Berwick abutting the Scottish border.

8] Revelation of cards. The nobles will only learn about events

affecting them. Thus (for instance) any Plague Cards that pass without killing anyone, or on cards used to settle battles, will not be reported.

9] More Geography: Islands - Wight, Anglesey and Man are not connected to the mainland by bridges - you must go by ship.

10] Permission to Sail: I am not happy about rule xxviii. I shall assume that ships have permission to sail unless the port landlord tells me specifically that they cannot.

11] Alliances: These take two forms. The 'defensive' alliance (i.e. free passage and avoid conflict) must be notified to me, and are effective until rescinded (which may be done unilaterally). The offensive alliance means that two factions' nobles are stacked. I shall need an agreed (noble) leader of this combined group and the faction leader of that noble will control the stack. The alliance can be broken by either side writing to me. Nothing in the rules controls what players in the game write or say to each other, all kinds of diplomacy are encouraged.

12] Black Press: What you write to me is another matter. Any player caught sending in either moves or press in the name of another player will be appropriately chastised. Other press, whether polite or abusive, is welcomed and will be printed subject to censorship.

13] Parliament. To call Parliament, the player controlling the King must use a WRIT card to summon a noble from another faction. The mechanism will be as follows. The issue of the writ will be announced at the end of a move and it will summon a particular noble. That noble has a choice of actions. He may accept the summons in which case Parliament takes place. If he does not, the move proceeds as normal. Thus other nobles should include alternative orders.

14] Yet more Geography: Rivers have no function except to mark boundaries. They do not impede movement

15] Storms at sea: These are not assumed to continue through the two years of a move...

KX.....Iah McLaren, 156 Agar Grove, NW1. Tel (evgs) 01.4267.1685.....KX

Please note an error in the address for Terry Hill published last time. It should have read MARINE TOWER and not Manor Tower. Sorry. CFB.

=====
SPACE FILLER

BOB has just been explaining to me his startling new theory as to why so many 'zines from south of Watford fold around about the twenty issue mark. He believes it's tied in with the fact that most southern editors have only that many fingers and toes.....

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

Designed by LEW PULSIPHER and SM'd by RAY LEE

CYBERNAUGHTS RULE O.K. ?

STARDATE: Turn 6

KLINGON EXPLORATION FLEET A/L3 (David Bolton)

All units stand in hyperspace.

THE 44TH XANTHIAN EXPLORATION FLEET (Adrian Bolt)

Alpha: Yezud ABO4-(E11.N11); Yama ABO5-(E22.N10); Thoth ABO6-(E9.N45); Skelos ABO7-(E23.N43);

Beta: Orion ABO1-hyperspace; Akhlat ABO8-(e4.N14); Nergal ABO9-(E23.N9); Arnoch AB10-(E16.N42); Asura ABO2, Thaug ABO3-hyperhold.

THE STRYDAN FLEET (Adam Cross)

Principes R6, Oderarius B4 - hyperhold.

Beta: Pile R5, Libuma B2-(E6.N16); Velite R1 - hyperspace.

THE LORDS OF THE INSTRUMENTALITY (Frank Dunn)

Beta: Xyl6 T2, Jean Bart T3, Leander T14, Popeye T15, Noddy T6-(E9.N13); Devastation T5, Big Ears T10, Happy T7, Tiger T8 - hold. Sleepy T12-(E11.N13).

THE ANARCHOIDS (John Garrett)

Septic AA8-hyperspace; Thunderer AA1 - hyperhold.

Alpha: Pathfinder AA16-(E9.N33); Prospero AA33, Fortune AA35, Cryptic AA7 - hold. Conquerer AA2-hold. Courier AA15-(E8.N32)

THE CYBERNAUGHTS (Tremble, tremble...) Pete Lindsay

Alpha: Vulcan PL6, Vincent PL7, Indefatigable - (E14.N12); Indomitable PL2, Valient PL4, Victor PL5*-hold.

*Matter transmitter is established; mining equipment has been transported from home planet.

THE ROMARIAN EXPEDITIONARY FORCE (Andrew Parsons)

Beta: Libra P9-(E13,N13) Unlucky for some.....

THE BUG-EYED MONSTERS (Peter Sealy)

Beta: Cowslid P4, Clover P1*-hold; Iron Clad P7-Hyperspace. Parsley S1-(E11.N35)

THE INDOMITABLE SWARMS OF JOKARI (Chris Walton)

NMR!!!!

COMBAT - STOP PRESS!!!!

Cybernaught ships: Vulcan PL6, Vincent PL7 fired at Jokari ships Joker A2, Joker A3.

Result: Jokari ships Joker A2 (Superdreadnaught), Joker A3 (Freighter) were destroyed. Cybernaughts suffered no damage ((damn!))

Lords of the Instrumentality ships, Devastation T5, Big Ears T10, Happy T7, Tiger T8 fired at Romarian ship Libra P9.

Result: Romarian ship Libra P9 (freighter) was destroyed.

Press

ZANTHIANS

SHIT!!!!!!!!!!!!

MGGRRMPH - UNIVERSE

Whodl gabnral os ztin pwaf ogql af frabmt uf wuzng op oha! nngei! Sprez digl wufrm dlk na wasr nrghn!!!!

Signed: Omgr Mggrrmph (a close relative of the Wilg).

NO DATELINE

Plastic Gnomes rule O.K.

THE LORDS OF THE INSTRUMENTALITY - NARKOIDS

Your arrogance is only matched by the size of your pseudopods, which you shall shortly fall over. Nasty.

NARKOIDS - LACK OF MENTALITY

Dig the crazy name, can I adopt it Ray? Oh, by the way plank, you'll be a long time waiting, don't grow too old.

SM - NARKOIDS

Eh? Oh, sure.... I imagine you'll be a very good father...HEY-AY!!

CYBERNAUGHTS - ANARCHOIDS

The data input you have received is non-operative. Our infallable (TM) data correlation service suggests that you review the status of your to the Supreme Manipulator. Speculation is therefore baseless and counterproductive. End of output.

AN ANONYMOUS SOURCE SPEAKS ((with absolutely no connection to the Anarchoids.....))

Bloody Cybernaughts, can't take 'em anywhere.

TO THE GALACTIC GOOLIE

Now that's not very nice, is it Peter? One shouldn't crow like that, after all he has got a ship left..... er, hasn't he?

SM

Who's saying it was Peter? Not me.....

THE GALACTIC GIGGLE

Beware the day of the Wilg....

ZANTHIANS - GALACTIC TIMES ((see issue 1))

On receiving the report from our master spy ("one-who-knows") the highest of the high decided that action must be taken; we cannot

have our colonels flashing their weapons in public. Due to the severity of the crime (and the fact that all our troops complained of headaches whenever the weapon was tested) it has been decided to exile Dedloss to the planet of the Bug Eyed Monsters.

XANTHIANS - BUG-EYED MONSTERS.

You may find Colonel Deadshit a bit chewy at first but just wait until you get to the crunchy bits!!

THE ROMARIAN IMPERIAL PALACE

Good quality, hardly used ships for sale or hire. All ships painted a pretty metallic green and fitted with Corfinco Mk LXXIX engines.

STRYDAN H.Q. - GALAXY

The Strydan Computo-Emperor, Primus, has been informed by one of his many spies, that one of the decapitated heads of the Galaxy actually has a brain instead of the parabolic lump of syphyliss that was once thought commonplace. Although this pleased Primus, because he now has a little opposition for the millions of micro-processors of which he is composed, it does rather impose a problem to the identity of this mysterious leader, Eenicus, mœnicus, mynamonicus...

NARKOIDS - UNIVERSE

I know one of you is coming for me, but I'll be ready, whoever you are!!

THE PLANETARY PROPHET SPEAKS

Following the current downfall of the Anarchoids and Xanthians, the universe will see a great power arise to dominate the universe. This power will be omnipotent and will conquer all who stand in its way.

More forecasts next time, please give generously.

THE LORDS OF THE INSTRUMENTALITY - CYBERNAUGHTS

Cybernetic Civilisation? Sounds more like the Co-op to us....

S.M.

HEY-AY!!! (I just love to have the last word.....)

BOOT

So do I. Arfff!

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

DIPLOMACY GAMES SECTION.

JANUS 1976HX SPRING 1910

AUSTRIA (Waldschmidt) A(Bur)-Par, A(Mun)-Bur, A(Sil)-Mun, A(Ber)-Kie,
A(Ruh) s A(Ber)-Kie, A(Tyr)-st.; F(Tri) st., A(Bud)-Vie, A(Gre) st.,
A(Bul)-Con, A(Fin)-Nwy; A(STP) s A(Fin)-Nwy, A(Mos)-StP.
ENGLAND (Nash) A(Nwy) st sby F(Swe), F(Kie) st sby A(Den) &
F(Hal), F(Bel) st sby F(NG), F(Ldl)-IHI, F(Bre) st., F(NAO)-MAO.

FRANCE (North) A(Gas) st*
ITALY (Nathan) A(Spa)-Gas, F(MAO) s A(Spa)-Gas, F(WMS)-MAO,
F(Por) s F(WMS)-MAO, A(Mar) s A(Spa)-Gas, A(Rom) s F(Ven), A(Ank) st.,
F(Con) st., F(GOL)-Spa-SC. F(Ven) st.

Retreats: French A(Gas) annihilated.

+++++

Press

VIENNA - ROME

England will soon be ours. Victory is in sight.

VIENNA - LONDON

Thanks for your kind offer of fleets, but I think Tag Hill wouldn't
approve?

VIENNA - TAG HILL

Would you?

TAG HILL - VIENNA

Without knowing the actual offer it's difficult to say.

DRAW PROPOSAL

Could I have votes please for a three way end to this game, Austria,
Italy, England joint first. Votes please for next issue, no votes imply
rejection.

+++++
KRAKEN 1976FF SPRING 1909

AUSTRIA () (Anarchy) A's Ven, Vie st.

ENGLAND (Gale) NMR!!! F's Por, Gas, ENG, NTH, BAL, Hol
A's Lpl, Edi, Lon, Bel, Kie, Sil, Pru, Mos, STP all stand.

FRANCE (Rundle) A(Bur)-Pic, F(WMS)-MAO, F(Rom)-TYS, A(Mar)-Bur,
F(Spa)-SC s F(WMS)-MAO.

TURKEY (Close) F(Nap)-Apu, A(Sev)-Mos, A(War)-Lvln, A(Rum)-Ukr,
A(Bul)-Rum, A(Bud)-Gal, A(Ser)-Tri, F(Tri)-ADR, F(ION)-Tun, F(AEG)-
ION, F(Smy)-AEG, A(Con)-Bul.

+++++

Press

NO DATELINE

No panic, Martin! Supertürk is just passing through. Have you been
receiving my letters lately?

TAG HILL

Last issues proposal to end the game was defeated. No-one bothered
to vote for the motion...

+++++
MARS 1977ET AUTUMN 1907

FRANCE (Nolan) F(Bre)* scuttles his vessel and waits for the Huns
to take possession of his last stronghold.

GERMANY (Smith) F(NTH)-NWG, F(Hol)-NTH, F(ENC)-Bre sby F(Pic),
A(Lpl) st., A(Gas)-Mar sby A(Bur), A(Ukr)-Sev.sby A(Mos), A(Gal)-Vie
sby A(Boh), A(Tyr)-Tri, A(Rum)-Bud, A(Sil)-Gal.

ITALY (Ovens) F(MAO)-Gas, F(NAO)-NWG, F(WMS)-MAO, F(Mar) st*,
 F(TYR)-GOL, A(Ven)-Tyr, A(Tri) s A(Vie), A(Vie) s A(Ven)-Tyr*,
 A(Ser)-Rum.
 RUSSIA (Malvisi) NMR!!! F(BLA, A's Bud, Sev*, all stand.
 TURKEY (Anarchy) F AEG, A's Gre, Con, Ank all stand.
Retreats: Russian A(Ser) disbands. French F(Mar) disbands, A(Vie)
 annihilated. French F(Bre) annihilated.

+++++

WINTER 1907 builds

FRANCE (Bre) = 0:OUT!
 GERMANY Kie, Ber, Den, Hol, Edi, Swe, Ldl, Nwy, = 20: bu 6 WINS!!!
 Bel, Mos, StP, Lon, Mun, War, Par, Sev,
 Rum, +Bre, +Vie, +Mar.
 ITALY Nap, Rom, Ven, Spa, Tun, Por, Tri, (Vie), = 8: bu 1
 (Mar), +Ser
 RUSSIA Bud, Bul, (Ser) = 2: N/C
 TURKEY Ank, Con, Smy, Gre = 4: N/C

+++++

So congratulations to Andrew Smith for a victory in what I believe
 was his very first game of postal Diplomacy - and a very good win it
 was too. Statements from the players would be welcomed for next issue,
 by which time I should have got the final tables drawn up.

Press

FRANCE - TAG HILL

Where's my £1? I think you may have cause to find one for me this
 season.

TAG HILL - FRANCE & OTHERS.

Ah yes, glad you bought that up (~~down~~). Deposits of £1 refunded to
 Messrs Smith, Ovens, Malvisi and, of course, Noonan.

NCIN 1977/DQ SPRING 1906

ENGLAND (Waterhouse) A(Edi)-Bel cby F(NTH), F(NWG) st., F(BAR) st.,
 A(STP) s A(Lvn), A(Lvn) s French A(War), F(Bel)-ENC, F(MAO)-Spa-SC,
 F(Bre)-MAO, A(Ruh)-Mun, A(Kie) s A(Ruh)-Mun, F(Ber)-BAL.
 FRANCE (Anarchy) F's NAO, Mar, TYR*, Nap A's Bur, Mun*, War, Ven*
 Rom all stand.
 TURKEY (Bidwell) F(Smy)AEG, A(Con)-Bul, A(Ank)-Con, A(Mos) s
 A(Ukr)-War, A(Sev) supports A(Mos), A(Ukr)-War, A(Rum)-Gal,
 A(Vie)-Boh, A(Tri) s F(ADR)-Ven, F(ADR)-Ven, F(Gre)-ION, F(Tun) s
 F(ION)-TYS, F(ION)-TYS.

Retreats: French F TYR, A's Mun & Ven annihilated.

+++++

Press

LONDON - ANKARA

17 - 17 draw?

OEDIPUS 1977DR AUTUMN 1905

FRANCE (Anarchy) F(NTH)-Edi, A(Pie) st., F(Spa-SC) st., F(Wal)-Lon sby
F(ENG, F(Hol)-Bel sby A(Bur).

GERMANY (Powis) A(Ruh)-Hol sby F(HLG), F(Kie) & A(Bel)*, A(Sil)-Mun,
A(Ber) s A(Sil)-Mun.

ITALY (Lee) A(Vie) s A(Bud), A(Bud) & A(Boh) s Turkish A(Rum)-
Gal, F(Gre)-Bul, F(ION)-Tun, F(Nap)-TYR, A(Tyr)-Ven.

RUSSIA (O'Fee) F(SKA)-Nwy, A(Swe)-Nwy, A(War)-Sil, A(Mos) s A(Ukr),
A(Ukr) s A(Mos).

TURKEY (Kennedy) A(Rum)-Gal, F(Arm) s A(Sev), A(Sev) s A(Bul)-Rum,
A(Bul)-Rum, F(BLA) s A(Bul)-Rum, A(Ser)-Bul, F(AEG)-Bul-SC.

Retreats: German A(Bel)-Pic.

+++++

WINTER 1905 builds

ENGLAND (Lon)

= 0: OUT!!!

FRANCE Bre, Par, Mar, Spa, Por, Bel, Lpl, Lon, Edi = 9: bu 2 A(Par), F(Mar).

GERMANY Mun, Kie, Ber, Hol, Den, (Edi) = 5: lose 1 F(HLG).

ITALY Nap, Rom, Ven, Tun, Tri, Vie, Gre, Bud = 8: bu 1 F(Nap).

RUSSIA StP, Mos, War, Swe, Nwy, (Bud) = 5: N/C

TURKEY Con, Ank, Smy, Bul, Ser, Sev, Rum = 7: N/C

POLYIDUS 1977IE AUTUMN 1905

[Two Turkish units were omitted from last issues report. They were
F(Gre)-ION, F(Nap)-TYS. Sorry: involved players advised 'tween deadlines.]

AUSTRIA A(Vie)-Tri, A(Bud) s Russian A(Rum)-Ser*

ENGLAND (Malvisi) NMR!!! F's NTH, Nwy A Lpl all stand.

FRANCE (Haughan) NMR!!! COUNTRY GOES INTO ANARCHY!! F's IRI, Bre,
A's Por, Pic, Bur, Bel

GERMANY (Thompson) F(Swe)-Ska, A(Den)-Swe, A(Kie)-Den, A(Mun)-Tyr,
A(Hol) st., F(NWG)-NAO, A(Gal) s Russian A(Rum),

ITALY (Bolton) A(Pie)-Mar, A(Tyr)-Ven.

RUSSIA (Lee) A(Rum)-Bud, A(War)-Gal, F(StP-SC)-GOB.

TURKEY (Wakefield) F(TYS)-Rom, F(ION)-Tun, F(AEG)-IOS, F(BLA) & A(Sev)
s A(Bul)-Rum, A(Ser) & A(Tri) s Russian A(Rum)-Bud, A(Con)-Bul.

Retreats: Austrian A(Bud) annihilated.

+++++

WINTER 1905 builds

AUSTRIA Vie, (Bud), (Tri) = 1: N/C

ENGLAND Lon, Lpl, Edi, Nwy = 4: bu 1 none rec'd.

FRANCE Bre, Par, Spa, Bel, Por, (Mar) = 5: lose 1 F(IRI) GM.

GERMANY Mun, Ber, Den, Kie, Swe, Hol, (Nwy) = 6: lose 1 A(Gal).

ITALY Ven, (Rom), (Tun), Mar = 2: N/C

RUSSIA Mos, War, StP, +Bud = 4: bu 1 A(Mos)
 TURKEY Con, Ank, Smy, Sev, Bul, Rum, Ser, Gre, Nap, = 12: bu 3 F(Smy),
 +Tri, +Rom, +Tun = A(Ank), A(Con).

QUIRINUS 1977EZ. SPRING 1905

AUSTRIA (Tucker) F(Tri)-ADR, F(Gre)-AEG, A(Ser) st., A(Ven)-Tus,
 F(ION) s F(Gre)-AEG, A(Bul)-Con, A(Bud)-Tri, A(Tyr)-Ven, A(Mun) st.
 ENGLAND (Powis) F(ENC)-MAO sby F(Naf), F(Lon)-NTH, A(Por)-Soa,
 FRANCE (Fryatt) A(Soa) st., A(Bre) st., A(Bur)-Gas, A(Rom) st*,
 F(WMS)-TYS.
 GERMANY (Olsen) NMR!!! A's Bel, Hol st.
 ITALY (Nash) A(Nab)-Rom sby A(Apu).
 RUSSIA (Bartle.T) A(Sev)-Arm, A(Mos) unordered, A(Ber) s A(Den)-
 Kie, A(Den)-Kie, A(Nwy)-Swe, F(Kie)-HLG, F(BLA s A(Sev)-Arm, F(StP-NC)-
 Nwy.
 TURKEY (Howes) F(AEG)-Con, A(Ank) s F(AEG)-Con, A(Con)-Smy.
Retreats: French A(Rom) disbands.

+++++

RHADAMANTHYS 1977GI AUTUMN 1904

AUSTRIA (Sealy) A(Vie)-Bud*, A(Ser)-Bul, F(AEG) s A(Ser)-Bul*
 ENGLAND (Nash) F(NTH)-Lon, F(NWG)-Edi, F(Wal)-Lpl* sby A(Yor),
 A(Swe)-Nwy, F(Den)-NTH.
 FRANCE (Burke) A(Bel)-Wal cby F(ENC), A(Ruh)-Bel, A(Hol) s
 A(Ruh)-Bel, A(Lpl) s A(Bel)-Wal, F(IRI) s A(Lpl).
 GERMANY (Anarchy) A(Kie) st.
 ITALY (Kennedy) A(Mun) s German A(Kie), A(Tyr)-Vie sby A(Tri),
 F(Alb)-s F(Gre), F(Gre) s F(ION)-AEG, F(ION)-AEG.
 RUSSIA (Parsons) A(Rum)-Ser, A(Bud) s A(Rum)-Ser, F(Bul)-Con,
 F(Ber) s German A(Kie), A(StP)-Nwy sby A(Fin), A(Sev) st.
 TURKEY (Bartle.R) A(Con)-Bul, A(Arm)-Sev, A(Smy)-Con.

+++++

Retreats: Austrian A(Vie)-Gal, F(AEG)-EMS. English F(Wal) annihilated.

WINTER 1904 builds

AUSTRIA Ser, (Bud), (Gre), (Vie) = 1: lose 2 A(Ser), F(EMS),
 ENGLAND Lon, Edi, Den, Swe, (Lpl), (Nwy) = 4: lose 1 F(NTH) GM,
 FRANCE Par, Bre, Mar, Bel, Por, Soa, +Lpl, +Hol = 8: bu 2 F(Bre),
 A(Par).
 GERMANY Kie, (Hol) = 1: N/C
 ITALY Rom, Nap, Ven, Mun, Tun, Tri, +Gre, +Ven = 8: bu 2 A(Ven),
 A(Rom).
 RUSSIA StP, Mos, War, Sev, Rum, Bul, **Ber, +Bud, +Nwy** = 9: bu 2 F(StP-NC),
 A(War) +
 TURKEY Con, Smy, Ank = 3: N/C

Press

VIENNA - TAG HILL

?!!???:?J???:J?J???:???:?!!???:?

AUSTRIA - RUSSIA

And to think I trusted you.....

AN OFFICE, SOMEWHERE IN VIENNA

The Archduke was worried (surprising really.....)

"Quick, Grovell, we've got to get out of here - those Italian units are breeding like rabbits!"

RUGS BUNNY

"Nyaah, you called, doc?"

AN OFFICE, STILL SOMEWHERE IN VIENNA

"What's that rabbit doing in here?"

"Beats me!" replied Grovell.

"Oh, another one of your little quirks, eh?"

TAG HILL

I have a proposal before me to end the game with Austria 1st, Turkey 2nd, Germany 3rd. Votes please with your next orders, a no vote implying acceptance.

STOLYPIN - TAG HILL

..Then there is no hope for education in Russia. Who suggested that we educate the peasants anyway?

TAG HILL - STOLYPIN

Educate the peasants? I said 'The Head of States unpleasant.....'

SALAMANDER 1977GT SPRING 1903

AUSTRIA (Chadwick) (Tri)-Ven*, A(Bud)-Vie.

ENGLAND (Lindsay) F(Den)-Swe sby A(Nwy), F(HLG)-Den, F(Wal) ms F(Lon).

FRANCE (Miller) A(Bel)-Lon, A(Pic) st., F(ENC) c A(Bel)-Lon, F(MAO) s F(ENC), A(Gas) st.

GERMANY (Lee) F(Swe) s A(Kie)-Den*, A(Mun)-Kie, A(Ber)-Pru, A(Hol) st., A(Kie)-Den.

ITALY (Watson) A(Tyr) s A(Vie)-Tri, A(Vie)-Tri, A(Apu)-Ven, F(ION)-ADR.

RUSSIA (Rayns) F(BAL)-Swe, A(StP) st., A(Ukr)-Gal, F(Sev) stands and glares at A(Arm), A(Rum)-Bud.

TURKEY (McNeil) F(Smy)-AEG, F(Bul-EC)-Con, A(Con)-Bul, A(Arm)-Smy, A(Gre)-Alb, A(Ser) st.

Retreats: Austrian F(Tri) annihilated. German F(Swe)-GOB.

+++++

TAG HILL - TURKEY

Re: Con/Bul. See rule VIII, sentence 3.

Press

ENGLAND - FRANCE

Struck dumb? Struck by lightning would have been better.

ENGLAND - TAG HILL

Announcing the NEW Chimaera insults match - Germany starts, who will follow? (Will anyone dare after such biting insults by Germany in round one??)

FRANCE - ENGLAND

Sacré bleu!! (Holy Blue) Isn't it obvious that I am going to Iceland?? Anyway, you can't grumble, the adage is "No Vote = Vote Against" or so my Russian Interpreter tells me - perhaps I hired the wrong one!!

FRANCE - GERMANY

Replying?? What to?? Anyway it's obvious that Tag Hill recognises your situation - personal circumstances are the same at his end!! (Aren't they?). I remember my grandad used to sing me his favourite song, something about 'The Tirkey that lives on Tag Hill'.

NO DATELINE

Sorry, Turkey, didn't intend to Greece your Duck last Autumn, perhaps we can get together and co-operate for a change? Somewhere, someone is wanting a letter from you.

ITALY - MOST OTHER COUNTRIES

Our post office sends greetings and a message, somewhere, someone is awaiting a letter from you.

ITALY - TURKEY

Sorry for that stupid bluder in the autumn.

ITALY - AUSTRIA

Sorry I didn't wait for you in Trieste last Autumn - that damned climate was getting through to me, but I just love your capital.

ITALY - GERMANY

Thanks for your enquiry - the answer is yes, I'm O.K. - worried?

ITALY - FRANCE

Pleased to see I'm not the only one who doesn't need the build up of arms - but with our peaceful borders - who can blame us?

ITALY - RUSSIA

Well, I suppose you're right, but not this season anyway.

ITALY - ENGLAND

Couldn't miss you out - so, they say London is beautiful in Springtime, especially to tourists?

TURKEY - RUSSIA

That idea is O.K. with me.

ATLANTIS

So, after the Russian troops had marched into Austria the Tsar confronted the captive Archduke and said "Are you Adam Cross". To which the reply was "Cross? Ducky, I'm livid....."

Ah well, it never rains but it pours.

+++++

TANTALUS 1977JU AUTUMN 1902

AUSTRIA (Openshaw) A(Bud)-Gal sby A(Vie), A(Rum) s Turkish A(Arm)-Sev,
A(Tri)-Ven, F(Gre) s Turkish F(AEG)-ION.
ENGLAND (Sealy.P) F(Lon)-ENC, F(Nwy)-StP-NC, F(Swe)-Fin, A(Bel) st.,
F(IRI) unordered.
FRANCE (Botten) F(MAO)-WMS, F(Bre)-MAO, A(Gas) st., A(Bur) st.,
A(Pic) s A(Bur).
GERMANY (Swift) F(NTH) s English F(Lon)-ENC, A(Den)-Swe, A(Ruh) s
English A(Bel), A(Tyr)-Pie, A(Sil)-Mun.
ITALY (Quinton) A(Ven) st., A(Tun) st., F(ION)-ADR.
RUSSIA (Nash) F(Sev) s Turkish A(Arm)-Rum, A(Ukr) & A(Mos) s
F(Sey), A(Gal)-Vie*, F(GOB)-StP-SC.
TURKEY (Gibson) F(AEG)-ION, F(BLA) s A(Arm)-Sev, A(Bul) s Austrian
A(Rum).

Retreats: Russian A(Gal) islands.

++++++

WINTER 1902 builds

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

++++++

Press

AN ANONYMOUS LINE EDITOR WHO CAN BE CONTACTED AT 4 BEECHMONT GARDENS,
SOUTHEND ON SEA, ESSEX - TOG HILL.

My God, you fooled me with that 'brilliant' attempt to trick us
into thinking that Italy had dropped out and that I no longer had to
worry about the Wop units. It was so brilliant in fact that I think
whoever wrote it deserves a special award - 'Prat of the Year'. Who
am I to send it to? Nash or Quinton?

TAGG HILL - TAG HILL

As long as that's all I have to pay for.

ROME - TAG HILL

Don't you agree that it's absolutely AWFUL living here in Derby?

TAG HILL

we could

Maybe, but every cloud has a silver lining. Just think/have been
living (if you can call it that) in Soufend (shiver....).

INNOCENT VICTIM

I shall ignore that anonymous insult.

TUG HILL

Due to an unexpected surge of apathy, Austria, Germany and England

will all go into Anarchy in Spring 1903.

TAG HILL

DAMN!!! There just goes a bottle of meths all over the desk, typewriter letters and me. I sent it flying with the typewriter carriage, caught it in mid-air, was just about to congratulate myself on the speed of my reactions and then realised that i'd caught it upside down and the liquid was gurgling out. God, I'll have to open a window, have you ever smelt a quarter of a pint of meths in a confined space...?

PARIS

After long and fruitful discussions with the Archdruid, President Matisse today rejected as untrue rumours of a Franco-Italian alliance.

AUSTRIA - GERMANY

Who's a steaming pile of turd?

ANONYMOUS INSULT 2

Whiskey Mac would be better if it were printed on a better grade of toilet paper.

STONEHENGE - PARIS

Hello.

MUNICH BEER HALLS...

...have revealed their latest shipment of special export lager has mysteriously disappeared en route to Italy. It has been suggested that this could be related to the drunken appearance of certain Austrian regiments but official sources in Vienna have since disclaimed any knowledge of the incident.

Associated Press.

STONEHENGE

Three sides last time, was it? Let's see if we can make it four.

LONDON - PARIS

President Matisse might be interested to know that kidneys taste nicest fried in butter with mushrooms. Has he tried his this way yet?

TUG HILL

Further to a previous statement, I am pleased to announce that Jim Botten is willing to play Russia and Turkey as well as well as France.

STONEHENGE

The Archdruid, part-time Grand High Dragon Wizard of the Brotherhood of Racial Hatred and Discrimination, was at the local printers' checking the latest xenophobe poster run. The main content of this one was the shocking statement that the French actually eat horses, the Germans feast on reconstituted pigs, while the Italians stooped so low as to enjoy eating spaghetti!

"O! vay, my life, what disgusting depths these filthy foreigners sink to, yet, my life", said the Archdruid in Hebrew for the benefit of the promising young Galillean.

Greedy stuffing down his midday portion of tripe, the Archdruid passed onto different subjects:

"Now, the VTOL aircraft, I believe the stone-masons have achieved another breakthrough," eh Glasshopper?"

"Yes master", said Kayn, "with everybody helping, we managed to lift it all of eight inches this morning. With luck we might be able to make it a full foot;"

"I still think there is something missing, but keep trying anyway" said the Archdruid, collapsing from boredom.

FRANCE - TURKEY

Regret the impingements of time-Stop; but I can make good use of the spare moments. Thanks anyway (but what can you hold over my head now?)

TAG HILL

Oh dear, this is where the problems start. That meths I spilt has completely erased the ink from about a third of the page. I'm now typing from a press form. I'll try and make out what I can, make up what I can't, and generally hope that the finished article is somewhere near to the original. Please bear with me.....

DATELINE PARIS

President Matisse is worried about the black mass accumulating off Brest. Investigators sent to the area are suggesting that it is probably the remains of the German fleet that got into hot water in the North Sea. The President has ordered that all French fleets revert to wooden hulls immediately.

PARIS - TAG HILL

The President is sending a delegation over to have a look at Wellington Station to see whether F.H.Matimne qualifies for membership of the French Academy.

TAG HILL

Why? Does that want painting too?

CHANTICLEER - THE WORLD

Cock-a-doodle-do!

TAG HILL

Players please note that 'TOG HILL' last issue was in fact a typing error and the message is correct; ITALY IS WITHDRAWING.

ITALY - WORLD

Well, I tried, I tried!

ULYSSES MERCATOR V.

Well, as you may have guessed, a double deadline has been requested for the start of this game. I must say that I am just as disappointed as those of you who have sent in your orders, that there must be a delay before blood begins to flow. It seems only reasonable though, especially as Easter has intervened. I asked Clive to distribute copies of Knave as some sort of consolation but he tells me that he is unable to get them away from Boot, I always knew there was something strange with that dog.

All I can do is to bore you by answering some rule queries. Several of you have asked for clarifications so I'll just make statements and leave you to sort your own answers out.

Mans

Sicily is not in this game, it occurs in Mercator 6.

Fle belongs to Germany.

The coastal crawl is (ms-Kam or (ye gods) Ala-Mak-Hud-Hal. The example referred to the Mercator 3 map which has been most used up to now.

The province to the south of NTH is ANS (Anglian Sea) one of Doug's less inspired names.

Talking of province names, you might like to know that in Mercator 9 with 24 players, one of the powers is Uganda and the provinces are Idi, Ami, Dad, Goi, Tak, Res, Obd, Wor. One of these days I'd like to play that.

The Dardenelles is the straight that joins BLA to AEG. They become a separate province in Mercator 6 and upwards.

I note one further anomaly in the examples I sent you. It states that crossing Spa-Mor is allowable. In Mk.5 this should read And-Mor.

Adjudications.

Conditional builds are allowed; i.e. A Lap if Mos occupied.

Supply centres are not owned if they are passed over on the non-build turn.

Voluntary disbandment is not allowed, neither is ordering an army to sea so that it may drown.

Universal retreat orders are acceptable. e.g. retreat any force/available space starting from top and moving clockwise, preferring supply centres.

Double orders. This is a difficult one because Mercator players are always coming up with new swindles. Basically though the rule is that a unit may not be ordered to do two different things in the same time scale.

Some examples:

TS1 A(BIS) L Bre..... TS2 A/F(BIS)-ENC is perfectly O.K but

TS2 A(Bre)-Gas added is a double order and as far as I am

concerned I will accept just the first order written for any

force in the same TS. Thus, if the landing succeeds neither TS2 orders is valid.

If the TS2 orders had been written the other way around and the landing did not succeed then once again both are invalid.

Now the more evil minded of you are saying to yourselves, 'suppose I added the order TS1 A(CAN) L BIS, if the landing at Bre succeeds then both TS2 orders are valid and if it fails I could claim that the A/F order referred to the army that should have been aboard from CAN and therefore no double order took place.'

Well, that is correct. I would just move the A/F as ordered.

Just one word of caution. Although it does not apply in this case random moves designed to allow for different possibilities are very risky when the key rule is in operation. It is awfully easy to forget that you may be dislodged by a single force under these circumstances. Having just written that paragraph and chatted with the most evil player I know, I have now realised that it is just possible for the key rule to cause a bit of havoc, even in this case.

The rules state that 'the parent fleet must take on an army of a different nationality in mixed operations i.e. both countries must write the order. They also state, however, that the army order takes precedence if orders differ. So some nasty foreigner could order TS1 A(HAT) L Can and TS3 A(CAN) D.Por destroying your A(CAN) en route.

I agree that the rationale for this is a bit sketchy but it is just about in the rules and represents such a delightful bit of piracy that I am looking forward to it happening.

A couple more answers: An A/F has the defensive power of one unit only. To make use of both forces to defend a coastal province for instance, it would be necessary to land the army in an adjacent province in TS1 and then use the army and fleet in TS2. To make that absolutely clear, the TS1 landing must be unsupported so that the fleet has a move in TS2. i.e. although not clearly stated in the rules, long usage and many adjudications have determined that a fleet supporting an army to land in TS1 has used up its TS2 ability whereas the army whether supported to land or not can still operate in TS2.

Someone asked for lists giving the full names of the provinces, I'll try to get these copied up if you are interested. I have also had the suggestion that maps may be conveniently 'marked up' using bits of coloured plastic and blutac. Personally I use coloured mapping pins but this does have the advantage that when my young son knocks them off not only do I lose the position but I generally end up with perforated feet.

I hope that all this has not been too confusing. I can imagine that a certain D. Wakefield has been muttering 'rubbish' at regular intervals. If you have any doubts about the legality of any orders you wish to submit, it would be wise to send alternatives. I am slightly concerned that I am typing this on the day after the deadline and I have heard from only nine or ten players. It is not important this time since we have the double deadline, but I hope it is not a prelude to a plethora of NMR's. So there we are, orders already received will be kept on file and may be changed before the next deadline if you wish

#####Peter Nunn, Green Ridges, New Barn, Lydinge, Folkestone, ""
Kent CT18 8DX

P R O F I T

The CHIMAERA business simulation game

Year 1 Period 1 GM'd by Rob Thomasson

Before we get into the details of the Croquette World at the start of this new era, allow me to make a few points and give a few explanations...

Company Names: Two players submitted essentially the same name, but as Mike registered his first, complete with jingle, I will ask David for a new name. Tony's name has the same theme but I don't know whether it's just association or whether it's something deeper than that.

Guy Woodland - Almeria Croquette Company Ltd.

Marcus Holman -

Charles Vasey - Imperial Croquette Industries.

Tony Ball - Alamo Enterprises.

David Bolton -

Mike Lean - Davy's Croquettes Ltd.

NMR's: Well, we've got one this period. The general procedure will be that, for the first NMR, I will use as far as possible, the orders of that company in the last period that showed a profit. I won't order any conversions or improvements, just the basic making and selling of croquettes. On the second consecutive NMR the company will cease trading. In which case the size of the market is adjusted accordingly. So, in this period, Marcus Holman's company is using the orders of Year 0 Period 5. Obviously, he won't get the same sales etc., as a company's results depend on the other companies' orders as well as his own.

Random events: I was asked whether random events - strikes, power cuts etc - could happen in the game. The short answer is no, but I will make a larger point of what is allowed in the game. If you have an idea and I adopt it for the game you will not be able to use it until all players have been made aware of the possibility. This is necessary for me to retain control. Some innocent, apparently, suggestions could have unfortunate implications. Mind you, as originator of an idea you could get your name in Chimaera again (lose/gain 1 charisma point).

Taxes: Mike asked if losses could be offset against future taxes. So that if you lose £10,000 in a period you wouldn't have to pay tax on the first £10,000 of profit in the next period.

The answer is yes and no. The principle will be applied in retrospect in true Government fashion. At the end of each year, having paid taxes of 50% of all profits, the GM will credit each company so that his total bill is half of his accumulated profit before taxes. But the rebate, if any, may take a while to come through, you know the problems, so don't depend on it.

Press: Welcomed. Yes, Mr.Z, you can be 'Slicker' (but not a lot).

Building and Converting: You can only build factories with 'F' lines, but you can immediately convert these to lines when the factory is built. You should dedicate the model for each line at the time of starting work (so those who didn't, please do so next time). Conversions are charged as expenses in the period of the work. An expansion of a factory will be part Capital Investment and Conversion so that the total Fixed Asset worth of the factory is the cost of building it from scratch as per the rules.

Game length: At least two game years or twelve periods. We'll have a general review after a game year and interest will help determine the final length. If enough development is built in it could run and run, with new and replacement managers as necessary, expanding to become an accurate macro and micro model of the western hemisphere, or west Neasden at least.

Contracts: You are not limited in the number of contracts of any type that you may have. There is a finite number actually listed on the detail sheets for reasons of simplicity.

Inter Company Dealings: Ah, yes, simple at first, but we'll build this up later. At the moment you can sell each other raw materials, crude crockettes, or finished crockettes from your stocks. Usual procedure, both companies must give orders that agree as to price and volume.

Mike had an idea of converging a line to make crude crockettes from raw materials for resale to you others, This is an example of an idea which, if I'd said 'OK' in private, might have given him an advantage as a result of the bright idea, but I'm afraid that you have to gain your tempo by using the published rules to the best advantage. Overall a more satisfactory, and for me, easier situation.

You've all got your individual results. If there's anything that's mystifying then ~~though~~ an application to the proper authority will elicit an elucidation. Further details are available in the Crockette World which can be trusted. Outline details for period 1 appear in this issue, fuller details will come in the period 2 issue.

CROCKETTE WORLD 1.1

BOON FOR BUILDING CONTRACORS AS NEW MANAGERS FIND THEIR FEET
'B' MODEL LAUNCHED AT LAST TO WAITING MARKET

There has been an outburst of activity in the crockette world following the appointment of new managers to all six of the companies in

the market. AFL, DCL & ICI have started supplying 'B' model crockettes and the building contractors have been called in to all companies except the Holmen plant. However, this activity has resulted in many disappointed customers as production across the market is way down on the average. It is estimated that about 500 'B' and 1700 'A' orders were lost because the receiving companies could not meet their demand (The figure for 'A' does not include the market 'B' orders that were transferred to be 'A' orders). This is found to have some effect on the received orders of the 'guilty' companies in the next period. Summary details of the market are...

	<u>'A' Model</u>	<u>'B' Model</u>
Total Marketing Expenditure	£180,000	£ 55,000
Average selling price	£69.80	£81.70

The raw material suppliers report a much higher demand than usual which has severely depleted their stocks and the unit price for raw materials has been forced up to £10 for period 2. They are offering some contracts based on fixed volumes at fixed prices for 3 or 4 periods.

Contract RMIA :	Unit Price £7 :	1400 units in each of periods 2, 3 & 4.
" RMIB :	" £6 :	1700 " " " 2, 3 & 4.
" RMIC :	" £7 :	1250 " " " 2, 3, 4 & 5
" RMD :	" £6 :	1500 " " " 2, 3, 4 & 5.

When ordering state which contract if any, is being taken up, and which units, if any, are being taken on the open market. The suppliers will be happy to quote for any particular requirements in the future. Pre-ordering helps everybody.

The Crude Crockette suppliers admit that orders are down this period but attribute it to general depression in the level of production and are holding their price steady at £36 per crude crockette.

Two contracts for model 'A' crockettes are advertised this period. Low in volume but larger contracts are rumoured to be in the offing (whatever that is). These contracts are in addition to the normal market demand. The lowest unit price offered with the next orders occurs. The two contracts are completely separate.

Contract FC1A :	400 model 'A' crockettes in each of periods 3 & 4
" FC1B :	600 model 'A' crockettes in period 3.

Press is over the page....

ADVERTISEMENT

Sung to a well known tune i.e. well known if you are more than 20 years old.

(chorus) Davy's, Davy's Crocketts,
The best in the whole country.

(verse) Made up fresh from the factory
They're the best, you will agree.
Just try one and then you'll see
They're nice for lunch but they're better for tea.

(chorus) Davy's, Davy's Crockettes..... (ad nauseam)

The Department of Health and Hygiene has been consulted on this rather unexpected use of the admittedly versatile croquette.

And that closes this issue of Croquette World. Orders by the non-Dip deadline.

*****Rob Thomasson, 8 Armstrong Close, Eastcote, Pinner, Middlesex**

BLACK BOX

First of all let me clear up a point raised by one of the players. If I put in your report say, 1st ray enters 37 - reflected, this means that the ray was reflected back on itself. i.e. it enters at point 37 and exits at the same point. O.K.?

Three new players join us this time and at 15p each that gives us 45p, all of which goes into the kitty for the winner. Total prize money is now £1.45.

Adrian Bolt: 1st in at A out at 4; 2nd in at B, absorbed, 3rd in at C absorbed, 4th in at D, absorbed.

David Bolton: 3rd in at 21, out at 29, 4th in at 22 out at 46.

Mike Lean : 3rd in at 15, out at B; 4th in at A, out at P.

Tony Mitchell: 3rd in at 9, out at 26; 4th in at 28, out at 3.

George North: 1st in at C, reflected; 2nd in at J, absorbed, 3rd in at K, out at E; 4th in at G, out at R.

Peter Sealy : 3rd in at 2, out at 28; 4th in at 20, absorbed.

Andrew Smith: 3rd in at 13, absorbed; 4th in at 16, out at 9.

Keith Thomasson: 1st in at 31, out at 21; 2nd in at 24, absorbed, 3rd in at 11, out at 25, 4th in at 26, out at 17.

Bill Thorne: 3rd in at 15, out at 2, 4th in at 7, out at 4.

Mike Vernon: 3rd in at 21, out at D; 4th in at 1, out at A.

David Webb: NMR?

THE POSTMAN'S KNOCK II

Dear Bob,

In reference to the article in issue 40, 'The Postman's knock' by George North. I thought it was very, very good. In fact it was the best thing I have read in a long while. Surely George could be persuaded to write sequel? After all, the tension doesn't end where he left it, what he had written was just the start of a month's extreme torture, perhaps years, if you can last that long. I mean, take us novices for instance....

We start off all smug, thinking that we have made the right moves, (nobody can really harm us on this turn). Then, as you say, the 'zine plops through the letterbox and the tension really starts! We open the envelope with trembling hands, damning the editor for sticking it down so hard, until at last, the 'zine manages to break free and drop to the floor. Our eyes pop with excitement, tongue hangs drooling, (the dog thinks it's a new game.... come to think of it, so does the wife). We turn to the games, but what's this? @!+*@!!! Some of the moves haven't made it? Impossible! And look what's bearing down on me! We cannot stop that lot. Oh God, (snivel) We're going to lose, what can we do? (The dog crawls into the corner thinking it has done something wrong to his beloved master. The wife just thinks we're acting normally)

'I know', we think, managing to fight the panic down, 'I'll call Phil, he'll help us, good old Phil'. Somehow we stagger to the 'phone, ring and find he has just left for work. The 'phone drops from our numbed fingers, well I wonder what we can do with the rest of the day?

After most probably getting the sack for crying in the office (and for kicking the boss's door down when he asked you into his office to find out why you were crying), we return home to make that all important 'phone call.

"Hello, Phil?" we manage to say, trying to sound confident. "Seen the moves, eh?" we continue with a smile. "Well, it's not as bad as it seems, but I just thought I'd ring anyway, to find out if you could possibly see your way..... if you could possibly support me move.... WHAT DO YOU MEAN A LOST CAUSE??!! Why you!!!" Phil, pleaseeee. Why, you...you...you couldn't support a dropping ball....and the same to you!"

We slam the phone down and think of someone else. Fred! Good old Fred, he'll help.

"Hello, Fred?" Once again the forced smile. Just ringing....oh, you've seen the moves as well....I just thought.....YOU WILL? Good old Fred, I knew I could count on you for support."

With a great sigh of relief, we sink back into the chair. Once again

the world is out to rights.

But then, once again, those wretched norms of suspicion start to bear deep into our brain.

"He gave in too easily. Fred, good old Fred, had given in too easily". GROAN... "He's going to stab me, I know he his." We ring our hands in torment. "I'm going to lose, I know it. Oh god, if I lose I'll be disgraced, heads will turn away in scorn - snivel-Richard Sharp won't ever let me play in belchstoss. Worse still, my GM might not take my bribe money for fear of getting contaminated. (My wife looks up from her electronic, 3D Scrabble set, and shakes her head sadly). It is this pitiful look that generally turns us white with rage.

"Drat that blasted Fred. It's all his fault. I'll get even with him".

With that we ring around a couple of the other players asking for help to stab good old Fred just in case he is playing dirty. So with that done, making sure that good old Fred is going his, just for helping us. We make out our orders, knowing that the right moves are being made, we send them off and then we sit back with relief. The smugness is just starting to come back. Nobody can harm us next move. We turn around and say to the wife "I'm glad you made me join the games club. It's nice to wind down and relax with a nice game of Dippy.

Signed

TTHRRRRRRUPPPP

(The phantom Raspberry Blower)

(Well, you didn't really think I was going to sign my name to this load of drivel did you?)

+++++-----+++++-----+++++-----+++++-----+++++-----+++++
Why not? I sign my name to the drivel I write (in the majority of cases....) and the above is a damn sight better than most, if not all. So Phantom Raspberry Blower of old London Town, this issue is not yours for free in return..... all you've got to do is identify yourself.....? I certainly hope it isn't the last we hear from you.

CHIMERA Discount Games Service

(GfG) CHIMERA GAMES seems to have run into a spot of bother with the big boys getting rather upset because we're undercutting them. I don't know where the complaint came from, but with only two games retailers taking Chimera it doesn't take a lot of thinking about to guess who it must be. Still, I can quite see their problem, and so

We are going to have to re-structure the operation slightly.

So, to keep the peace, from now on everyone who sends me a subscription to CHINAERA will automatically become a member of the 'CHINAERA GAMES CLUB' (and henceforth the discounts offered will only be available to club members. O.K.?

Theoretically, I need only make this apply the CW games, but to save any more possible aggr. we'll make it apply to anything sold through the 'shop'.

Before I list this issue's games available, let me first confirm the rumour that I printed last issue that Philmar's two new games for this year would be 'ENGLISH CIVIL WAR' and 'SORCERER'S CAVE'.

This is now definite and they should be available end April/Early May. If anyone wants to place advance orders they can do so now, ensuring that they get one of the first ones to arrive. At the moment I have no idea of prices but would guess/estimate somewhere around the region of Seastrike/Kingmaker.

'ENGLISH CIVIL WAR' is a re-vamp of the Roger Sandell/Hartley Patterson game that's been around for quite awhile now (see WARGAMER 2 for an article on it by the inventor), and it's quality is undoubted.

'SORCERER'S CAVE' on the other hand is a totally new game about which I know very little other than that it was invented by Terence Donnelly, who did the well known 'DECLINE AND FALL', and that it "is produced in a totally different way to any other"...Hmmm, interesting.

Incidentally, talking of Philmar, Grace J. 'in's 'GAMES & PUZZLES' current issue carries an article on the Birmingham Toy Fair in which the author has a mean about Philmar not being present.....and that inspite of mentioning Invicta and Lazy Days whose stands were either side of the Philmar one. Black mark, Mr. Davin - no wonder your correspondent writes under a pseudonym....

Also coming soon, this time from Parker Falltoy, is an electronic 'STAR WARS' game to retail at about \$12-50. (Available June/July). X-wing fighters battle Tie-fighters in an attempt to destroy the Death Star. 'Chess-like' moves, 'Laser' light indicates position of shot on playing area. More information as it's available.

Not worth starting anything else on this page is it?
Games list over the page....

PHILMAR GAMES

	<u>Normal retail</u>	<u>Chimera</u>	<u>Saving</u>
SEASTRIKE!	£5.50	£3.50	£2.00
Modern Day Naval Warfare - reviewed in Chimera 36			
DECLINE & FALL	£5.00	£3.25	£1.75
Barbarian invasions - fall of the Roman Empire			
KINGMAKER	£6.00	£3.70	£2.30
War of the Roses. Best British game of recent years.			
CONFRONTATION	£2.70	£1.45	£1.25
Your finger on the button - Nuclear War game.			
EPAMINONDAS	£3.50	£1.99	£1.51
Abstract strategy game			
GUERRILLA	£2.70	£1.50	£1.20
Abstract strategy game with features of guerilla warfare.			

POSTAGE & PACKING is extra on all the above PHILMAR games. The first game in any consignment is £1.00 and each additional is 25p (i.e. 3 games = £1.50 p&p. (If 'Guerilla' is ordered alone p&p is only 80p).

All games are packed in sturdy cardboard cartons.

Games can be insured with the P.O.'s Compensation Fee service against loss for 12p up to £10 in value, 15p for £50. If you wish to use this service say so with your order and add cost to your remittance. If not, and anything happens, I will provide proof of posting but accept no other responsibility.

All these games are new, direct from the manufacturer and unopened.

OTHER GAMES

DUNGEONS & DRAGONS - Basic rule book

Special introductory offer to fantasy gaming £2.00 + 25p p&p (normal retail £2.50), or £2.00 post free (!!) if ordered with a Philmar game (see above), or 'Cosmic Encounter' or 'Fight in the Skies'

GREYHAWK - Supplement No. 1 to the original D&D. 2 copies only available at £3.00/post free (Recommended retail £3.40).

CITADEL - Fantasy game - capture the talisman from the wizards tower and fight off trolls, ogres, dragons, etc. Price as Dungeons & Dragons above. Same offer if you order with other games! i.e. £2.00 post free. (Recommended retail £2.50)

ELRIC - Game based on the novels of Michael Moorcock, large full colour map playing area, counters, magic cards, etc. Special offer at £7.25 + 40p p&p, or £7.25 post free if ordered with a philmar game (above). Normal retail £8.95.

FIGHT IN THE SKIES - First World War air combat, probably the best game on the theme. Boxed. Chim price £5.50 + P&P as 'Guerilla' in the Philmar games. i.e. 80p but 25p if ordered with another Philmar game. Rec Retail - £6.95

COSMIC ENCOUNTER - In 'Cosmic Encounter' you become one of 15 Aliens - challenged to think like an alien and respond to other aliens, each with a unique power. Chim price £6.00 + P&P as 'Fight in the Skies' above. Rec. retail - £7.25.

Also soon to be available, (write for details) at discount prices, TRAVELLER, EN GARDE!, WAR OF THE WIZARDS, DUNGEON, and many, many more.

RAILWAY RIVALS new, printed French maps (Game 1) 36p, post free (they'll be sent with next issue of Chim). Other maps also available, full details next issue.

PLEASE NOTE that the prices quoted above for the OW games are not permanent prices, but introductory offers and therefore may only remain at their present ridiculous low price for one issue. Best snap my arm off if you're interested before I change my mind....

All of the preceding games are brand new and unused. There now follows a collection of games offered by Chim readers about which the same claim cannot necessarily be made.

Gary McNeil, 49 Breeden Close, Corby, Northants has the following games for sale, all prices inclusive of postage and packing.

EN GARDE! - £1.50 STAR PROBE - £3.00 SORCERER - £3.50 (boxed)
FALL OF ROME (un-boxed) - £3.00 ALEXANDER (AH) - £5.00
BLACK BOX - £1.50 GO (magnetic) - £3.00 CHITIN - £1.00
ORGANISED CRIME - £5.00 SWORDS & SPELLS - £2.00
BUFFALO CASTLE - £1.00 FLASH GORDON - £2.50

(There was another game on the above list, but I've decided to have it for myself before you lot even get chance - heh, heh....)

Mike Johnson, 52 Barrow Rd., Kenilworth, Marks CV8 1EH would like to hear from any Chim readers interested in playing two player games postally.

Sean Norman, 32 Sandylands Rd., Cudar, Fife KY15 5JS has a copy of TRAVELLER for sale at £6.00 plus postage. Only trouble is I don't know what postage would be on Traveller so drop him a line if you're interested.

If you have any games that you'd like to sell, or any games that you'd like to buy, or indeed, if you've anything at all of relevance to the hobby that you'd like to advertise, then do it through this column. It costs you nothing and all the best people read it, don't we boys?

EDITORIAL (continued from page 3)

You may now be wondering why I'm bringing all this up, but bear with me and all will be revealed.

When I won the poll for the second time last year I really felt as if I'd achieved something. The win in the first year could have been a fluke, new line, new editor, let's give him a vote of confidence etc, but on the second win it could only have been on merit - or so I thought. I knew that a lot of people wouldn't like it and I fully expected a bit of good natured knocking from some of the other editors, but I was totally unprepared for what did happen. Almost immediately there started vicious aniping from the Sharp disciples claiming that Chris was their under false pretences and dredging around for all sorts of ridiculous explanations to explain as to why in their opinions it was at the wrong end of the poll.

Now that really hurt far up until that time I had looked upon everyone in this hobby as my friends and had taken their criticisms of Chris as I believed they were intended. The reaction here through opened up a whole new face of the hobby to me, an ugly face, a face I hadn't even heard of, and a face that I did not like. I steadily got more and more determined until finally I POUNDED CHINAERA. The decision was made though fortunately not announced to everyone that had a choice to make. I made an agreement with the then embryo Legend Miniatures to sell them up stocks of product at a price that would have brought in good enough to pay back all the outstanding money and I approached a semi-local subscriber with a view to taking over the game book, clock and barrel. He thought about it, but eventually turned it down because of the sheer size of the thing and by that time I had come out of the delirium myself. I enjoyed doing this once every four weeks for you would be for the likes of Steve and, etc me and I decided there and then that I'd carry on, even ignoring the road of the hobby if need be. In fact if you look back through past issues of Chris I think it would be possible for you to see how slight reactionary policies it was to come in, and it's only during these last two or three issues that I've once again began to feel as if I belong to a larger hobby.

What I'm trying to say, perhaps not very well and not too clearly, is that Richard Sharp is a menace, he thinks he is the god of the die-casting hobby and if anyone gets in his way he just walks all over them. What he ought to realise is that this is no longer the exact monopoly

hobby. It's the postal games hobby and it's changed vastly from 3 years or so ago. For a start the people that comprise have, I think, changed, there's a wider cross section of society taking part now than there was even when I joined. Sharp resents this change.

To a lot of people he is still the God of the Diplomacy hobby, but he's only a god in one tiny little corner and it's not the little corner I'm in, so I wish to hell he'd get off my back. Maybe if he's won the 'size poll for himself this year he may do, we can but hope.

In the last issue of D. he has a throw-away line that the average age of the readership of Chimera is about 14 which compares to an average age of his own readership of 27-39. The reason for this of course is that there are not many 14 year olds who can get a bank loan to take out a sub to D. and lower the average age, but even so I'll still guess that the average age of the Chimera readership would be in the 23 - 25 years bracket, possibly even higher when one considers that we have Bob Howes, George North, Bill Thorne, Dave Tant, Don Turnbull etc., etc on the circulation list to nullify the effect of the many subbers in their late teens.

But don't go thinking that Chim is the only 'zine that Sharp has it in for, he doesn't much go for Richard Bartle's 'SAUCE OF THE NILE' either, and he doesn't have any qualms about saying so... even in spite of the fact that he doesn't even see the magazine. (Come to think of it he doesn't even see Chimera for that matter).

In the last issue of D. whilst throwing a paddy and stamping his feet in temper at Mick Bullock and his proposals for restructuring the NGC, the Great God Sharp says "I am not going to be any party to advising novices to play in Sauce of the Nile...."

And why not? What's wrong with Sauce of the Nile as a game for novices to play? I don't play in any Sauce dip games myself, but I've never noticed anything untoward about the standard of the game and it always seems to arrive with distinct regularity.

Maybe the Great God would prefer the novices to play in Lossing Express a magazine which he has been extolling the virtues of for several months now in spite of it having the worst record for efficiency of any in the hobby with perhaps the exception of Leviathan. I just can't understand the man, and now after trying for three years I'm going to give up. To hell with him.

...and talking of Bob Howes (yes I was in the last paragraph, so there), reminds me that with the last issue of LE he was making a great show of the fact that the 'zine had just crashed through the 100 readers mark. At first sight it might appear quite an achievement taking the readership up to that level since taking over from Jon Lowibrod, but think about it, Bob. The only way you can lose subbers is if their sub

run out, and at the rate you're turning issues out you can't have many subs running out. Hence we all keep saying LE is a good 'zine, send Bob Howe money and there's only one way the circulation can go. Up. Whereas a £1 in LE subs might last a year say, it's only going to last .4 months in CHIM. I wonder how many subbers you've got on your books who have dropped out of the hobby long ago, but still have credit remaining with you.....?

Oh, and before anyone accuses me of sour grapes because CHIM hasn't got 100 readers, let me point out that we passed that magic figure on the 13th October 1976 with issue 22 and that with every issue since, with the exception of 4, the circulation has advanced.

What the hell, it's about time somebody started to bang the drum for Chimaera for a change.

Incidentally, another piece of useless information for you is that since issue no.1 CHIMAERA has had 285 paying subscribers, and umpteen hundreds of others who have ripped us off for single issues never to be heard from again.

+++++

Flyers go out with this issue for a new magazine soon to appear from Keith Thomason. It started life as a sub-zine to the ill-fated 'FORDEN'S EPITAPH' but come the end of April it will be a fully fledged 'zine in it's own right. It's called 'GRIFFIN' which many of you will know is a mythical creature just like a Chimaera, and it's going to run all sorts of postal games and not just Diplomacy, just like a Chimaera.

All Chimaera readers will get the first issue free with the next issue of CHIM, but if you want to be sure of getting in on any of the games before the lists fill then I suggest you get in touch with Keith right away.

And talking of non-Diplomacy games this seems like a very good point to drop a hint or two about two new game starts to be announced with the next issue of CHIM. They will be a multi-player 'Seastrike' with a special scenario set in the Indian Ocean and up to 12 players taking part each representing a different navy. Full details with next issue, but don't now be sure of a place.

The other new game start lined up for announcement next time, all being well, is a multi-player 'Nuclear Destruction'. A game review should appear next time as a prelude to the game and I'll see if I can get a few copies into the game shop.

What else can I talk about to get us to the bottom of this page?

Well, I can send congratulations to Wink and Linda again on Linda rejoining the club - and I can reveal that the famed ScotDiscans are in with a chance of being restarted.....

NEW GAME START
2 season/year Regular Diplomacy
CHIMAERA designation: VENUS

AUSTRIA	Richard Nash	3 Port William Dr. Belfast 15. N.I.	£9.07½
ENGLAND	Paul Openshaw	4 Beechmont Grdns. Southend on Sea, Essex (.22)	
FRANCE	Neil Walters	197a Widsore Rd., Breauley, Kent	£1.37
GERMANY	Barry Greenberry	46 Fairway Ave. Ivybridge, Devon	.65
ITALY	Mike Loan	55 Priary Park, Ballabeg, I.O.M.	£1.30½
RUSSIA	Neil Wakefield	2 Lotissement Beauvillain, Rue de Niergnies, 59400 CAMBRAI, France (£1.48½) (until 19th April, then: Lattergate House, Mint Yard, Cant- erbury, Kent	
TURKEY	Adam Cross	4 Hill End, Anchor Hill, Wivenhoe, Essex (.95½)	

The best of luck, gentlemen. The game start has just cost you each £1.75, the 75p is mine for running the game, the £1 you'll get back when your interest ends (providing you haven't dropped out).

The figures after your names are the states of your credits after deduction of the game fee, but before deduction of the cost of this issue. If they are low or negative please renew, bracketed figures are negative.

We start next time if I have a full set of orders, otherwise the issue afterwards. Please contact me by next issue anyway, just to confirm that you still wish to play.

MILKO - SWINGERS & SWOPPERS

Apologies to all the prospective players in the 'MILKO' and 'SWINGERS & SWOPPERS' games, but we come up against a problem in relation to the G.M. As I believe I said earlier, these two games were to be run by their inventor Humphrey Syriad-Delima and indeed they should in fact have commenced last issue if not for the fact that shortly before the deadline Humphrey wrote to me to tell me he'd got to fly back home immediately because of a threatened military coup in his fathers country, Foumia, a small oil-shiekhdom near Dubai in the Persian Gulf. Anyway, according to the B.B.C. last week the revolt had been put down and the instigators shot, but I still haven't heard anything direct from Humphrey other than a note shortly after he got home to say the situation worse than he had feared and that he may have to stop for several months. Still, we can't let that put off the start

of the games any longer and so I will get them going and then hand them over to Rusphrey when and if he arrives back in this country.

The players we have already are:

MILK0! John Gerratt, Martin Rundle, David Webb, Adrian Bolt,
Steve Ellis.

SWINGERS & SWOPPERS Terry Hill, Adrian Bolt

So, if those players would care to go ahead and send me the names of their characters for next issue we can make a start. In 'MILK0!' I will need a name for both your milkman and his cow (we're playing scenario 3 circa 1900), whilst in 'Swingers & Swoppers' just a name will suffice and a preference list, if you have one, of sexual deviations i.e. homosexual, transvestite, etc.

If I can get the maps etc finished in time they'll be in this issue, otherwise I'll post them on later. No game fee, no deposit.

As I said, you don't need the rules to play this game but for those that like all the information at their fingertips I should have half a dozen of each for the middle of next week. Price is £7.95 post free. (Because of the nature and content of 'S&S', it is likely that Chim will be only place it is available from before much longer. Games Centre are already refusing to stock it. (Did anyone else see the ad in December's 'MEN ONLY'?)

Any more players? I can take three more in MILK0! and six more in S&S. There more the merrier.

LETTERS TO OL' BROWN EYES

463. John Piggott

I have no time to write properly at the moment, but I thought I'd better give the answer to that 'series' problem I so rashly set a couple of months ago. Nobody got it right... the solution is given by

THREE	= 5 letters
NINE	= 4 letters
TWENTY SEVEN	= 11 letters
EIGHTY ONE	= 9 letters

and so on, maybe it was too difficult!

At the moment I have no idea who's won the 'zine poll, and Mick isn't telling. However, you'll have read my review of Chim in Ethel 15 and will be glad to know that I've taken adequate precautions against you winning for a third time. Even as I type this, Tony Crouch is hard at work in his garret, busily fashioning a new

hat out of rice paper....

Oh, gee thanks, John, I'm not surprised no-one got the right answer to your sequence problem. A bit obscure isn't it, to say the least. You mean I got a mention in the last 'Ethil'? Good god, if I'd known I'd have read it....

We have in fact a sad lack of letters from readers this issue, now perhaps you'll see what I meant about you being an uncommittive lot a little ago. I hope somebody writes for next issue otherwise I'll have to keep printing old letters of Dave Thorby's. Like this one for instance which does at least go ~~some~~ way to revealing one of the ancient mysteries of the hobby - why is David Kuddles Thorby called 'Kuddles'?

464. David Thorby

As I met Lew Pulsipher at G&P last Thursday (we were testing a new Dippy variant for him), I have now promised to reveal the true reason why you call me Kuddles. Of course, being a Dippy player means that a promise means nothing to me, so I might not tell you the absolute truth; I'll try and make it a bit more interesting than it really is. The story starts off rather vaguely with you and me engaged in sending each other silly letters almost every other day. Don't ask me why; I can't remember how it all started. I think it was probably the time I sent you all those little blue cards. There never was anything written on them you know; I was just trying to confuse you.

Anyway, at the end of one of my letters I signed myself 'Kuddles', because I thought it described me perfectly (and even if you don't agree I know at least one young lady who does ((It's got to be your mother...)). You, as usual, printed bits from half a dozen letters all edited together to make them look like one letter, and at the top of it you put my name as "David 'Kuddles' Thorby". In the same issue I started up the false sub-zine in Daedalus game (you remember, you managed to get it round the wrong way etc), and set the K.B.A.L.S. competition. At the end of that press you guessed that the solution was 'Klive Booth Attracts Loony Subscribers'. My next letter was addressed to 'Klive Booth' and was signed 'Kuddles'. Since then Kuddles Thorby has taken up Grand Prix racing in Leaning Express, as well as meeting Linda Pomeroy (as she was then) at the cat show at Olympia. Does that answer your question, Lew?

And even after all this time, everytime my copy of 'Games & Puzzles' it always comes addressed to Klive Booth. I don't suppose that you would know anything about that do you?

Now what does the lady in this affair say?

465. Linda Thompson

I started to call Thirty 'Cuddles' (I could not have been more mistaken) when he started to send anonymous love letters. I discovered who he was and phoned him and decided he sounded cuddly. His love letters were then signed Cuddles and when we started to play in a game of Formula One I called him Cuddles in the press and that's what he's been ever since.

So there you are, take your pick. It's origins seem to be lost forever in the mists of time...

466. Simon Burke

I'm going on a course in Loughborough from July 10-14. I plan to spend a week or two in the UK after that, and what I'd like to know is whether any games conferences or conventions (whatever you call them) will be around this time (15th to say, 28th July). If there was one, I gather from other members of the Dublin group that some of them would be willing to come over and join me in attending. The only thing though, I'd have to know pretty soon for booking purposes. So if you or any other of the Chim readership knows of anything (maybe you'd organise one specially for us!!) I'd be glad if they'd let me know.

Well, Chimacra readers, are there any Cons arranged for that time? don't know of any personally but if there are could you either let me know or let Simon know at 4 Washington Pk., Templeogue, Dublin 14. Actually, Loughborough ain't too far from here, anything in that area and I dare say I could attend myself.

THE LAST ROUND UP

No sign of 'Howay the Lads' for a long, long time and now all three of the Chim readers associated with it (Haughan, Gale & Olsen) NMR in their games at the same time. The signs are there for a fold and possibly a mass drop-out. What's going on lads?

One new 'zine that won't be making an appearance is 'HIT MEN' from Gary McNeil and Dave Anderson. The reason, of all things, the British disease - Union trouble....

Der Garvey, 22 McDonagh Ad. Ballyphehane, Cork City, Eire has just completed an exhaustive (he hopes) listing of all the Diplomacy variants in existence. If you're interested in variants send a 9p stamp to Der for a copy, you may be able to help by supplying some of the missing information.

Apologies for the more than usually rushed appearance of this issue, lack of drawings etc. I've missed out quite a few things I know, I also owe a lot of people a lot of letters and several people telephone calls. Please bear with me - explanation in the editorial.

C.O.A.'s

John Rayns to 4 Yarborough Rd., Southsea, Portsmouth until 30-6-78
Address correction
 Doug Wakefield, 2 Lottissement Beauvillon, Rue de Niergnies,
 59400 Cambrai, France

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DEADLINES Non-Dip Comes to GM's by Friday 26th April 1978

Cricketboss by Friday 21st April 1978

Diplomacy to me by Friday 5th March 1978

Milko! + S & S to me by Friday 28th April 1978

Telephone orders accepted up until the time your game is GM'd

Number is 077-37-2429.61483

WAITING LISTS

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

W game starts immediately one other ends. Tony Mitchell, Geoff Malvisi, Richard Nash, Mike Jervis, Adam Cross, Lionel Bidwell, Dave Tucker.

X game Alan Powis.

TRAVELLER: We have a problem. A full list but now the prospective GM has disappeared. Do we have anyone else who fancies taking it on?
 Players: Andy Norman, Ray Lee, Tony Ball, Adrian Bolt, Ian Gibson, Charles Vasey, Richard Pealy, Howard Wilcox, Adam Cross, P.Sealy.

DUNGEONS & DRAGONS: See 'Pits' supplement.

EN GARDE! See 'En Garde!' sister 'zine to Chim - ask for sample copy.

MILKO! See page 48

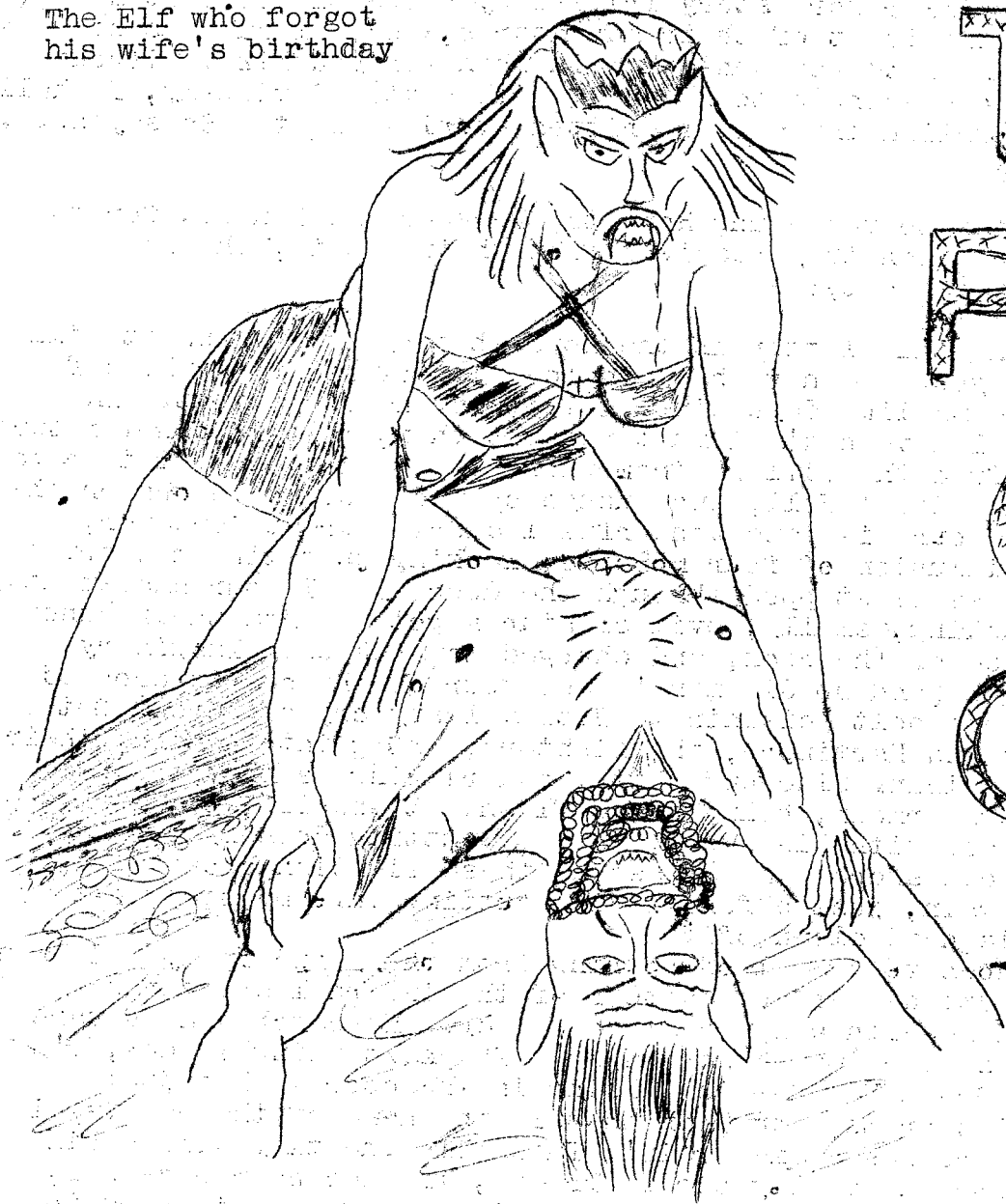
SWINGERS & SWOPPERS See page 48

SORCERER GM: Adrian Bolt. Players: Ian Watters + I think 2 others whose name I've lost in the panic.

SEASTRIKE! & NUCLEAR DESTRUCTION: See page 47.

'EYE.....

The Elf who forgot
his wife's birthday



THE PITS OF CIL PART XXII

LAST ISSUE

Yes, you guessed: the old fool forgot to put the backing plate in when he drew the stencil, so hardly any of the drawing came out. Particularly disappointing as I spent ages drawing the flying Samurai. Still, the caption was readable, so call it a "Draw your own Cartoon Competition".

THE WAITING LIST

While I've had Mike Lean's initial selections, he has still to send his equipment list, and as Andy Davidson still hasn't made his choices yet I can't let anyone else in this time. Sorry about that. Andy, I must have your choices by next press date or I shall assume you no longer wish to play.

NEXT PRESS DATE

Friday, 28th April. I shall be outlining the adventures of Clive Booth, the last of the original entrants to have his story told, and I hope Clive will write his own tale. We shall then have covered everyone who joined up to issue 13. The people who joined after that haven't covered that much ground yet, so we'll probably continue the stories of some of the earlier entrants before going on to them.

Someone recently suggested (humorously perhaps) that writing one's story qualified for a free issue. Well, you could have a free issue of "The Pits", but since that costs nothing anyway it wouldn't help. And no, you can't have a free "Chimaera": your original game fee wasn't much more than that!

However, I will reward story-writers by a free magical item for the second instalment of their adventures, and all subsequent ones, and you can write and send them in whenever you like, without waiting for me to say who's to be dealt with next. Obviously, I shall be inclined to publish the better-written stories first. So saying...

THE STORY SO FAR

Mike Close

I am indebted to two young Hobbits, Peredur and Denzel, for the following letter which they received from their cousin, who is serving with Mike's party: -
Dear Cousins,

I am writing this letter in the hope that by some means it will be delivered to you. We have been in the Pits of Cil for only a few hours, but it seems like days since I last saw natural light. And the experiences I have had! I must recount them, lest I do not return.

Coming up from the village from where I posted my last letter to you, we entered a Great Hall, and pushed open one of the doors on the far side. Mike, our wise and wonderful leader, a great Sorcerer, conjured up an illusion of four Hobbits, looking just like me, armed with crossbows, as we stepped through the doorway. To our amazement, ten horrible looking, smelly, evil creatures got up from their bunks on the other side of the room, and charged towards us. Imaginary crossbows twanged (and so did mine!) and four of the beasts dropped dead from crossbow bolt poisoning. With a lusty cry of "Orcs! Get them!" Wheatley and Martinore, the fighters, swung into action, their magical swords shining blue and white, and ringing as they sheared their way through armour, helmets and flesh. Meanwhile, one rushes at me and cuts my arm with his sword, as I am putting down my crossbow and drawing my own sword. He (I assume these fiendish beasts are 'ne's') swung again, just before I did, cutting into my side, but my sword lopped his head clean off!

I looked down to see blood pouring from the wound in my side, and my last recollections were of another of the infernal creatures charging toward me with a spear at the ready. He catches me square in the chest, and I remember screaming. The next thing I know, I'm outside in the Great Hall again walking in the door we had just entered. And I swear the Orc (for that is the name of the beasts) I had just killed rushes at me again! This time Wheatley slices him clean in two with one mighty blow. Treeze, the second magic-user, tells me I was 'wished' back to life by Mike - I find this hard to believe, but I am fit and well, and there are no scars on my arm or side.

Well, we looked around the room - it was large with a great many bodies littering the floor in various poses of death, but we didn't find any gold, so we moved on, along a passage and down some stairs.

Then Treeze calls out, "Hang on, there's something funny here!" he says. I cannot for the life of me see what is the matter with a perfectly blank wall, but Treeze is an Elf of some thirty years, and has very keen eyesight. He describes a large rectangle in the wall with his fingers. Then I realise it is a secret door, just like the one in the Haunted Cottage under the fireplace! It seems to slide upwards so I lead Wheatley's fingers into the gap at the bottom, and he lifts it up - for it is much too heavy for me. A small room appears before our eyes, bathed in a very peculiar (but strangely soothing) green light - the walls seem to glow, and on the far side is a row of spears, covered in this odd green coating. Martinore, the Dwarf, does not like it at all, and suggests we keep the door open whilst someone goes in, for the floor does not look too safe.

Happy Days! I am chosen for the job, because I am the lightest, so I tiptoe cautiously across, carrying Kelly's quarterstaff, to poke at a mysterious copper object in the ceiling. This turns out to be some sort of nozzle, but is set firmly in place, so I press on to the rack of spears, and select one (I didn't wish to seem to be too

greedy'). It is strong and finely balanced. Behind me, the rest of the party are taking it in turns to hold the door open, so I hurry back, and the door crashes down. I report to Mike, who says I can keep the spear because I have done well!

After that, we walked on for some time, listening at doors before we stopped for a rest and a bite to eat, giving me a chance to write this.

Well, a most peculiar thing has happened - you will be receiving this missive earlier than I thought, it seems! I must quickly continue my narrative, however.

After resting, Wheatley declared that he would like to get on. "How about this door?" he said to Mike. Mike nodded, so we opened it and walked along a narrow passage, singing a well known hymn in these parts, "Calon Lan". Without warning, lots of enormous Ticks drop on to us, and one lands on me! However, a jab with my new spear soon shifts it, but around me, the others haven't fared too well. Wheatley, Martinore and Sian (a pretty slip of a girl magic-user) all have nasty creatures clinging to them. There is no time to lose, and Mike and Treeze are both uttering weird, rather frightening phrases, and are also making peculiar gestures in unison. The air around us goes cold for a moment, and then most of the ticks drop off and fall to the floor. One or two are still scuttling about, so Martinore, Unklebri (a great Cleric) and I have a great time bashing them.

Chopping up the others, I notice that something very strange has happened - Sian is fast asleep! Martinore drapes her over one of the mules and we press on into the next room, where gory remains of some unknown monster litter the floor. Mike goes over to Sian, says something I can't quite catch, and she wakes up.

We travel on through more strange doors and investigate a passage. Eventually Mike chooses a door, and everyone lines up to charge. Mike sends in some more illusory Hobbits (I'm going to be quite famous down here soon!) to clear the way and there is some shouts and fighting inside. To our horror, a very evil looking person, all dressed in black and grinning fiendishly, appears in the doorway, holding some sort of stick, chanting in a strange guttural language. Fortunately I was behind the rest, so I watched as the front rank of Martinore, Wheatley and Unklebri turned and moved away from the door, with odd, glazed looks on their faces. Treeze shouted to Mike "They've been controlled!" and Kelly chants something as she retreats around the corner, but to no avail.

In the nick of time, Mike speaks - to his ring, so it seems and the man with the evil face is leaping around, screaming with pain and clutching his fingers, whilst the stick he was holding burns brightly on the floor! Wheatley, Martinore and Unklebri recover from their trance and everyone charges in, swinging swords and maces. It is all over in a few seconds, the baddies lie dead on the floor, except for one which Mike finds he cannot get within 10 feet of - so we let him go for the time being, because I think Mike intends to follow him.

We search the bodies, and, at last, we find gold and gems! They are loaded quickly on to the mules and we set off to follow the man, who turns out to be an Evil Cleric, according to Kelly, our beautiful female Cleric. Well, she should know!

Then as we walk down the passage, this apparition appears! It says that one of us might communicate with the outside world. "What is the catch, this time, O mysterious Dee-Em?" remarks Mike, though possibly not for the apparition's ears, I fancy. Finally I was chosen, a great honour for someone on his first Great Adventure (for our expeditions into the Haunted Cottage do not count for much in this exalted company).

Well Cousins, I must close this account for now, for the party becomes impatient. I will begin another letter to you to continue the tale, and entrust this one to the apparition's safe keeping. Your beloved cousin, Pountney.

Mike asked me to point out that young Pountney, who is in fact a Hobbit Footpad, has had little formal education, so please excuse the odd grammatical error.

Actually Mike's story has taken more space than I expected (I writes smaller than I do) so I'd better leave Paul Blackwell until next time. (That'll give you a further chance to write it yourself Paul.... Hint?) So, I'll proceed with....

ACTION IN BRIEF

I have a press release from the next two people, which will have to wait until I have space, but in order to placate them, I'll just say that Adrian Attwood has collected some numbered bottles from a small secret room and placed them on his mule, before going on to another door, where he has heard receding, marching footsteps.

So has Clive Waterhouse (There chaps, does that sound better?) Mike Close has followed the departing Evil Cleric at a distance; probably too great a distance as he seems to have lost him.

Ian Jones has burst into a forge, killing the Gnome blacksmith within, and found a collection of motionless monsters and other beings.

George North has killed a number of Orcs and gone half way down some stairs where he has paused to investigate a sliding door.

Martin Rundle has sent two Paladins off on a mission, and is composedly awaiting their return.

Iah Drylie had a set-to with two Chaotic Dwarf fighters, one invisible, and killed one while capturing the other. (I see I missed Iain out last time and referred to Mike twice by mistake.)

Rich Sealy has been given a quick tour of the 2nd level by a Hobgoblin, as far as the stairs down to the 3rd level, and has now dismissed his

guide to investigate some doors more closely. Paul Blackwell has descended to the 3rd level, and one of his characters is doing some earnest wishing.

Brian Conway has bravely donned a Robe he found, but all seems to be well. He is now looking dubiously at a pool of liquid on the floor.

Bill Howard hastily left the Temple behind when a black cloud started to appear with rumblings of thunder. He has disposed of some Bugbears and now faces a choice of doors, neither of which seems to conform to the map he found in the Black Dragon's nest.

Allan Owens has made a firm friend of a female Wyvern, by the unusual expedient of killing her husband. (Oh well!)

C(Ed)rick has had a run of baaad luck lately. He met his old friend the Beholder again, and his top magic-user had a Wand of Cold and most of his fingers disintegrated. Then he was a little too enthusiastic with a bonfire in the Beholder's pit, and ruined some useful items while destroying its eggs. He has, however, lodged a protest (or two) and a full and meaningful exchange of views is still taking place.

Alan Powis, Clive Booth and Don Turnbull haven't done anything much to report, but Mike Lean has arrived in the Main Hall.

Chris Boyes has written me a very nice letter regretting his inability to continue, owing to pressure of work. Sorry to see you go, Chris. So far as the game is concerned, Chris, therefore, drops dead, and his party become more Chaotic Characters for me to employ.

CORRESPONDENCE

It seems to be time for me to say once again that I can only reply to letters enclosing stamped addressed envelopes. For the benefit of Terry Hill and Andy Norman, and perhaps others, I must say that the WAITING LIST is closed and is likely to remain so. I still have several more players to admit, and shall not at all mind if the work load reduces a bit from natural wastage, once they are in.

DUNGEON MASTER

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