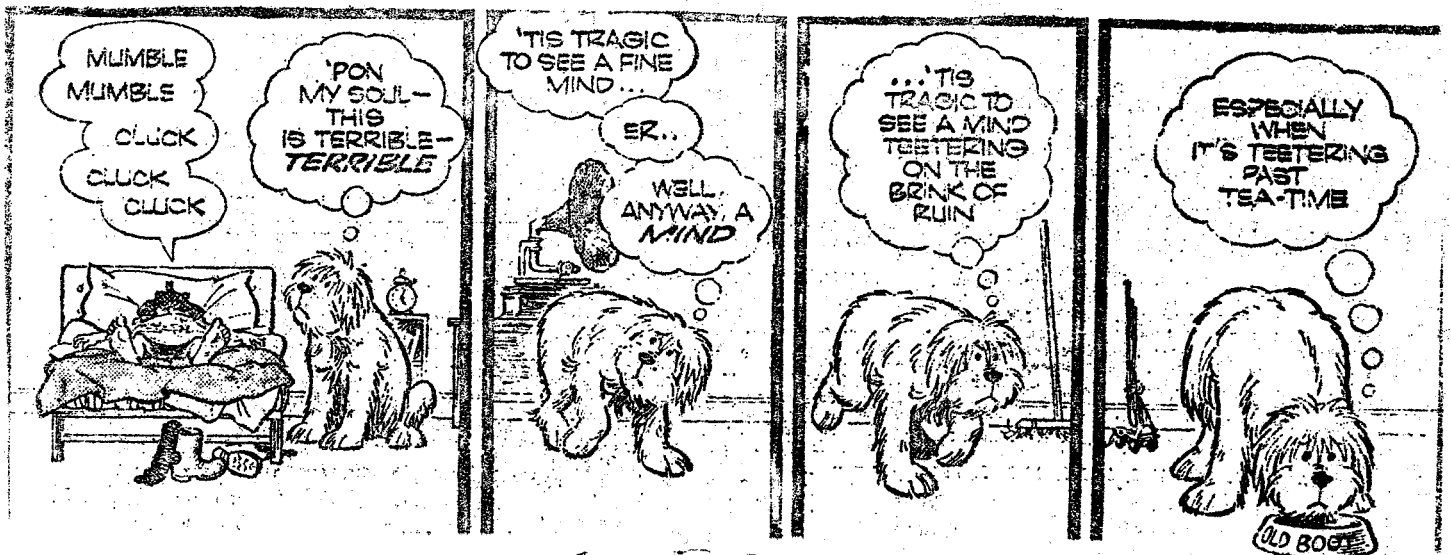


Chimaera



This is the forty-second sparkling edition of the wonder-'zine Chimera, the 'zine that reaches the depths that other magazines cannot reach. It is a magazine of postal games and games-playing for games player and is edited and produced by one, Boot, the wonder dog, ably assisted by Clive F. Booth of Wellington Station, 71 Clara Mount Road, Langley, Heanor, Derbys DE7 7HS, United Kingdom. It appears once every 4 weeks as regular as clock-work and is available for subscription only at a cost of 25p an issue inclusive of postage (that's right folks, I'm finally going to try and do away with the 'cost per page' idea of pricing), though overseas it will cost a bit more, or a bit less, depending on how you take it (airmail or surface. To subscribe send any amount over 50p to the above address and we'll send you issues until it's all gone - then we'll ask you for more. I think that's everything, now we can start the magazine... ..

Zabooo! And with still yet another polymorph spell Boot, the wonder-dog magician again changes the format of the wonder zine. Let's see now if you like this one anymore than the last. If you don't, it's just not your day is it?

Oh yes, the 'zine poll. Well, we didn't win as you all probably know by now anyway, but I'm damned if I can suss out exactly where we did come. You see Mick Pullock introduced this new marking system and even printed 5 different final tables which had 'zines going up and down them like yo-yo's.

As far as I can make out the official one is the 'positional' one, a system that takes into account the position you put each magazine in your list rather than the points that you gave it, and here Chim soared home at number three behind Dolchstoss and Ethil the Frog, an eminently respectable position and thank you all for taking the trouble to vote.

On the actual votes system, which is the system used for the last three years and the one which I tend towards this year if only because that's the one Mick said he would be using when he solicited votes, we also romp home in third place this time behind DOLCHSTOSS again, and NEW STATSMAN. ETHIL slumps here to 8th position.

The third method used is the 'Preference Matrix' one and he Mick has calculated positions depending on how many times a magazine was voted above any other. On this we fall to 4th place being topped by DOLCHSTOSS, NEW STATSMAN and LEMMING EXPRESS.

The final two tables are publisher's only votes on the 'positional' and 'actual' system and on both Chim fairs much less well falling to 9th and 6th respectively. Shows what our contemporaries think of Boot and myself doesn't it.....?

Anyway, Congratulations are due to DOLCHSTOSS or finally winning the poll that I've been saying it should have won for the past two years. A good choice by the voters on literary grounds, although I still feel that Richard has got a bit of a down on games 'zines and Chim in particular that dampens my enthusiasm. Nice too, to see old Bob Howes up there with 'Lemming Express' and my tip to do even better next year and even tip of Boot of his spot as number one games 'zine - the old taking over from the new.....?

Albatross languished suitably in the depths, heh, heh and Ian Lee's excuses as to why and what should be done about it published later in the same issue of 'NEW STATSMAN' were a joy to behold. Did you know you shouldn't have voted for it because it was a 'non U.K. 'zine'? Ian says so. Independence for Upminster, eh?

Now then, the saddest thing about this years 'zine poll is that it has shown some of you up to be the cheats you are. Mick published a list of

everyone that had voted (although he quite rightly didn't reveal the way they'd voted), and on checking his list of subscribers against this to find out exactly who had taken part, Richard Bartle found he had got 5 more votes than he'd got readers eligible to vote! Now this started me wondering, if they're cheating with 'SAUCE' how do we know that they're not cheating with other 'zines? The only way I could check was with CHIM and so with pencil in hand I started to list CHIM readers in the published list - and guess what, we have ELEVEN ineligible voters!! Eleven out of 76, that's not bad is it? Who the extra eleven were I haven't a clue but I hope they're feeling suitably proud of themselves. Thanks to them this whole poll could be declared a farce if anyone were so minded.

I don't want a recount or anything like that, I am perfectly happy with the way the results stand (and anyway I might come off much worse if those 11 votes are discounted), but I would dearly like an enquiry into exactly who has been doing the cheating if only to discourage them for next year. After all, if it's happened to SAUCE and to CHIM then it's a certainty that it's happened to other 'zines too.

If Mick is agreeable I will send him a list of exactly who on his list of voters is, by my records, eligible to vote and perhaps a few other editors could do the same. Then if any names are appearing repeatedly on the lists of cheats they should be publically denounced, no matter who it is.

Well, Mick, do I get my inquiry or are you going to condone the behaviour of the people that bend your rules and thus give them license to do the same thing in future years?

Another sad point in this years poll was the number of hate votes that Chim picked up, eight in all which shows that I can no longer be the Pollyanna of the hobby. Shame, but not to worry, we've still got a few Nancys about. Why anyone that rates us that low should want to go on subscribing or trading I can't imagine, but the laughs on them anyway! I don't mind keep taking your money.....

Anyway, enough of 'zine polls for another year, let's talk about something else. Oh yes, sorry about the grotty condition of last issue but it was either do it that way or hold it up indefinitely until I could get the duplicator either repaired or replaced. As it happens that would have been a delay of three weeks for it wasn't until last Wednesday that I got the dupe back from the workshops. I also got a bill back with it for £42.00, which is over 4 times as much as I originally paid for it 3 years ago!!! So, we are now penniless but have a fantastic duplicator with lots of brand new parts and all sparkling clean.

NUCLEAR DESTRUCTION

A game review by David Bolton

'Nuclear destruction' is a computer run game available from Chris Harvey of OVERKILL magazine. However, it is also playable face-to-face for up to twelve people with a GM and a set of 600 counters [Geiger counters presumably - ed] and various plastic covered sheets (costing about \$3.00).

The mechanics of the game are fairly simple, I'd rate it about 3.00 complexity on the SPI scale, and each player starts with nine factories, twenty nuclear missiles, ten anti-ballistic missiles (ABM's) and 100 million dollars in cash.

The object of the game is to extend the major country that the player represents by economic growth until eventually that player is in a position to set off a nuclear holocaust, hopefully with a chance of surviving.

Each turn every factory in the country can build one missile, one ABM or one-third of a factory, with the proviso that no more than half of the total factories can build ABM's. The cash, which increases by five million each turn, is used to influence any of the eighteen minor countries in the game, and as each country starts off with five missiles and a factory, which builds nothing but missiles, gaining control is very important for when war eventually comes the missiles in the minor countries can be fired along with those of the controlling major countries.

Before the game starts each player secretly picks counters at random to obtain a population that can range from 7 million to 155 million people. He also secretly allocates the ABM's to protect either his factories or his population (in real life if you were England all ABM's would protect population, whilst if you were Russia they would protect the factories). Population are just targets (gulp!) and each missile that gets through the defenses takes out one million people or one third of a factory depending on which it was aimed. For low population countries it is vital that you protect your population as you are much easier to remove. Once an ABM has been allocated to protect a target it can never be re-allocated.

At the start of each turn all that the players know about each other is how many factories, missiles and ABM's the other players have and who controls each minor country (but not by what margin). The players then build their own factories, missiles and ABM's according to the number of factories owned. [As an example assume England has 17 factories. He builds 3 more (using 9), 4 missiles and 4 ABM's].

Next, cash and missile gifts (with each missile being worth 10 million dollars) are given to the minor countries in an attempt to gain control. They players may also decide to sell a factory or two to the minor countries and all money in that country (known only to the GM) is given to that player. [As another example assume Denmark has been given 30 million dollars by England, 25 million by the U.S.S.R. and 15 million by the U.S.A. This would mean that England had control. The French player decides to sell a factory to Denmark and so gets the 70 million invested by the others. This does not affect the English control or the total

amount invested by the USSR or the USA and should either still invest more than the others he will gain control.

The turn is now complete and the players begin a new one.

This procedure then continues for turns until one player declares war at the end of a turn by firing missiles at one of the other players. To do this the firing player writes down the name of the country at which he is firing his missiles and since he is the first to fire he gets an additional 5 missiles.

When a player fires on another's country he must tell the target how many missiles are being despatched and at what they are aimed; factories or population. The defender then subtracts one missile from the attacking force for every ABM he has defending the target and any attacking missile left over gets through the defence killing one million population or destroying one-third of a factory. Once a country is down to zero population or factories it is out of the game.

The game continues as normal except that no further gifts can be made to, or factories sold to, the minor countries, and this part of the turn is replaced by a missile firing phase. It is customary to fire most of your missiles at an opponent but holding a few back as a counter-strike should anyone fire at you.

A very important part of the game is diplomacy and it is this that will win the game, not just firing missiles. It is not unknown or even unusual to 'stab' another player by agreeing to fire missiles with him at a common target only to change your mind and fire them at your ally instead!

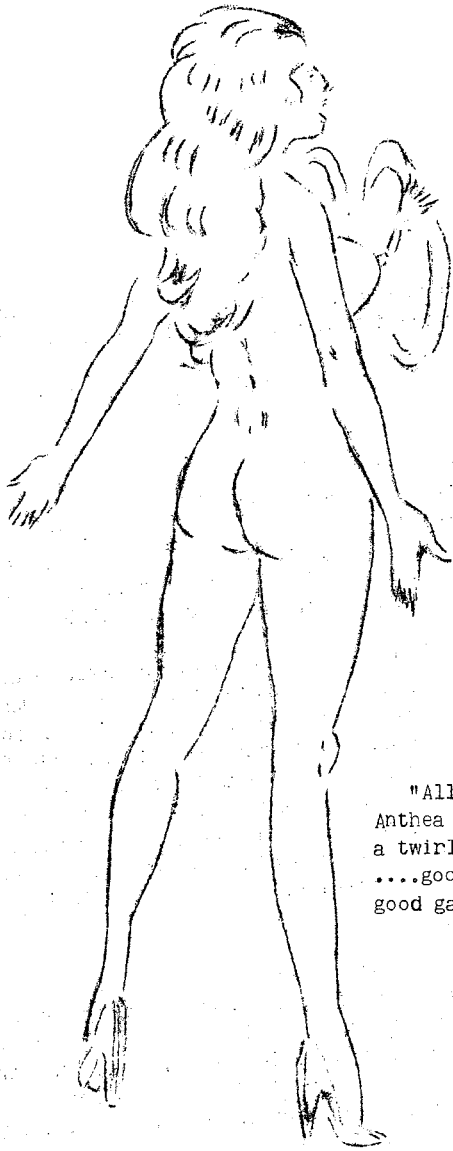
Since there is no board used in the play of this game it is eminently suitable to play with just a pencil and paper and a GM. On a recent boat journey five of us played the game this way and whiled away a pleasant hour and a half. Four is about the minimum number of people you need to play and about 12 the maximum. This does of course make it ideally suited for postal play and Clive is opening lists in Chimaera.

This is one of the best games I've come across in quite awhile, combining a simple game with some of the elements of Diplomacy. On a scale of 10 I'd give it 9.

DAVID BOLTON 1978

So there you are, your chance to end the world. I'm very tempted to join in on this one myself, particularly if David could arrange it so that I could designate particular households to fire my missiles at.....

David hasn't set a game fee yet so I'll provisionally put it at 50p, I don't think he'll want more than that. Send game applications to me not to David (or at least let me know if you have applied to David) otherwise it gets terribly confusing trying to keep track of exactly who does want to play, and even more confusing trying to work out what order the applications came in in the event we get more than the required 12 players.



"All right,
Anthea - give us
a twirl.....
....good game,
good game....."

O.K. so it's got nothing to do with the accompanying article. It caught your attention though didn't it?Even those of you who reckon you don't like 'that type of thing' in their 'zines..

T E K U M E L

An exceedingly long and fantastic adventure in more parts than you'd believe possible, set on a far distant planet in a far distant time as re-created by the TSR game 'Empire of the Petal Throne'

PART 23

[The story so far.....

.....is much drawn out to go over again for those of you who missed it, so tough.]

Looking back at the others Qyshu carefully took the map container. From the fold of his gown and let the map fall from it into his free hand. He unrolled it revealing the upper quarter and then studying it he paced authoritatively across the room to the north-easter corner. There he looked down at the stones of the floor, then back to the map and then studiously to the floor again. Finally he raised his gaze to the rest of the party who were still watching him intently from the centre of the room and then he tapped one of the stones with the toe of his boot.

"That one" he said, "let's have it up and see what's beneath."

At this everyone moved quickly sensing that they had almost reached their goal. Dyoghëyk and N'gulnju were the first there and crouching to their knees they hacked away around the edge of the stone with their knives trying to loosen it from its neighbours. The accumulated dirt and grit of centuries was packed tightly into the gap between the stones but gradually it began to clear until finally P'Khilu, the Pe Choi, was able to force the broad blade of his sword into the crack, and, with the assistance of Hailmhling, gradually lever it clear. At first it would only be raised a couple of inches but the eager hands of the others grasped it as well and together, with a concerted effort it was lifted clear.

Beneath was a hole, its perimeter slightly smaller than the size of the stone just removed, but measuring some 18" to 2' across at the top and opening into a wider area about 10' below ground where, by the half light of the sun that had penetrated the blackness of the pit, they could see two wooden chests.

Now the excitement was mounting and things happened quickly, much of the previous caution being forgotten. Eager hands grabbed the length of rope from Ukshen's shoulder and the nimble fingers of Qyshu were soon knotting it around the waste of the tiny Tinaliya, So'slyzsun, before dropping her into the pit. Once at the bottom she untied the rope from herself, tied it through the handle at one of the chests, and then stood aside as the people above heaved away.

The chest was heavy and it took a good deal of straining on the rope to raise it to ground level, and once they had it there the lifters paused to gather their breath before the final tug that would bring it over the rim and onto the level floor.

Qyshu counted "1 - 2 - 3" and on the call of three they all heaved together.....but the chest or the rope had caught somewhere. They heaved again and this time the strain on the rope disappeared and they all tumbled backwards into an untidy heap, a resounding crash telling them that the chest was once again at the pits bottom.

So'slyzsun's knot had not been a good one and with the sharp strain exerted on it by the trapping of the chest it had just given way. So'slyzsun herself had moved under the chest as it hung suspended to try and identify the cause of the obstruction and when the knot had given to send the chest crashing back into the pit she had been unable to leap clear in time.

A stunned silence fell over the previously excited party as they looked into the pit and realised that tragedy may have overtaken them. Untego, the male companion of So'slyzsun, dropped the end of the rope back into the pit and slid the 10' down it to the pits bottom. Then with tears welling in his eyes he tied it back around the chest and yelled for the others to hoist it clear so that he could drag his companion clear. They did and he eased her away propping her into a sitting position against the smooth hewn wall of the pit away from the main shaft. There though it was out of the few meagre rays

of the sun that had penetrated the pit and so he called up for a lantern so that he could better inspect the wounds. So'slyzsun was unconscious, though thankfully still breathing, but even without light Untego knew the warm stick feel of blood on his hands and beneath his feet, he knew that the injury was a serious one.

Ukshen was quick to grab the lantern and hooking it to his belt he grabbed the rope and lowered himself into the pit. As he reached the bottom it immediately became clear that So'slyzsun's two left legs had been badly crushed below the knee joint and that she had lost a lot of blood. Ukshen knew very little of the physician's skills but he knew that the bleeding had to be stopped and stopped quickly if they were to stand any chance of saving her life. He pulled his steel dagger from his belt, slit the material at the hem of his cloak and tore two strips from it. These he fastened around the upper half of the damaged limbs of So'slyzsun before tightening them as tourniquets with his dagger and her own sword. The space was too confined however, and he had difficulty working in the crouched, hunched position he'd been forced to adopt and he was greatly relieved when the task was finished and he could move back into the main shaft again and stretch to his full height. He eased his aching joints and stretched his back, but only for a few seconds as he was soon crouching back into the area where So'slyzsun lay. There he gently picked her up in his arms and edged his way back to the main shaft where the rope, now unfastened from the chest by Untego, dangled. He knotted it under the arms and around the chest of So'slyzsun before calling for the others to carefully haul her up.

CLIFF KENNEDY (Ireland)Then there was the Kenthish couple who began to learn Swahili because they'd just adopted a black baby and they wanted to be able to understand him when he grew up. [8]

DAVE MERRIMAN (Wales) An Irish man phoned Dublin Airport: "Excuse me, could you be telling me how long the flight to London takes?"
"Just a minute, sir."
"Thanks". Click. [9]

ANDREW PARSONS [English] Notice in an Irish Family planning clinic: 'Parenthood is hereditary. If your parents never had any children, the chances are that you won't either'. [8]

DAVE MERRIMAN (Wales): Judge: "The jury finds you innocent and you are free to leave."
Irishman in dock: "Tank you very much yer honour, does dat mean oi can keep de stuff oi nicked?" [10]

CLIFF KENNEDY (Irish) A Scottish parish priest went on a pilgrimage to the Holy Land. At the Sea of Galilee the he was asked for the crossing was, in his opinion, far too much. He went away muttering "No wonder Christ walked...." [9]

And that'll do for this issue so lets work out the scores after round 2. Remember the nationality telling the joke scores the points, the target loses then

ENGLAND	21 points
WALFS	19 points
ISLE OF MAN	8 points
IRELAND	(-19) points
SCOTLAND	(-29) points

So, England and Wales make the running with the poor old Scots labouring behind. Still, things can change quite dramatically, particularly if evryone were to jump on the leaders next time....

Don't forget to send your entry, national pride is at stake....

BOOT'S EDUCATIONAL SUPPLEMENT

This issue you're going to learn about history and you teacher is Rob Thomasson.

'So ther was Nelson with his fleet of 5 ships, when 7 French ships hove-to on the horizon.

"Hardy, bring me my red coat" quoth Nelson, and this was done. The battle was fought and Nelson won a good victory so it was back to Plymouth with a celebration for all and Lady Hamilton for our Horatio.

Come the next voyage and 9 French ships are sighted.

"Hardy, bring me my red jacket" says Nelson and Hardy brings it. Nelson puts it on, of course, and wins another famous victory. Then back to port, more celebrations, and more Lady Hamilton. Nelson seems in a good mood so Hardy asks him "Why the red jacket?" and Nelson replies "So that if I am injured the blood will not show and the men will not lose heart". Hardy is impressed.

Soon they're back at sea again and 18 French men o'war are sighted.

"Hardy," says Nelson, "fetch me my brown trousers..."

+ + + + + + + + + +

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

...And that's your ration for this time. Not as much as usual but it's all I've got written up at the present time so it's all you're getting.

Do you all mind hanging on for just a little while before we continue? You don't? Good, only you see we've got to wait for Bob Howes to catch up, he's still ogling the bird on the previous page....
...ah, here he is now.

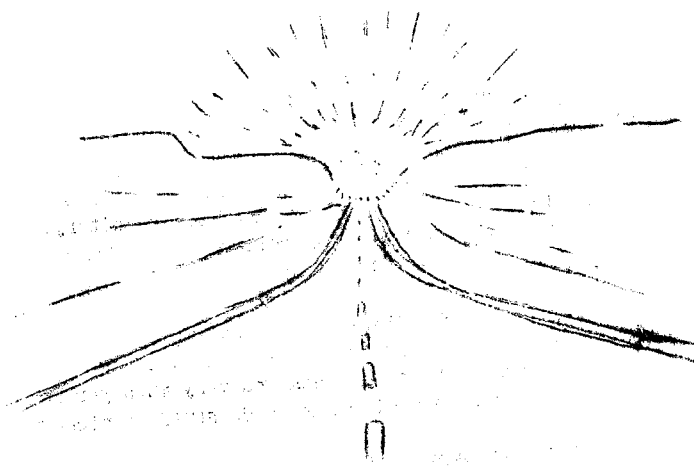
Hmmmm, what shall we do now? I know, let's have a look in on the jokes battle and see how our international contestants are getting on. Remember, after round one England and Ireland were tying for first place with 10 points each.

INTERNATIONAL INSULTS

JIM BOTTEL (England) An Irish Nabby couldn't understand why his new wellies had a large 'L' on one and a large 'R' on the other. His wife was more intelligent. "Sure, that's L for left and R for right" she said, "so's you get 'em on the right way round. Same as I've got a pair of knickers with 'C&A' on them. [9]

BOB STUART (England) I have heard that the 'mystery' of the disappearance of Charlie Chaplin's body has now been solved. The grapevine informs me that it was the IRA that took it and that they're holding it for ransom. If they don't get £1,000,000 they've threatened to shoot him. [10]

MIKE LEAN (Isle of Man) Have you heard about the Enfield footballer who, when taking a penalty, was sent the wrong way by the goalkeeper? [8]



to remove the cellophane wrapping.

The game itself consists of four polyhedral dice, which always fall with the 8 side uppermost; a two dimensional cardboard replica of the radar screen on the counter of Bert's Fish and Chip shop, Bulwell, divided into useful sized hexagons; 1397 cardboard counters (I counted them) too large to fit into useful sized hexagons and too small to stack; a five page rulebook (following the trend towards games with simple rules) and a compartmented plastic tray with enough room for about fifty counters.

The mechanics of the game are very simple. One player takes the side of the goodies and the other the side of the baddies. Each throws four eights with the polyhedral dice and the player with the highest number starts first. Once the players grow tired of throwing eights the table may be tilted as the dice are rolling (House Rule).

The goody player is given 699 red cardboard counters and the baddy is given 698 black ones. The red counters are lined up along the bottom row of hexagons on the radar screen (since there are only fifteen hexes in the bottom row the counters must be stacked as follows: 14 stacks of 46 counters each and one stack of 55 counters).

The black counters line up in a similar fashion along the top row, except that the fifteenth stack contains 54 counters. Each counter represents a starship and each starship has a different attack defence value from every other one. The rules advise therefore, the use of an electronic calculator for each stack (fleet of starships. Movement is one hex at a time, individually or in fleets. Combat may take place between single starships or fleets or any combination of the two, and is resolved by throwing four eights and adding up the attack/defence factors of the ships. Victory conditions demand the complete removal of one sides units from the radar screen.

One innovative rule is the supernova effect. At any time during the game either player may move the cardboard radar screen so that it overhangs the table surface by three inches (76.2mm) and flip it over using the backs of the fingers of the right hand, at the same time saying 'Sod it' or any similar colloquialism. This rule is the saving grace of the game. Without it the purchaser may consider the \$9 the game costs to be wasted, but by applying this rule (in the test games the supernova effect was used as soon as the stacks of counters were set up) means that both parties to the game can actually see a simulation of a supernova - as realistic as a game could possibly get. A fine game for cons and sunny summers afternoons.

MIKE JERVIS 19/8

'We are not alone....' Mind you, after reading through that lot I reckon there's a fair chance that we are..... the others must have turned over ages ago....

Have you seen 'Close Encounters' yet? Many people have asked me if I believe there are life forms in the universe other than the normal ones found on Earth, and I do of course answer yes, after all I have met David Kuddles Thorby. When they ask me though if there's intelligent life, well that's another thing altogether....

Close Encounter of the First Kind:
Sighting of an Unidentified Flying Object
Close Encounter of the Second Kind:
Physical evidence after UFO sighting.

CATACLYSMIC ENCOUNTERS OF THE THIRD KIND.

or STAR BORES

Grabb A. Quickbob Publications, California

A game review by Mike Jervis

'Cataclysmic Encounters of the Third Kind, subtitled Star Bores, comes in a sturdy bookshelf sized box carrying the legend 'Cataclysmic Encounters of the Third Kind' embossed in gold on an incredibly colourful photograph of an imperial Battle Cruiser [copyright] moving in on its base, the Death Star [copyright]. On second thought though, it could be a number 61 Bartons Bus about to enter the Broadmarsh Bus station in Nottingham. The photograph is rather fuzzy but is colourful and the box looks to be exceptionally well produced.

Having savoured the box lid photograph for a couple of hours one may feel inclined to turn the box over. More gasps of astonishment. The back of the box is a basic yellow overprinted with a view of the cockpit of the Millennium Falcon [copyright], Chewbacca [copyright], and Luke Skywalker [also copyright] - or could it possibly be the counter of Bert's Fish and Chip Shop, Bulwell complete with Edna, Bert and, yes, Molly holding her fish poker. (Molly's fish poker is to amorous young studs what Ben Kenobi's [copyright] Light Sabre [copyright] is to villains lurking in space-port bars - one false move and your arms in the fat!).

Also overprinted on the back are a number of quotations from famous personages who have played the game:

- '....brilliant....' Harold Wilson
- '....stunning....' Lord Olivier
- '..breath-taking..' Nicolas Parsons
- 'astounding..game.' Michael Jervis

The last one set in motion the negative thinking of your reviewer since when I playtested the game sometime ago, what I actually said, and I quote from my letter to Grabby Quickbob, was 'Your effort-ery is astounding. How dare you even think of selling such a lousy game to the public?'. So working on the assumption that the other quotations were similarly spurious (well you can't imagine Harold Wilson saying 'brilliant about anything apart from himself, can you?'), I opened the box with trepidation, using my Bowie knife, a pair of wire cutters and a tin opener

PUZZLE PAGES

Tut, tut, tut. No wonder Sharp and Piggott class the readership of Chimaera at about the age of 14. Here you are, all writing to me telling me the last series of puzzles was too easy and then you all go and get at least one of them wrong..... All that is except one person.

I've no doubt that I'll get another bundle of entries during next week (as usual) but if I do, I'm sorry but they're too late. I said entries by the non-dip deadline day and that's today.

Right, now what about these 'simple' questions that foxed the lot of you? Well the answer to question 1 was 100% certainty. Consider your sphere with just two points on it first, those two points can be joined by a circle that dissects the sphere into two hemispheres. Now then, it doesn't matter where you put the third point it's bound to be on the same hemisphere as the other two.
Score on that 7 correct entries, 5 incorrect.

Question 2: If the secretary got three letters into the correct envelopes then the fourth one must be correct also (Think about it). Hence the chance of getting exactly three into the correct envelopes is 0.
Score: 10 correct, 2 incorrect.

Question 3: Yes, you play one game on the white squares and one on the black.
Score: 11 correct, 1 incorrect.

Question 4: Questions c and e were incorrect. The third error was in the statement that said there were three errors.
Score: 4 correct, 8 incorrect

Question 5: None, pigs can't talk.
Score: 10 correct, 2 incorrect

Question 6: None. A clock won't go at all without winding.
Score: 10 correct, 2 incorrect.

So now I suppose you all want to know who it was that got them all right and so wins the free issue of 'Chimaera'. Well, it breaks my heart to say it but I'm afraid that it was once again DAVID KUDDLER THORBY. ~~David~~ Well done, David

This issues puzzles coming up, and this time I will stop him.....

First is a puzzle from DAVID WEBB:

1] The monkey-nut puzzle

This puzzle concerns three men, a monkey and a bowl of nuts out of reach of the monkey. In the night the first man comes down, divides the nuts into three equal piles, gives the one remaining nut to the monkey, and eats his share.

Later on the second man comes down and does the same thing, remembering to give the extra nut to the monkey. The third man then comes down and repeats the process, again giving the remaining nut to the monkey.

In the morning the nuts are split into three equal piles and there are none left over. Each man eats his share.

What I want to know is: if the third man had at least six nuts what is the minimum number of nuts the first man ate?

Question 2 and this one comes from Boot himself in an attempt to introduce a little culture into the 'zine. There follows here a section from a play by somebody called William Shakespeare (who doesn't even subscribe to Chim so I can't imagine how Boot met him) and called 'A MIDSUMMER NIGHT'S DREAM'. It comes from Act III, Scene 1 and has something very unusual about it. The question is, what's so unusual?

Titania: Out of this wood do not desire to go:
Thou shalt remain here, whether thou wilt or no.
I am spirit of no common rate;
The summer still doth tend upon my state.
AND I do love thee: therefore, go with me;
I'll give thee three fairies to attend on thee,
And they shall fetch thee jewels from the deep
.....etc., etc..

Not as difficult as it might at first appear so don't be put off by it. It is written above exactly as written by the great bard himself, save for the fact that he did not put the capital N in the middle of 'AND'. I did that.

Whether or not old Will realised what he was doing when he wrote it I don't know, though if he didn't the coincidence is almost unbelievable, see what you think....

Question 3: With a seven minute hour glass and an eleven minute hourglass, what is the simplest way to time the boiling of an egg for 15 minutes?

Question 4: A man travelled 5,000 miles in a car with one spare tyre. He rotated the tyres at intervals so that when the trip ended each tyre had been used for the same number of miles. For how many miles was each tyre used?

Question 5: A standard deck of 52 cards is shuffled and cut and the cut is completed. The colour of the top card is noted. The card is replaced on top, the deck is cut again and the cut is completed. Once more the colour of the top card is noted. What is the probability that the two cards noted are the same colour?
32/52 = 2/3
2704

There, that should be enough to stop Thorby winning three times in a row. Usual free issue of Chimaera to the sender of the first all correct answer out of the hat on the first deadline day. Or, in the event that we don't get an all correct answer, to the person that comes nearest to it.

Before we leave the puzzle pages for this issue let's just try and clear up a point on the puzzle in issue 39 about the brothers and the sheep that still seems to be bugging a few people. Richard Bartle asks the question:

"Mike (Lean) says about your sheep question that there were 6 silver dollars. O.K. so the elder brother has 4 dollars more than the younger since the younger had 10 dollars less before he got the silver dollars. So how come you give the answer as 2 dollars when it should be 4?"

Hmm, let me explain. Assume that brother A had 20 dollars and that brother B had 16. Brother A now

67
7
35
71

gives brother B a cheque for 4 dollars as you say he must to balance it.....only it doesn't work does it? Brother A now has 16 dollars and brother B has 20. All you've done is reversed the positions. Now try it with a cheque for 2 dollars.....

O.K.? Simple isn't it?

As usual let's finish with a plea. I am rapidly running out of questions for the quiz pages, so if you know of any at all that might be of use please send them along and I'll try to work them in. The advantage to you is that you'll at least know the answer to one of the questions when your appears....

#####

Coming up next the final appearance of that much hated Chimaera column 'To see ourselves as others see us'. Ending not because of the interminable pressure from other editors who feel they've been wronged by it (or feel they might soon be), but simply because the novelty seems to have worn off and not enough people bother writing anymore. Shame.

TO SEE OURSELVES

THIS ISSUES GUEST

RICHARD SHARP & DOLCHSTOSS

[Before we start I must just comment that there seems to be a large number of people that think I do not like Richard Sharp, neither the man nor his principles. How they've arrived at this notion I have no idea for I can categorically state that if I were going to the electric chair tomorrow I can think of no other person that I would rather have holding my hand to comfort me than Richard.]

DOLCHSTOSS: The name conjures up images of Prince Albert and dear Victoria. The magazine retains a flavour of Imperial grandeur (ours, not those damn frogs!) and contains a subtle savour of the thin red line - sort of aftertaste of the British Empire. A Maughan-like ennui lies over the whole, for the editor seems to look constantly to the setting sun of the Empire. With the last issue I really thought the sun really was setting on my copy of Dolchstoss, but I found it had fallen too close to the open grate. Fortunately nothing important was consumed in the ensuing conflagration - the envelope is still intact.

No doubt many of the Chimaera horse will find room to throw mud at this great institution of British postal gaming, but one must remember that our hobby has a long and venerable history, of which Dolchstoss is the only surviving ruin.

MARTIN EDUARDES

RICHARD SHARP: Richard is an eagle. A huge golden eagle perhaps, but an eagle just the same. He has the face and body of an eagle and sits aloft on a distant rocky pinnacle with his small family of friends. Lesser souls sometimes look up and admire his/magnificent creature.

Unfortunately when the sun is behind him, this creature casts a huge awe inspiring shadow of gloom across the whole panorama and those who still dare to observe will glimpse the sharp claws and mighty talons; will note the speed and agility with which this sometimes beautiful creature can be transformed and suddenly swoop and lift aloft its prey.

Then, because it lacks heart, it will dash it's prey in an unexpected fit of pique.

BIRD-WATCHER.

DOLCHSTOSS is far and away the best magazine in the hobby and has been throughout the four years that I have been around. It is the best written and also, to my way of thinking, the most entertaining. That it did not win the two previous 'zine polls is a sad reflection on the hobby's sense of judgement. But then, I suppose that if counting heads were all, Mick Bullock would be right about Abba.

STUART DAGGER

Richard Sharp: Hello, I'm Richard Sharp, editor of Dolchstoss.

Mere mortal publisher: Hello, I'm a nobody, please could I speak to you?

RS: Sure little man, why shouldn't you talk to your hero once in a while?

MMP: (in awe and admiration) Oh, thank you kind sir.

RS: I bet you wish you ran such a popular 'zine as mine...

MMP: I do, I do!

RS:with litho printing...

MMP: Oh, how I wish I could.

RS:and a tremendous readership...

MMP: My, oh my, how I am outclassed,

RS:and articles from all the best writers...

MMP: and on all the best subjects.

RS:.....Yes, I bet you wish you ran such a popular successful 'zine as mine.

MMP: Oh, if only it could be so.

RS: I mean, I've never heard of your snivelling little, crabby, ghastly, illiterate shoddy rag...

MMP: Er.....?

RS:I mean, who reads such crummy, grotty lousy, shabby, unstylish, sheep muck?

MMP: I.... er.... er....

RS:and the editor is such a dimwit he can't even give a decent reply to any common-or-garden insults on his putrid publication.

MMP: Well, I mean, I...., I....

RS: Now what do you say to that, insignificance immortalised?

MMP: Fr....bugger of you red-nosed bastard!

CRIPPEN.

And that's the lot. Me? I'm saying nowt, we've already got people threatening to cancel subs because I spoke out against the great god last time and I've no desire to aggravate matters.....not that much anyway.

#####

SPACEFILLER (From Rob Thomasson).

In the courtroom the judge was hearing a case of indecent assault. The Plaintiff was asked what her attacker had said to her and as she was rather embarrassed, she asked if she could write it down. Permission was given so she wrote something along the lines of 'I'd like to copulate the behind off you'.

The note was passed to the judge, from counsel to counsel in a respectful silence. At the end of the back row was a woman who'd fallen asleep. Her neighbour nudged her and passed her the note. She read it, smiled at him, and put the note in her handbag....

Silly spacefiller that was, it didn't even fill the damn space. I know let's have a joke where you fill in the punchline yourself....

'A woman gets on a train and says to the guard, "How much is it to Oldham"

And he says.....

Coming up next a projected new postal game start of what is proving to be a very popular game. Applications for places are expected to be brisk, so if, after reading the rules, you fancy involving yourself then get your name down quickly. The game? Well, it's..

SEASTRIKE! - INDIAN OCEAN

A postal game from CHRIS WALTON

Scenario: Recent geological upheavals in the Indian Ocean have created several new islands, all very rich in minerals. The mineral wealth of these islands is such that it could potentially alter the current power balance in the world. Several of the major naval powers of the world have sent fleets, both merchant and naval, to exploit and develop these islands and to establish a presence there. Meanwhile, furious diplomatic effort is ensuring that any conflict over the islands does not escalate into a major world war. Volcanic heat and major disturbances arising from these geological upheavals prevent much of the normal satellite and aircraft reconnaissance being available.

Of the four previously existing stable islands in the area, New Caledonia is known to be under Russian influence, Canterbury Isle is a British possession, Foster's Island is Australian and Franconia is uninhabited. The weather is initially good.

(Incidentally, I am aware that the time periods in this game are somewhat confused.)

RULES

- 1/ All Seastrike! rules and options (Philmar version) are used excepted where amended below.
- 2/ There can be no mine warfare in this scenario as conditions are too unstable geologically.
- 3/ Each island except the four stable islands produce a certain amount of income each five turns. To obtain the revenue from a particular island a geological exploitation team (cost 1m out of naval or merchant budgets) must be landed (taking 1 turn, or 2 in a storm) and must set up equipment (also 1 turn). Revenue is the produced on the fifth turn after setting up and every fifth turn thereafter. To gain control of revenue (a requirement of some objectives) you must receive at least one revenue payment and not subsequently have lost all your facilities on the island.
- 4/ To represent the build up of forces in the area each headquarters takes 2 hits to destroy (unless the strengthened HQ option is used) initially, but will gain 1 hit each 10 turns. Similarly, to represent the spreading out of geological exploitation teams, each team will require 1 hit to destroy (under rules for SAM sites etc.) on the turn it is set up and will require an additional hit for each 5 turns it has been established.
- 5/ A geological survey team can be carried by any naval ship bigger than a light frigate, or by any merchant ship.
- 6/ Any revenue received from the islands will persuade the relevant government to release more shipping for this area, on a 1 for 1 basis. i.e. if you obtain 1m revenue you have an increased budget of 1m. To obtain these reinforcements ore must be carried off the board in a merchant ship (on turn n). The reinforcements are then available at the edge of the board (at the position your original ships entered) on the next but one turn (N+2). Such revenue can be used for merchant or naval shipping.

7/ The following merchant ships are available:

TRAMP: cost 1m, can carry up to three guns if required, capacity £60,000 worth of ore.

MEDIUM FREIGHTER: cost 2½m can carry up to 5 weapons (guns and anti-submarine weapons only) if required. Capacity £150,000.

BULK ORE CARRIER: cost 5m, can carry up to 8 symbols (guns, anti-submarine weapons and helicopter pads only) if required. Capacity £350,000. Weapons costs are extra to these costs, follow the rules for building your own ships and come out of the merchant budget.

8/ Any naval ship can only carry one geological exploitation team, as can a tramp steamer. A medium freighter can carry up to 3 and a bulk ore carrier up to 5. Any ground installation can be shifted in a like manner to a geological exploitation team and subject to the same restrictions.

9/ If a player's GHQ is lost his largest ship must immediately reestablish a GHQ on any island under the same conditions as are required to establish a geological exploitation team.

10/ Because of the ranges involved, all planes cost £1m extra for long range fuel tanks and/or in-flight re-fueling.

11/ MRCA's may be converted at a cost of 1m to reconnaissance planes. Such planes will give full information on all ships and ground installations in 5 adjoining map squares per turn. Such planes are subject to area SAM so the order squares are searched must be given. The movement rules are for aircraft with G modification.

12/ No player may fire at the GHQ of any of his allies. (Allies for this purpose are taken to be the current power alignment i.e. Eastern Bloc, Western Bloc. China is considered to be nobody's ally.)

13/ Any player suffering 75% losses must withdraw immediately.

14/ Each player is subject to an incident card each turn representing the effect that outside events have on this conflict. 50% have no effect, 30% are bad and 20% are good.

15/ It is possible to intercept interceptor planes and for planes that are intercepted to change their target from that originally designated to the interceptor.

16/ The weather will be checked each 5 turns. Visibility in fog or storm is one of the ranges (chosen randomly) less than the horizon range. While ships can be detected normally, their type and nationality can only be ascertained within visibility range.

17/ Any orders are permitted, but if they are too complex to follow I will attempt to ascertain your intentions but will not be responsible for any errors. NMR's will fire if fired upon and will continue moving as previously ordered, thus possibly wrecking themselves.

17/ Any modifications will be permitted subject to my agreement. I will publish details of modifications that have been disallowed, but not those allowed.

18/ You are not limited by the numbers of counters provided in Seastrike!. If you want 10 cruisers you can have them. Mind you, if you go over your budget they are quite likely to have the power of a Roman galley

19/ Espionage is possible in units of £100,000 and can find out about a particular ship's weaponry, position, or another player's budget or objective, in fact about anything considered relevant.

The yield on espionage payments is about 10x the expenditure. Espionage can occur at any time. My decision on value for money is final.

2C/ Counter espionage is possible at any time, in units of £100,000 and should be applied to a particular ship or other piece of information. Counter-espionage will ensure that any espionage on the particular information covered will receive wrong information.

*****Chris Walton 1978*****

SEASTRIKE! was reviewed in issue 36 of Chimaera and is available from the Chimaera games shop elsewhere in this issue at discounted prices.

Hmm, it must be about time we sneaked in the first of this issues multitude of games reports. We'll start with....

RAILWAY RIVALS

Station-master: David Watts

RC201
Final Report

Faces

- 36 Seaport - Dijon : ATS 20; PART 10
- 37 Switz/It - Amiens ; PART 20; ATS 10
- 38 Toulouse - Nantes ; RICH 20-2+1 = 19
FR 10+2-1 = 11
- 39 Mulhouse - Boulogne ; PART 20+1 = 21
ATS 10-1 = 19
- 40 Marsailles - Bayonne; FR 20
- 41 Paris - Tours ; ATS 20-2 = 18; FR 0-1;
RICH 10+1+1+2 = 14
PART 0-1,
- 42 Montpellier - Paris ; FR 20, ATS 10.

Final Scores

- APEX TRAIN SERVICE (Andrew Smith - Purple)
301 + 67 = 368 1st: 6 pts.
- FIL ROUGE (Rob Thomasson - Red)
245 + 50 = 295 2nd: 4½pts
- ROYAL INT. CARRAIGELESS HORSEWAY (Rich Bartle - orange)
206 + 33 = 239 3rd: 3 pts
- PARIS-AMIENS RAPID TRANSIT (Frank Dunn - Brown)
171 + 50 = 221 4th: 2 pts

(Scoring system will be explained in the next RRR if there's room).

+++++

A clear win for ATS, who looked a clear winner from the first few rounds. The other players unwisely left him a SE monopoly and he gradually blanketed the whole board except the SW. Andrew is going to win a lot of RR games.

Rob left himself with a network that looked unfinished; he could have got close to Andrew and with luck have won, if he'd extended his GSR purchases to Bordeaux; and, even more profitable would have been a link to the SE: at the end of the game there were two inviting empty corridors still there; from St. Etienne down the west bank of the Rhone, and from M5 to F8; either would have paid it's cost several times over. Further, it would have taken some points from ATS.

Richard's failure to build in the later rounds meant he didn't get an impressive score. His UKDA purchase down the Rhone was left unused. If he'd built from M1 (nr. Grenoble) to D7, and I2 (nr. Orleans) to F5 he'd probably have got a other 60-80 points and could have taken second place.

Frank confined himself to the north, only reaching as far south as Nantes and Dijon. RICH and ATS covered this zone, usually with shorter routes than his. In fact, his network consisted of two largely unrelated sections; NE and NW could feed little traffic to each other. An east/west link south of Paris would have taken him above RICH.

A pity about the two drop-outs (Ian Watters and Richard Nash) but drop-outs affect the balance of play much less in RR than in Diplomacy. Here they worked to ATS's advantage; but only because the others didn't make use of their purchases so well.

And now for the next Chimaera RR game.....

*****David Watts*****

P R O F I T

A business simulation game.

GM'd by Rob Thomasson

I'm glad to say that Marcus Holman's NMR was caused by circumstances over which he had no control, namely an Aussie mail strike (they catch up with us in the end), and he's back with us. He had to phone his orders this time and I didn't get a company name so I'll dub him MCC until advised. David Bolton's company is ACL - Acme Crockettes Limited.

Charles had a good idea and now Perfidious Albion is. He also suggested that I give a quote on the stock market for each company based on profit, capital, whatever with an X factor. I'll start this off next period with a bit more detail. Next time I'll also ask for a Chairman's report on the first half-years trading.

Guy asked about buying from one supplier of raw materials to get rates better than the general market. At the moment the suppliers all work together to ~~not~~ set a fair price and will not quote individually.

When the Croquette World reports on the previous period in detail, the only hard facts it's reporters have is the selling prices. All other statements will be approximate but informed. Beliberate misleading or negligence will not appear from such an experienced reporting team.

CROCKETTE WORLD 1.2

MARKET BOOMS AS ADVERTISING RISES

Orders for both A & B crockettes were up on period 1, about 10 and 35 per cent respectively. Even better was the drop in unmet orders to about 450 for each model. The normal mid-year drop in orders, which starts during the next period, is expected to hit the newer 'B' model harder in percentage terms than the 'A' model, but the base demand should still be above last period's level. Building work continued at all plants except ICI, and of course MCC who are the only company that haven't embarked on an expansion programme. AEL, DCL and ICI still have the 'B' market to themselves. The summary details for the period are...

	A Model	B Model
Total marketing expenditure	£197,000	£ 67,000
Average price of selling	£ 69.0	£ 84.3

The raw materials suppliers happily report another increase in demand, especially as the majority of orders are part of 4 period contracts

As a result the unit price for period three has been lowered to £9 and is likely to be held at that level for period 4. Contracts RME, F, G & H are offered and they are simply contracts RM, B, C & D moved on by one period, so that RME is for 1400 units at £7 each in periods 3, 4 & 5, and so on.

The Guild of Crude Croquette Subpliers have received increased orders over period 1 but admit that demand is still below last years levels. They have received enquiries about contracts, both in the near and middle future. As stocks are beginning to pile up, the Guild is reluctantly offering the following contracts...

Contract CC1A: Unit Price £33:
4,000 units in each of periods
3, 4 & 5.

Contract CC1B Unit price £32
4,000 units/each of periods
3, 4, 5 & 6.

It is very difficult for the Guild to quote for contracts further in the future because they cannot predict their own costs very accurately, and the recent drop in orders has caused a fall in their working capital, and a loss of bargaining power. But these circumstances have forced the conservative Guild to quote for 3 of the requested contracts as follows...

Contract CC1C: Unit price £31:
7,500 units in each of periods
5, 6 & 7

Contract CC1D: Unit price £30:
10,000 units in each of periods
5, 6 & 7

Contract CC1E: Unit price £30:
10,000 units in each of periods
6, 7 & 8

Although these contracts are quoted as the result of one company's enquiry, they are open to all to take up in accordance with the 'no secret information' principle mentioned in the last CW (Croquette World, you numbskull).

All the above contracts will be taken up in period 3 to be secured and will not necessarily be repeated. The Croquette World feels that the Guild may soon have to change with the times and, for example, look into streamlining their production techniques and be more responsive and flexible. Unfortunately they do have the potential of a lot of support from the Guild Committees's private means. They have always resented the way they were cut out by the raw materials suppliers and could prove to be stubborn.

The two contracts for (finished) croquettes, FC1A and FC1B, offered in period 1 have both been won by MCC. There was no serious competition for the unit prices offered by MCC which are rumoured to be below the average price on the open market. All FC contracts offered will be in addition to the normal market demands unless specifically stated. This periods contracts are...

Contract FC1C : 300 model 'A' croquettes in each of periods 4, 5 & 6.

Contract FC1D : 500 model 'A' croquettes in each of periods 4, 5, & 6.

Contract FC1E : 150 model 'B' croquettes in period 4.

The six Croquetteers - Fuller details of operations in period 1 is now available.

ACC, ACL and MCC made no changes to their existing plants and sold most of their production of 'A' croquettes, except for ACL who sold out due to underproduction caused by an internal glitch. All three companies advertised at similar levels and building started at ACC and ACL, with ACC looking to have potentially the larger erection.

The other three companies, AEL, DCL and ICI all branched into 'B' model croquettes. ICI's output was modest, highly priced with little or no advertising, but the market demand ensured that the company, like the other two, sold out. AEL and DCL had similar levels of advertising and production, with AEL ahead in both. The companies had similar levels of 'A' model advertising but ICI were the only company to meet all their orders. DCL were way down on production as many conversions halted work. All three started new factories with ICI's being completed at the end of the period.

	ACC	ACL	AEL	DCL	ICI	MCC
A selling price	£65	£65	£66	£75	£75	£70
B selling price			£70	£75	£100	

No loans were taken out, and the mood is generally one of cautious optimism.

ADVERTISEMENT

When your pleasure is low
And your whirlygigs won't fit your sprockets
Give yourself a lovely glow
Try using Acme Sprockettes.

Finally, we are pleased to be able to reprint an article that appeared in the April 1st issue of the Financial Times...

DRAMATIC ACTION IN CROQUETTE MARKET

The formerly quiet croquette market appears to have entered a period of mad expansion; several new factories have been built in Rutland Area Profit Executive to encourage new jobs in Britain's fastest shrinking county. In the House questions were asked by Mr. Dennis Skinner (Ballsover, LAB) about Mr Michael Lean, a loan shark and pied-noir from the days of the Algerian Croquette Crisis, who is operating from a shaggy holding company in the Isle of Man. David St-John Drunkard (Douglas-CON) denied this strenuously pointing out Mr. Lean's failing health had promoted his sojourn on the island. The Speaker reserved a decision on how the Isle of Man could send an MP to Westminster; Mr St-John Drunkard is a good friend of Mr Jeremy Thorpe and has a healthy interest in dogs and children. He was linked with an unfortunate incident where Mr Norman Scott shot an air-line pilot's guide dog.

The non-appearance of Mr Kerry Holman's Oz Crocks Ltd was due to political action by Australian Croquette Workers Union Members who claimed this was a dangerous drain on Australian Croquette reserves. The chairman of Alamo Enterprises, Mr Tony 'Thunder' Ball refused to comment and ICI's director, Mr Charles Water-Buffalo-Hogstripe-Vasey was unavailable for comment at his svelte Greek Street H.Q.

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

OUT DOOR SURVIVAL

GM'd by Chris Rick

More NMR's which is a shame, as some potentially interesting situations have now fizzled out. It does seem that when a lot of people are close together, that this game can be interesting, and a bit of a challenge. We should have a winner soon, then this game can be put to rest - maybe the only Postal Outdoor Survival winner in the world?



ALLAN OVENS: Allan is growing webbing on his feet as he continues to trudge along the river bank. In the evening he stops for a bite to eat while Bill Thorne runs up to join him on the other side of the river

DAVE THORBY: After the exertions of his previous days in the open Dave is taking a very pleasant stroll through a lovely blue-bell wood. Stopping here and there to pick the odd flower or two, and stuff himself with food.

DAVE TANT: Dave carefully tiptoes past a sleeping Adam Quinton and takes a likely looking route through clear ground. At the end of the day he has a fruitless search for food, but can see a road up ahead, and civilisation at last. However, he is now in a bad way and will take some time to reach it.

BILL THORNE Bill throws all caution to the wind, and chases up the river bank after Allan Owens. They stop in the same spot but on opposite sides of the river. Bill does seem to have the advantage as he is on the right side.

"Chris Rick, 7 Valley Rd., Loughborough, Leics" LE11 3P

DIPLOMACY GAMES SECTION

JANUS 1976HX AUTUMN 1910

AUSTRIA (Waldschmidt) A(Fin)-Nwy sby A(StP), A(Mos) st., A(Bul)-Rum, A(Gre) st., A(Bur)-Pic, A(Mun)-Bur, A(Tyr)-Mun, A(Vie)-Boh, F(Tri) st., A(Ber)-Kie, A(Ruh) s A(Ber)-Kie, A(Par) s Italian F(MAO)-Bre.

ENGLAND (Nash) A(Nwy) ms F(Swe), F(Kie)-BAL, F(MAO)-NWG, F(IRI) st., F(ENG)-NTH, F(Ere)-Pic, F(Bel)-Pic, F(Hol)-Kie sby A(Den).

ITALY (Nathan) F(MAO)-Bre, F(WMS)-MAO sby F(Por) & F(Spa-SC), A(Gas) s F(MAO)-Bre, A(Mar) st., F(Ven)-ADS, A(Rum)-Tus, F(Con)-Bul SC, A(Ank) st.

Retreats: English F(Bre)-ENC.

+++++

Winter 1910 builds

AUSTRIA Bud, Tri, Vie, Rum, Sev, Mos, War, Ber, Mun, StP, Gre, Ser, (Bul), +Par = 13: N/C

ENGLAND Lon, Lpl, Edi, Nwy, Swe, Den, Kie, Bel, Hol (Bre) = 9: lose 1 F(Bel)

ITALY Nap, Rom, Ven, Tun, Smy, Ank, Con, Spa, Por, Mar, +Eul, +Bre = 12: bu 2 A(Ven), F(Nap).

+++++

TAG HILL

Last seasons draw proposal was rejected by two votes against and one abstention.

£1 deposit refunded to George North.

KRAKEN 1976FF AUTUMN 1909

AUSTRIA (Anarchy) A(Ven)*, A(Vie)* st.
ENGLAND (Gale) F(BAL)-Lvn sby A(StP), A(Mos)-War sby A(Sil) & A(Pru), A(Kie)-Mun, A(Bel)-Ruh, F(Hol) s A(Edi)-Bel, A(Edi)-Bel cby F(NTH), F(Por)-MAO*, A(Lon)-Bre cby F(ENC) & sby F(Gas), A(Lpl)-Yor,

FRANCE (Rundle) A(Pic)-Bre, A(Bur)-Mun, F(MAO)-Por, F(TYS)-WMS, F(Spa-SC) s F(MAO)-Por.

TURKEY (Close) F(Tun)-NAF, F(ION)-Nap, F(AEG)-ION, F(Apu)-Ven sby F(ADR), A(Gal)-Vie sby A(Tri), A(Bul)-Rum, A(Rum)-Gal, A(Lvn)-StP*, A(Sev)-Mos sby A(Ukr).

Retreats Austrian A's Ven & Vie annihilated.

English F(Por) annihilated.

Turkish A(Lvn) annihilated.

+++++

WINTER 1909 builds

AUSTRIA: 00: OUT!

(Vie), (Ven).

ENGLAND: 14: N/C

Lon, Lpl, Edi, StP, Swe, Den, Nwy, Kie, Ber, Mun, Hol, Bre, Bel, (Por), (Mos), +War

FRANCE: 6: bu 1: none received.

TURKEY: 14: bu 3; A(Con), A(Ank), A(Smy), Tri, Nap, Ank, Con, Smy, Bul, Rum, Sev, Ser, Gre, Bud, (War), +Vie, +Ven, +Mos.

+++++

TAG HILL

Just in case those Turkish builds haven't come out up above, they read: A(Ank), A(Smy), A(Con).

PRESS

LONDON

OK, which one of you two bums works for the Post Office?

ANKARA

Superturk was in the Temple. "O Mighty Allah!" he prayed. "Whatever you did last time for the cause of the Ottoman Empire was magnificent!!Er, you couldn't manage it again, could you?"

TAG HILL

For the player that asked, the last recorded address of Mr Martin Rundle is 112 Griffin Close, Northfield, Birmingham, B31 2US.

NORNS 1977 DQ AUTUMN 1906

Last issues draw proposal was accepted by both remaining active players. I'll try and do a supply centre chart for next issue and any statements from any of the players would be appreciated.

Congratulations to both Clive Waterhouse and Lionel Bidwell.

OEIDIPUS 1977DR SPRING 1906

FRANCE (Nash) F(Edi)-NTH, F(Lon)-ENG, F(ENG)-Bre, F(Bel)-Pic sby A(Par), A(Pie)-Tyr, F(Mar)-GOL, F(Spa-SC)-WMS, A(Bur)-Ruh.
 GERMANY (Powis) A(Hol) ms F(Kie), A(Pic)-Bur sby A(Mun), A(Ber) s A(Mun).
 ITALY (Lee) A(Vie)-Gal sby A(Bud), A(Boh)-Sil, A(Ven)-Pie, F(Tun)-WMS sby F(TYS), F(Nap)-Rom, F(Gre)-ION.
 RUSSIA (O'Fee) NMR!!!! F(SKA), A's(Mos),(Sil), Ukr a.l stand.
 TURKEY (Kennedy) A(Gal)-Ukr, A(Sev) & A(Rum) s A(Gal)-Ukr, A(Ser)-Bul, F(AEG)-Bul-SC, F(BLA) s A(Rum), F(Arm) s A(Sev).

Retreats: Russian A(Ukr) distands.

Press
MOSCOW

It was announced here today that the Czar, in an unfortunate accident, swallowed a spoon. His beloved wife Anaestasia has told him to lie down and not to stir....

BERLIN

Meanwhile, here in Germany the Kaiser has been arrested after being caught stealing a handbag. When questioned by reporters he said that he thought the change would do him good!

POLYIUS 1977IE SPRING 1906

AUSTRIA (Nash) A(Vie) st.*
 ENGLAND (Malvisi) A(Lpl)-Yor, F(Nwy) ms F(NWG).
 FRANCE (Anarchy) F Bre, A's Por, Bur, Pic, Bel st.
 GERMANY (Thompson) F(SKA)-Nwy, A(Swe) s F(SKA)-Nwy, A(Den) st., A(Hol) st., A(Tyr)-Mun, F(NAO)-MAO.
 ITALY (Bolton) A(Mar) washes the damn war was over. So does A(Ven).
 RUSSIA (Lee) A(Bud) s Turkish A(Tri)-Vie, A(Lin)-Lyn, F(GCB)-BAL.
 TURKEY (Wakefield.D) F(Tun)-WMS, F(Smy)-AEG, A(Con) st., A(Bul)-Ser, A(Rum)-Gal, A(Ank)-Rum cby F(BLA), A(Sev) st., A(Ser)-Alb, F(ION)-ADR, F(Rom) st., A(Tri)-Vie.

Retreats: Austrian A(Vie) disbands.

See proposal at top of next column....

QUIRINUS 1977EZ AUTUMN 1905

AUSTRIA (Tucker) A(Bul)-Con, F(AEG) s A(Bul)-Con, A(Ser)-Bul, A(Mun) st., F(ADR)-ADU, F(ION)-Nap, A(Ven)-Rom, A(Tus) s A(Ven)-Rom, A(Tri)-Ven.
 ENGLAND (Powis) A(Por)-Sta sby F(MAO), F(Naf)-Tun, F(NTH) st.
 FRANCE (Fryatt) A(Spa) st., A(Gas) s A(Spa), F(Bre)-Pic, F(TYS)-Tun.
 GERMANY (Olsen) NMR!!!! Country goes into Anarchy. A's Bel & H-1 stand.
 ITALY (Nash) A(Rom)-Verr s A(Adu).
 RUSSIA (Bartle.T) NMR!!!! F's BLA, Nwy, HLG A's Arm, Mos, Swe, Ber, Kie all stand.
 TURKEY (Howes) A(Smy) s A(Ank), A(Ank) s F(Con), F(Con) s A(Ank).

Retreats: Italian A(Rom) annihilated.

Press
VIENNA - MOSCOW

You haven't moved without telling me, have you?

TAG HILL

I have a proposal that this game be terminated in the following manner:

- 1st Russia & Austria Votes please for
- 3rd England & France next issue. As usual, no
- 5th Turkey votes imply rejection of
- 6th Italy the proposal.

POLYIDUS: I have a proposal that this game be terminated as a victory for Turkey with second place going to Russia. Votes please for next issue, no votes implying rejection.

QUIRINUS WINTER 1905 builds

AUSTRIA: 11:bu 2 F(Tri), A(Vie) Bud, Tri, Vie, Gre, Ser, Ven, Bul, Rum, Mun, +Rom, +Mun.
 ENGLAND: 4:N/C Lon, Lpl, Edi, Por.
 FRANCE: 4:N/C Par, Bre, Mar, Spa, (Rom).
 GERMANY: 2:N/C Hol, Bel
 ITALY: 1:N/C Tun, (Nap)
 RUSSIA: 9:bu 1 none received. Sev, Mos, War, StP, Swe, Nwy, Den, Kie, Ber.
 TURKEY: 3:N/C Con, Smy, Ank.

RHADAMANTHYS 1977GI SPRING 1905

AUSTRIA (Sealy) A(Gal)-War
 ENGLAND (Nash) A(Swe)-Den, F(Edi)-Cly, F(Lon) st sby A(Yor).
 FRANCE (Burke) F(ENC)-Lon sby A(Wal), F(Bre)-ENC, F(IRI)-NAO, A(Ldl)-Yor, A(Hol) st., A(Bel)-Ruh, A(Par)-Bur.
 GERMANY (Anarchy) A(Kie) st.
 ITALY (Kennedy) A(Mun) s Russian F(Ber)-Kie, F(AEG) s Russian F(Bul-EC)-Con, F(Alb)-Gre, F(Gre)-ION, A(Tri)-Bud sby A(Vie), A(Ven)-Tri, A(Rom)-Apu.
 RUSSIA (Parsons) F(StP-NC)-Nwy, A(Nwy)-Swe sby A(Fin), A(War) st., A(Rum)-Ser sby A(Bud)*, F(Bul-EC)-Con, A(Sev)-Arm, F(Ber) s German A(Kie).
 TURKEY (Bartle.R) A(Con) s Austrian A(Ser)-Bul, A(Arm)-Sev, A(Smy) s A(Con) in boredom.
 Retreats: English F(Lon) annihilated.
 Russian A(Bud)-Rum.

Press
TAC HILL

No one voted for the proposal put forward last month, so the final position is 1st: Austria, 2nd Turkey, 3rd: Germany, equal 7th England, France, Italy and Russia.

AUSTRIA

Er, anyone want an alliance.....?

STOLYPIN - TAG HILL

Groan!

STOLYPIN - AUSTRIA

Hear about the last Austrian unit which took a Russian supply centre in 1905? Never happened of course.....

FIVER

"I foresee gloom! Despair! Desponancy! Tonight a rabbit will be torn to pieces.

BIGWIG

I've had enough of this prophet of doom. Let's get him, lads....

SALAMANDER 1977GT AUTUMN 1903

AUSTRIA (Cross) A(Vie)-Bud
 ENGLAND (Lindsay) A(Nwy) s F(Swe), F(HLG)-Den, F(Swe) s F(HEL)-Den, F(Wal) ms F(Lon).
 FRANCE (Miller) F(ENC) c A(Pic)-Lon, A(Pic)-Lon, F(MAO) s F(ENG); A(Pic)-Lon, A(Bel) st., A(Gas) st.
 GERMANY (Lee) A(Mun)-Sil, A(Pru)-War, F(GOB)-StP-SC, A(Hol) st, A(Kie)-Den.
 ITALY (Watson) A(Tyr)-Vie, A(Tri) s A(Tyr)-Vie, A(Adu) st., F(ADR) s A(Tri).

RUSSIA (Rayns) F(BAL)-Ber, A(StP) st., A(Gal)-
War, F(Sev)-Rum, A(Bud) s Turkish A(Alb)-Tri.
TURKEY (McNeil) F(Bul-ec)-BLA, F(AEG)-ION,
A(Con)-Bul, A(Smy)-Con, A(Alb)-Tri sby A(Ser),
Retreats: None.

WINTER 1903 builds

AUSTRIA 1: N/C

(Tri),(Bud),+Vie.

ENGLAND 6: bu 1: F(Edi)

Lon,Lpl,Edi,Nwy,Den,+Swe

FRANCE 6: bu 1: F(Bre)

Bre,Par,Mar,Spa,Por,Bel

GERMANY 3: lose 2: F(GOB), A(Sil).

Mun,Kie,Hol,(Ber),(Swe).

ITALY 5: bu 1 F(Nap)

Nap,Rom,Ven,Tun,(Vie),+Tri.

RUSSIA 7: bu 2 A(War), F(Sev)

Mos,War,Sev,StP,Rum,+Bud,+Ber.

TURKEY 6: N/C

Ank,Con,Smy,Bul,Ser,Gre.

Press

ENGLAND - FRANCE

Errrr..... eh?

ENGLAND - ITALY

Tourists? Tourists?? What tourists??? YE GODS!!

Where did those little blue things come from??!

ENGLAND - ATLANTIS

Is no one safe from you?

NO DATELINE

"Sorry, Ducky, didn't intend to grease your
Turkey" - rot!!! I don't give a hoot, just thinking
of your back and what's going on behind it!!

FRANCE - ITALY

Who told you about my boarder? But if you must
know, his name is Roger and he's a lodger!!

Oh! Border - sorry, but I was warned it would
make me deaf!!

TURKEY - ITALY

Your apology accepted.

TURKEY - RUSSIA

Sorry I sent the letter so late, I forgot what
the date was, but I hope I have your support anyway.

TANTALUS 1977JU SPRING 1903

AUSTRIA (Openshaw) A(Tri)-Ven, A(Vie)-Tyr, A(Gal)-
War, A(Rum) s Turkish A(Arm)-Sev, F(Gre)-ION.

ENGLAND (Sealy) F(ENG)-MAO sby F(IRI), A(Bel)-
Pic, F(Nwy)-BaR, F(Fin)-Swe.

FRANCE (Botten) NMR!!!! F's MAG, WMS,
A's Gas, Bur, Pic all stand.

GERMANY (Swift) F(NTH)-ENC, A(Ber)-Sil,
A(Swe)-Nwy, A(Mun)-Bur, A(Ruh) s A(Mun)-Bur,
A(Pie)-Mar.

ITALY (Quinton) A(Ven)-Tyr, A(Tun) st.,
F(ADR) s F(Nap)-ION, F(Nap)-ION.

RUSSIA (Nash) F(GOB)-StP-SC, A(Ukr)-War,
A(Mos) s F(Sev), F(Sev) s Turkish A(Arm)-Rum.

TURKEY (Gibson) A(Arm)-Sev sby F(BLA),
A(Bul) s Austrian A(Rum), F(ION)-ADR

Retreats: French F(MAO) & A(Bur) disband.

Russian F(Sev) annihilated.

Turkish F(ION) distands.

Press

BORED TANTALUS PRESS READER

Yaaaaaaaaaaaaaaaaaaaaaaaaaawn.

STONEHENGE - AUSTRIA

You get Germany, I'll get France.

BUG HILL

I think I'll kick Italy out of the game, whether
he resigns or not.

RUSSIA - FRANCE

I'll get you yet!

ANONYMOUS

Beware the wilg.

TAC HILL

Adam Quinton has met with an unfortunate accident,
he was raped by a knitting needle, and due to his
harrowing experience, no longer wishes to continue
playing. Italy will go into anarchy as of two turns
ago.

PARIS

President Matisse yesterday welcomed calls
from the Archdruid, that all German export lager
should be confiscated as a serious health hazard.
He also categorically denied allegations that he
had eloped with his siter's poodle.

Associated Press

WORLD - ITALY

Yes, you're very trying.

TAC HILL

Oh dear, I've spilt the meths all over the
rest of the press again. I'll just have to make
it up as I go along...

ANONYMOUS - AMT WILL TAG HILL

Derby hasn't got a patch on Sarfend. It's got
a boot, though, and a fido, and a spot, and a rover,
and.....

LONDON - PARIS

Has President Matisse ever considered razor-
blade swallowing as a new profession?

ANONYMOUS INSULT 3

Well, at least Whiskey Mac burns well. Anyway,
if you want me to write decent press for WM1, you've
got another think coming - I've got enough trouble
writing this junk.

TAC HILL

Italy has repeatedly failed to keep his credit
in the black, so he is being forcibly ejected from
the game. Italy is blacklisted.

F.H.M.ATIMME

Hey, keep me outa this!

DATELINE PARIS

Please do, please do.

STONEHENGE

The Archdruid was fast asleep. It had just been
discovered that Stonehenge was a giant matter trans-
porter/time-machine, but he was so bored with the
whole damn thing that he couldn't be bothered to
investigate further.

ANONYMOUS

Beware the black Teddy bear!

TURKEY APRIL 1903

News just in today reveals morale amongst
Turkish troops dangerously low. Troops are pessim-
istic at at the submissive role Turkey is playing
to Austria. One non-com trooper quoted as saying
"Once we've done the Russians in we will be surr-
ounded by damn Austrians and Hugarians, it's easy
to see what will happen then - we don't stand a
chance. There is just no incentive to win these
days".

REUTER

CIVIL SERVICE, U.K.

STAFF-IN-CONFIDENCE news leaked from the Civil
Service Department show John Piggott's chances of
winning promotion as nil. Once quoted as saying 'I
don't care' John will now be given a chance to prove
it.

UPI

THE TURKISH PARLIAMENT...

...declare war on Italy.

ITALY - THE REST

I am not withdrawing, at least not this year.

GERMANY SPRING 1903

Sources in the heart of the War Office said today that Germany's Enhanced Radiation Diplomatic Smile (ERDS) was working a treat with the rest of the world. Laboratory size experiments carried out on herds of cows show the ERDS pleased the herds making herds of milk makers and a mess.

AP.

ITALY TO FOLD - OFFICIAL

Although reports re the Italian commanders death have been greatly exaggerated, a press-officer revealed today that, he was nevertheless "packing up and going for a holiday somewhere warm". The commander's actions greatly annoyed nationalists who have now installed Fergus O'Gondola the popular Irish/Italian pizza vendor whose mother was 63 yesterday as ruler. Fergus initially plans to provide pizza's to all those out of work while his military objectives remain unclear. When questioned on this point he would only reveal that he had been picked up by the Irish/Italian fuzz the day before and was still in severe pain in his nether portions.

ENGLAND - TUG PILL

I nominate myself as junior upper class twit of the year. Do I win?

ROME - TAG HILL

Talking of Derby one could bring up the topic of football teams, for instance. Southend, so I'm told, have a team although their manager was arrested yesterday breaking into a fag machine..... looking for 10 players!

TAG HILL - ROME

True, true, but you know we really didn't ought to keep making fun of these people from Soufendlike this. They've got enough trouble just living there - and what's more they're coming up to the time of year when they get a mass influx of Londoners every weekend. Frightening isn't it? Thousands of Piggotts, and Sharos, Thorbys all hustling and bustling for a look at the sea. It makes me go quite cold just to think about it.

ULYSSES MERCATOR V JANUARY 1890

Time Scale 1

Time Scale 2

ARGENTINA (Waterhouse) F(Bue)-SAO, F(San)-CRS, A(Cba)-San, A(Tuc)-Bue
AUSTRIA (Willis) A(Sze)-Ser, A(Clu) s
A(Sze)-Ser, A(Tri)-Ven, A(Bud)-Cro, F(Cro)-ION, A(Vie)-Boh.
BRAZIL (Smith) F(Rec)-CAO, F(Rio)-SAO, A(Iqu)-Ata, A(Xin)-Asu,
CHINA (Rayns) F(Pek)-Kuk, A(Chu)-Mdy, F(Sng)-ECS, F(Can)-SCS, A(Han)-Sik.
ENGLAND (Noonan) F(Joh)-Tha, F(Lcn)-ANS, F(Tyn)-NTH, F(Edi)-NWG, F(Uls)-ROC, A(LDl) unord.
FRANCE (Parrott) F(Bre)-BIS, F(Mar)-Cat, A(Par)-Bgy, A(Lyo)-Mil, A(Nan)-Pic, F(Sai)-Cam.
GERMANY (Miller) F(Kie)-Hol, A(Ber)-Kie, A(Mun)-Kls, A(Pos)-Pru, A(Dre)-Sil, F(Tan)-SOM, F(Pru)-GOR.
INDIA (The Vicar) A(Del)-Clc, A(Clc)-Ran, F(Cey)-WIO, F(Mdr)-EIO, A(Bom)-Aba.
ITALY (Openshaw) A(Ven)-Tri, A(Mil)-Swi, F(Gen)-LIG, F(Nap)-TYS, A(Rom) chants "Whiskey Mac Rules OK", F(Nog)-Nai.
JAPAN (Lee) F(Kob)-ECS, F(Osa) s
F(Kob)-ECS, F(Kyu)-OKS, F(Tok)-CPO, A(Nii)-Kob.
RUSSIA (Pratt) F(STP-SC)-GOF, A(War)-Ukr, F(Sev)-kum, A(Los)-StP, A(Oms)-Vol, A(Ros)-Sev, A(Tas)-Snk, F(Vla)-SOJ, F(Bru)-GOS, (That'll make 'em think).

SCANDINAVIA (Garrett) F(Mal)-KAT, F(Sto)-Gob, F(God)-DKS, F(Nar)-BAR, F(Osl)-Ntn, F(Cop) s
F(Osl)-NTH,
TURKEY (McAdam) A(Con)-Pul, F(Ank)-Con, A(Kir)-Ass, F(Smy)-AEG, A(Ada)-Smy, A(Bag)-Nej.
U.S.A. (Sealy) F(Clf)-CHA, A(Tex)-Mex, A(Kan)-Chi, F(NeY)-HAT, F(Ano)-EES, F(Haw)-GIS.
Time Scale 3

ENGLAND A(LDl) E ROC
JAPAN A(Kob) E ECS
TURKEY A(Smy) E AEG

Player telephone numbers:

Clive Waterhouse 01-500-8112
Andrew Smith Louth 2776
John Rayns Portsmouth 20268
Russell Noonan Cupar 2133
Laurence Parrott 01-599-3726
Paul Openshaw 0702-42499
Ray Lee 0206-70557
Steve Pratt 01-892-6093 (Home)
01-836-3665 (work)
0642-310819
John Garrett 0702-339914
Richard Sealy

Press

ANONYMOUS

Er, anyone for a 14-way draw?

10p REWARD.

..given for any information leading directly or indirectly to the recovery of Sicily. If anyone could go so far as to tell me who had the damned audacity to actually remove one of my areas, I may up the reward to 10p and a free copy of Whiskey Mac.

AN ANNOUNCEMENT

The American Government has announced today that for the sake of peace, and other altruistic reasons, it will be necessary for the U.S. of A to take over the world. Anyone opposing this totally peaceful objective will be blown into tiny little pieces.

ANOTHER ANNOUNCEMENT

It was revealed today that Chinese scientists have been investigating the possibility of test tube babies. Unfortunately their research was abandoned as they couldn't persuade the test tubes to mate.

ITALY - INDIA.

Come on, own up. This bloody game is all YOUR responsibility isn't it? I can imagine it after one game season, when the headlines in the daily's (i.e. Leviathan) read: WAKEFIELD found guilty of driving millions of innocent Diplomacy players round the bend by inventing Mercator. (N.B. Mercator is widely believed to be a secret Ruski weapon, designed to kill minds without harming bodies or buildings. President Carter voiced his disapproval at this inhuman weapon).

RUSSIA TC.

(.....)

A short piece of blank verse.

YET ANOTHER ANNOUNCEMENT

President Cartuh, sorry, Carter, was today quoted as saying: "Ah well stop at nuthin' to bring the benefits o' peenuts to th' world'." However, no-one was sure exactly what he meant....

BRITAIN

Marcus Bioggs took out his telescope and watched the commotion going on in Europe; was that an armada building up on the opposite coast? Not to worry, Britain has the largest navy on the map, or does she.....?

VALHALLA

"....but Odin, my father, surely just a little bolt of lightning, just to commate Wakefield with."

"No, my son, you must conduct this war without my help. You, Thor, started it and you must finish it" thundered Odin.

Thor slunk away muttering under his breath to find his brother Loki, perhaps he would help ? ! ! ?

SCANDINAVIA - RUSSIA

Just testing you.....

++++++
CLCJD 7

It is extremely fortunate that you have a Lionic GM. In defiance of numerous warnings I seem to have taken on quite a game. Thank you all for making such a good start. I have received several requests for a longer deadline so against my better judgement I have decided to set it at the Tuesday prior to Chim's Friday. This will put me under some pressure so if you are that late I shall make no attempt to contact you to point out mis-interpretations of the rules etc. I think that I have explained to everyone that A/F's cannot exist in coastal provinces, the c p in the rules refers to canal provinces. Old time M players should note that my liberal recasting of the rules has resulted in one or two extra possibilities.

A fleet left lying around may now be boarded by one aggressive army and thus ordering a Fleet move would be inadmissible since it will be an A/F. Piracy Rules O.K.

Still one or two odd problems. A supply centre must be occupied in a build season to be owned. A fleet uses up its seasons power if it supports in TS1 and thus cannot support or move in TS2.

One of the reasons for taking on this game was that I would get to write to captions and make pithy remarks on the progress. The start has been traumatic for me so I have refrained this time but it won't last.

Don't forget your builds, retreats etc next season. This is Mercator so you can build in any owned province or vacant special province. Reread rule A2 if you are unsure.

Gentlemen, succes to your efforts.

""""PETER NUNN, Green Ridges, New Barn, Lyminge, """"
Folkestone Kent CT18 8DX

VENUS SPRING 1901

All seven sets of orders in from the players but one player looks as if he had a mental lapse in the middle of writing them 'cos he never got around to finishing them - only one unit is ordered!

So, it seems I have no option but to hold over the game. However, if the guilty player can fill in the missing bits on his order sheet (included in the envelope) and send it back to me by return of post I'll see if I can't do a rapid GMing job and get reports in time for the game to continue next issue.

NEW GAME START

2 season/year regular Diplomacy

CHIMAERA designation: WODEN

AUSTRIA Geoff Malvisi, 75 Brynn Pinnydden,
.17½ Pentwyn Cardiff, S.Glamorgan.
ENGLAND Lionel Bidwell 78 Padleys Lane,
(.14½) Burton Joyce, Nott'm
FRANCE Tony Mitchell 348 Newton Road,
£1.30½ Rushden, Northants, NN10 0SY.
GERMANY Adam Cross 4 Hill End,
(£3.00½) Anchor Hill, Wivenhoe, Essex.
ITALY Dave Tucker 249 London Road, Bedford.
£8.92½

RUSSIA Mike Jervis 19 Portree Drive,
£1.70½ Rise Park, Nottingham.
TURKEY Richard Nash 3 Fort William Drive,
£7.32½ Belfast 15, Northern Ireland.

Gentlemen, the best of luck to each of you. The game start has just cost you £1.75 apiece. The odd 75p is mine for running it and the £1 is a refundable deposit that you'll get back when the game ends or when you're eliminated, whichever comes first. If you drop out however (NMR on two consecutive turns) then you forfeit the deposit.

Spring 1901 orders please for next issue, though if anyone wants an extended initial deadline then they may have it if they'd care to ask. If they do then the deadline will be with issue 11.

Figures after your names are the states of your credits after deduction of the game fees, but before deduction of the cost of this issue. Bracketed figures mean that you're in the red and that you owe me that much. Please bring it up to date as soon as possible. Ta.

DAEDALUS 1976AO FINAL REPORT

GM: Clive F. Booth Magazine: CHIMAERA
Game Start announced: Issue 12 15th February 1976
Spring 1901 played: Issue 14 30th March 1976

Austria: David Thorby 2nd
England: Bob Howes 1st
France : Paul Cook - Anarchy A'07, out A'07
Germany: Allan Ovens Out A'06 =4th
Italy : Mike Lean 3rd
Russia : Paul Barker Out A'06 =4th
Turkey ; Charles Burton Out A'03 6th

++++++

	C1	02	03	04	05	06	07	08	09	10	11	12
Austria	5	5	7	8	9	11	12	14	12	15	15	
England	5	6	6	7	8	11	13	14	15	15	18	
France	5	5	6	7	6	3	-	-	-	-	-	-
Germany	5	5	4	3	2	-	-	-	-	-	-	-
Italy	4	5	6	7	8	9	9	6	7	7	4	1
Russia	6	6	5	2	1	-	-	-	-	-	-	-
Turkey	4	2	-	-	-	-	-	-	-	-	-	-

++++++
BOB HOWES - ENGLAND - VICTORY STATEMENT

A pleasing win and justly deserved after the daylight robbery of that other farce. This was, if my fading memory is correct, a pretty good 'field', with the likes of Allan Ovens, Paul Cook and Paul Barker, apart from the sterling qualities of the other two final contenders, Dave Thorby and Mike Lean.

An early alliance with France (Paul Cook) enabled me to pleasure myself with the early massacre of Germany (Allan Ovens) and almost at once Paul left himself open to a stab which put him quickly out of his misery, and for which I duly paid penance in another game later on. I was then able to lop a S.C. off Russia, who was being decimated by Kudles (Austria). Mike Lean (Italy) was the piggy in the middle in the end game, and was somewhat gullible to the beguiling appeals of Austria, methought, never really trusting me on his western flank, but allowing Dave all sorts of latitude in the east.

There were the obvious makings of a 2-way A/E draw by 1910, and both Dave and I would probably have settled for this. But suddenly I got an NMR at the same time as the Gorgon calamity, and Austria was in the driving seat. Oddly enough, this worked to my advantage as Dave stabbed Mike at the same time. This forced old three-legs to a genuine alliance at

last, and Austria was sufficiently intemperate as to still offer a 2-way draw, giving me back STP in good faith.

It was now or never in Autumn 1912, Mike agreeing to give me the win on condition he was not eliminated and took a fighting third place.

This is what happened, Italy giving me Tunis, my 18th centre by moving out and blocking Austria's fleet IOS.

This has been the most enjoyable Diboy game that I have finished so far - and not just because I chalked up a second outright win. It should, after all, have been my third!

DAVID THORPY - AUSTRIA - RUNNER UP'S STATEMENT

I shall never forget this game. No matter how hard I try I shall never forget this game. Mike Lean didn't believe me when I told him the truth (both times!); Charles Burton refused to help me attack Turkey, Paul Barker started sulking when I put him out and Bob Howes conned me into running Formula One games for him. Still, despite all the GMing errors it was quite fun, really. (Now will you help me in PR2107?)

MIKE LEAN - ITALY - THIRD PLACE

This game certainly had it's strange moments for me. Starting with a good alliance with Dave, I made the mistake of listening to Bob and made a pathetic attempt to stab Dave. If I had carried on things might not have been too bad, but I made yet another mistake in trying to retract my stab, after which Dave never trusted me again. We then had a situation which should have been a three-way draw, except for a GM error. By allowing Bob and I to exchange units in Spain and Portugal, Dave became convinced that I could not then set up a stalemate line and keep Bob out of the Mediterranean and so he decided to go it alone, which was impossible because I immediately helped Bob. I assume that some arrangement was made between Bob and Dave to break up the three-way draw because of the way Dave allowed Bob back into STP. If so, I cannot complain. After the way I played this game I deserved to be 7th.

LFANDER LEDICOVER FINAL REPORT

France: Mike Close 2nd
 Scandinavia: Richard Nash 7th
 Germany: Clive Waterhouse 1st
 Russia: Keoge Neuman 4th
 Turkey: Mike Lean 3rd
 Italy: Clive Booth 4th=
 Balkans: Adam Quinton 4th=

*** *****

	00	01	02	03	04	05
France	3	6	7	8	9	9
Germany	4	5	8	10	14	18
Scandinavia	3	5	5	2	1	1
Russia	4	6	5	4	4	4
Turkey	3	5	8	5	5	6
Balkans	4	6	6	9	7	4
Italy	3	5	6	6	5	4

*** *****

CLIVE WATERHOUSE - GERMANY - VICTORY STATEMENT

The game started with the formation of an alliance between the Balkans and myself which secured my eastern flank and enabled me to gain useful centres. To the west I conducted a non-aggression pact with France which allowed me to concentrate on my first target - Scandinavia. Once I got the upperhand over him I looked around for a new target and by this time the Balkans was deeply involved with Italy/Turkey and I took advantage of this to stab him in the north where he was weak.

France was now attacking Italy and I decided to remove the only danger to myself by supporting Italy against France and soon after this the end proposal was accepted.

As for the game itself, the powers are fairly well balanced although only France and Germany stand any real chance with America. The game has some interesting aspects such as the changing of armies to fleets but the A/F rules add nothing to the game and should, I think, be removed from the rules.

All in all it was a very enjoyable game and my thanks to Richard for inventing and running it.

MIKE CLOSE - FRANCE - RUNNER UP

This was my first variant, and a Franco-German alliance looked obvious from the start, so this is what I suggested to Clive. But the game progressed so quietly, apart from Germany attacking Scandinavia and Russia, and the Balkans and Turkey having a few border clashes, that I got a bit bored. A pity I chose the wrong person to attack though! I didn't bank on Germany gaining so many centres so quickly from the Balkans though.

Comments about the game itself: I think that there should be less neutral supply centres in Europe and more in America, to get the players more involved in the New World. Also, Scandinavia is very weak, and so is Russia to a lesser extent.

MARS 1977BT FINAL REPORT

Acologies, but I haven't yet been able to get the supply centre chart finished so must hold over the report until next issue.

CRICKETBOSS

Designed and GM'd by BILL DOVE

Results

GILLETTE CUP 3RD ROUND

CHIM CAVS 212-7 bt Londonshire 173-9 by 39 runs.
 DUCAIS SL 246-6 bt Wakadoo 101 (29) by 145 runs.
 Surrey lost to ASSYRIAN AS 197-6 (39.3) by 4 wkts.
 ST. ALBANS 220-7 bt Sutton St 154 (30.1) by 66 runs.

Division 1

ATCG (8) 204-6 bt Londonshire (1) 129 (31.2) by 75 runs.

Socrate 4-31; Marlow 4-26

ASSYRIAN AS (8) 221-5 bt Essex (2) 218-8 by 3 runs
 Asgeir 54no; Boyce 3.37 Smith 86; Boyce 61no.

Asgeir 4-25.

Carrickfergus (3) 219-4 lost to DUCAIS SL (6) 222-7 (38.1) by 3 wkts.

Logan 86no. Anderast 94; Gibson 3-31; Smith 3-36
 Wisden AS (1) 158 (30.5) lost to SUSSEX (7) 160-4 (30.1) by 6 wkts.

Evans 77no; Miandad 4-30; Khan 3-34 Khan 50no.
 Yorkshire (4) 217-7 lost to ULSTER (7) 218-9 (38) by 1 wkt.

Lumb 91; Andrews 3-33. McAfee 60; Bore 3-40;
 Cooper 3-43

Division 2

Almeria Nat (2) 218-5 lost to RAMBLERS (6) 219-4 (35.4) by 6 wkts.

Rogers 103no; Voriak 3-40

Chim Cavs (3) 175-6 lost to CLEVELAND (7) 176-8 by 2 wkts.
 Snow 3-32; Hass 89no; Hailmhuling 3-39; Cojaksed 3-36.
 Middlesex (1) 181-6 lost to BEDFORDSHIRE (6) 183-5
 (37) by 5 wkts.

Hemsley 3-37 Rant 63
 Putland (1) 192-3 lost to SURREY (5) 194-2 (27*2) by 8 wkts.

Nurse 67no Butcher 93no
 ST. ALBANS (8) 227-5 bt Sutton St (1) 189-8 by 38 runs.
 St. Luke 84 St. Peter 4-26

Middlesex (1) 180-5 lost to WAKADOO (5) 181-3 (34*3)
 by 7 wkts.

+++++*****

League Tables	P	W	L	B/P	Pts
Ducals Slashers	5	5	0	16	36
Assyrian A.S.	5	4	1	15	31
Sussex	5	3	2	17	29
Carrickfergus	5	3	2	14	26
Ulster	5	3	2	11	23
Yorkshire	5	2	3	14	22
Wisden A.S.	5	2	3	12	20
Essex	5	1	4	12	16
A.T.C.G.	5	1	4	11	15
Londonshire	5	1	4	8	12

Division 2

Almeria Nat.	6	4	2	18	34
Cleveland	6	4	2	16	32
Surrey	5	4	1	14	30
Chim Cavs	6	3	3	16	28
St. Albans	5	3	2	13	25
Rutland	5	3	2	12	24
Bedfordshire	6	2	4	14	22
Wakadoo	5	3	2	9	21
Ramblers	5	2	3	9	17
Sutton St	5	1	4	11	15
Middlesex	6	1	5	7	11

+++++*****

Press

DUCAIS

Prior to today's round of games six teams have yet to be completely bowled out: they are Ducals, Sussex, Carrickfergus and Wisden of Division 1 and Chim Cavaliers and St. Albans from Division 2. Bowled out most times were Wakadoo who have lost all their wickets on 3 occasions. Sutton Strollers have the best defensive record losing, on average, only 4.5 wickets a game with Carrickfergus on 4.6 in second place and Sussex and St. Albans in third averaging 5.1 wickets a match. Worst record of all belongs to the improving Wakadoo side who have lost 7.5 wickets on average in each game played.

DUCAIS - CLEVELAND

I don't think you rate Chim Cavaliers high enough as they have the best wicket taking record in the 2nd division and with an average loss of 5.2 wickets a game, they have the third best defensive record in the division. (Now if that doesn't get me a free issue of Chimaera from Boot, nothing will) [I don't anything will - Bill!]

ALMERIA

Almeria National * have a level 2 wicketkeeper (batting level 1) available for hire. No weak points. Offers to Guy Woodland, 30 Reed Pond Walk, Gidea Park, Romford.

C.S.C.C.

Revised 2nd Division odds: - Rutland 5-1; Surrey 5-2; Ramblers, Sutton, Wakadoo 12-1; Middlesex 25-1.

C.S.C.C.

For Sale: level 2 scout plus miscellaneous information. Offers £4,300+. apply GM.

CHIM CAVS - LONDONSHIRE

Now tell me you aren't in the first division under false pretences.....

DEADLINE: Two weeks before main Chim one

""Bill Dove, 27 Davos Close, Woking, Surrey""*****

THE CHIMABRA HEAVYWEIGHT
 BOXING CHAMPIONSHIP

A computerised tournament run by
 JOHN GARRETT

SEMI-FINALS

After last months unfortunate postponement, we continue with the semi-finals.

EIREK THE RED lost to BUG THROTTLER by a technical K.O.

A totally one-sided bout saw a surprisingly subdued Eirek go down to vastly improved Bug Throttler in 2 rounds, but not before Eirek had exposed Bug Throttler's weakness to uppercuts.

BALDISLOHAND beat GHENGIS SKULLCRUSHER by a technical K.O.

Skullcrusher's poor defence was his downfall in this all-action bout. This fact was highlighted in the first round by some wild, but powerful punches landed by Baldislohana, who must be the hot favourite in the final.

Press

After his defeat at the hands (paws? tentacles?) of BugThrottler last month, Animal has dropped from the public eye (was he ever in it?). It is rumoured that he is at present lurking among the milk bottles in John Garrett's front garden with murder on his mind. He was last seen entering the house through the cat-door and although it is not known what happened, it is reported that Middlesbrough Vice Squad have awarded him a prize for making Garrett do very original things with a Nova 840 computer. We later asked his manager, R.Sealy, for a statement. He gave one, and whilst original, it was not very informative.

PLEIADES CLUSTER

Designed by LEW PULSIPHER and SM'd by RAY LEE

"THE VENGEANCE OF THE KLINGONS!"

STARDATE: Turn 7

KLINGON EXPLORATION FLEET A/43 (David Bolton)

Alpha: Bofsa KLB17, Lion KLL2, Leonard KLL3, KLF3, KLF4, Bohta KLB3, Belfa KLB1, Bacft KLB18, C'Lun KLC3, C'Fob KLC4, KLF5 - (E14:N12)

THE 44th XANTHIAN EXPLORATION FLEET (Adrian Bolt)

Alpha: Orion AEO1-(E8,N28); Asura AEO2-(E14, N12);

Beta: Thaug AEO3-(E19-N33); Akhlat AEO8-(E3-N13).

Yezud AEO4, Yama AEO5, Thoth AEO6, Skelos AEO7, Nergal AEO9, Arioch AB10 all hold.

THE STRYDAN FLEET (Adam Cross)

Silo X7, Canob X8, Principes R6, Operarius B4, Velite R1 - hyperhold.

Beta : Pila R5, Libuma B2 - (E5-N15). Jura X1, Carl X1, Cret X3, Dero X2, Tria X6, Ordo X5 - (E18-N38).

THE LORDS OF THE INSTRUMENTALITY (Frank Dunn)

Beta : Nv1o T2, Jean Bart T3, Leander T14, Popsy T13, Noddy T6 - hyperspace.

Devastation T5, Big Ears T10, Happy T7, Tiger T9 - hold. Sleepy T12-(E11-N11).

THE ANARGYCIDES (John Garrett)

Alpha: Prospero AA33, Fortune AA35, Cryptic AA7, Hyperspace.

Sacchire AA34, Devastation AA3, Collosus AA4,- (E11-N37); Incorrigible (?) AA18-(E25-N9), Courier AA15, Pathfinder AA16 - hold. Conquerer AA2-(E9-N32); Septic - (E25-N7). Thunderer - hyperhold.

THE CYBERNAUGHTS (Pete Lindsey)

Alpha: Vulcan PL6, Vincent PL7 - E13-N11); Invincible PL5-(E14-N12).

Indefatigable PL1 - hyperspace. Victor PL5, Villant PL4, Indomitable PL2 - hold.

THE ROMARIAN EXPEDITIONARY FORCE (Andrew Parsons)

"All units stand in hyper-space."

THE BUG-EYED MONSTERS (Peter Sealy)

Beta : Cowslip P4, Clover P1 - hold.

Forsley S1-(E9-N33); Iron Clad P7-(hyper hold)

Alpha: Unk S7, Egg P3, Ogg S2, Ark I9, Victor I3, Snapdragon S3, Sunflower S5, Hercules I5 - (E22-N14). Butterfly P5 - hyperhold.

THE INDOUBTABLE SWARMS OF JOJARI (Chris Walton)

(Telegrams!)

Beta: Joker B1, Joker B2, Joker B4, Joker B3 - hold.

Idiot D1, Idiot D2, Idiot D3, Joker A4 - (E18-N34).

Alpha: Jester C1-(E11-N14)

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

Players please note, the 'Galactic Times' supplement will be sent out separately. I'm afraid that I didn't have enough time or money to produce it in time for distribution with Chim. Sorry.

COMBAT - STOP PRESS

Mistake in turn 6 Combat! SM commits suicide! See 'Galactic Times'-- IMPORTANT!

Klingon ships: Bofsa KLB17, Lion KLL2, Leopard KLL3, Bohta KLB3, Lelfa KLE1, Baeft KLB18, C'lun KLC3, C'Fob KLC4 fired at Cybernaughts ships: Vulcan PL6, Vincent PL7, Invincible PL3.

Vulcan PL5, Vincent PL7 (both Dreadnaughts) were destroyed as was Invincible PL3 (Freighter). The Klingon suffered no damage.

Andrew Parsons has decided to resign his position in the game. There are, however, 50 cost units remaining as reinforcements. So would anyone be prepared to take over these units? If so, drop me, Jay Lee, 10 Pabillon Road, Colchester, Essex CO3 1JU, a line and I'll send you the maps etc. free of charge. i.e. no game fee.

KLINGON SPORTS NEWS

Today the invincible (TM) ((Joke)) Cybernaughts suffered their first major defeat by revenging Klingon. Spokesman for the R.F.C. (Klingon Battle

Cruisers) commented: "Well Jimmy, it was like this. They fielded a poor side obviously relying on our weakness from a previous game turn. When we scored early on with PL6 it was easy to see that in a few minutes they were going to go down and, Jimmy, I was proved right. At half-time it was 2-0.

Obviously refreshed by the break and the high morale, my lads went out to finish them off and very soon it was all over 3-0. So we went home."

SOMEWHERE ON A SMALL PLANET

The Bug-Eyed Monster looked around hungrily....

SOMEWHERE ON THE OCCUPIED SMALL PLANET

Jerry Cornelius looked around in amazement.

"What the hell am I doing here?" he demanded of a passing apt.

ANONYMOUS

I got here first, I tell you....

BACK ON THE OS

The only intelligent bunny rabbits in the galaxy studied the skies anxiously, wondering if they would actually have to defend their planet or if the invaders would eat each other first.

THE XANTHIAN HIGH COMMAND

What's an @@@@? Would it be an improvement on the @@@@@?

SM

Ah, well that would depend on whether you use an apostrophe or not....

THE DAY OF THE WILG IS NIGH!

UNCLE BULGARIA - IZZIE WOZZIE

Damn you, I'll get you yet!!

KING O'DE WOMBLES - ANYONE STUPID ENOUGH TO LISTEN

Hey man, ah's gonna win dis game. jus you waid n'see.

THE WILG IS COMING

DRAW PROPOSAL

Romarians 1st, the rest last (Or should that be the other way around?)

PETER

I categorically deny being the Galactic giig or having any knowledge of his true identity. Anyway, I'm far too nice to tease the poor Romarians about their stupidity or cowardice.

HENRY CRUN - KING O'DE WOMBLES

Do you want to get him or shall I?

THE WILG IS NIGH

BUG-EYED MOSTERS - THE XANTHIANS

Sirs,

Your gracious offer has been accepted by the Dyarch as a purposeful and meaningful step towards international harmony and loving understanding. Please find enclosed a stuffed effigy of the Romarian leader. We hope he is to your taste (try roasting him in oil for a few days and then lightly sprinkle him with dandruff to emulate his natural condition). We offer our humblest apologies that we could not send the original item, but he locked himself in the broom-cupboard and refuses to come out.

Yours courteously,

His eminence

THE DYARCH

(In a rare moment of lucidity)

LORDS OF THE IMMORALITY - NURKS

Get you, ducks!

ONE WHOSE LANGUAGE LEAVES SOMETHING TO BE DESIRED

Crap.

- STRYDANS

You been reading Stanislaw Lem?

AUNTIE MARY'S ADVICE COLUMN

Anyone in serious need of an ally, phone 0702 339914 and be told what to do with your f--- ships

OMGR-MGGRMEH

Frump?

NO DATELINE

I have in my possession irrefutable evidence that the Cybernauts are a bionic splinter group of SWAPO, and are being supplied with arms and Cuban mercenaries by the USSR and cruise ping-pong balls by the USA.

YANTHIANS

Sod this, I'm going to cast a spell of haste on my fleet.

NO DATELINE

Hey - ay!! (My God! We've caught it now..)

SM

Yet another conquest for 'COOL INTERNATIONAL'.

NO DATELINE

A Lord of the Instrumentality who died last week has been buried in a 13 inch coffin today. It was said he was a great ruler.

NARKOIDS - UNIVERSE

Beware, my cruisers and scouts are out raiding whilst my heavy units defend; but as soon as you are off-balance my strike will come.

NARKOID ANNOUNCEMENT

Yes, the first two Galactic Giggles were devised by a more light-hearted member of our evil society. Only who in hell is copying my press title !*@#!

THE LORDS OF THE INSTRUMENTALITY - NARKOIDS

YARBLES!!!! Bolshing great Yarbles!!!

PLANETARY PROPHET (Again)

I thought you said that you were going to knobble the Anarchoids, Pete, while I got the Xanthians, and then get the Lords of the Instrumentality and B.E.M's. if you don't keep your side of the bargain, why the hell should I keep mine!

THE PLANETARY PROPHET SPEAKS AGAIN

The universe will be generally cloudy with short showers of rain around the beta system, but this will soon clear up and sunny intervals will become more frequent towards the end of the

THE LORDS OF THE INSTRUMENTALITY - SM

Are you sure it doesn't mean Sado-Masochist???

S.M.

Good question. I suppose if you consider the way I play football, it'll prove me a sadist, yet the mere fact that I play football proves me to be a masochist.....

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

KINGMAKER

GM'd by IAN MCLAREN

A bloodless interlude?

Nobles

- AUDLEY : near Shrewsbury to near Harlech, joins Mowbray.
- BEAUFORT : Bath to near Oxford, joins Herbert.
- BERKELEY : Daventry to near Grantham.
- BOURCHIER: kills Neville: Warwick to near London (West) with Prince Edward.
- CCURTNEY: Okehampton to 1S of Wells.
- CROMWELL : 1W of Coventry to Welsh coast 2 N of Cardigan.
- HERBERT : 1E of Brecon to near Oxford, joins Beaufort.
- MOWBRAY : stands near Harlech, joined by Audley.
- NEVILLE : R.I.P.
- POLE : Nr Newark (not Warwick) to York (collects Prince Richard) to Beverley.
- STAFFORD : stands at Leeds and does unspeakable things to Prince Edward.
- STANLEY : stands at Rochester.

Ships

- LE MICHAEL: Beaumaris to 2S of Milford Haven.
- LE LUCAS : Pevensey to 1S of Dartmouth.
- LE SWAN : Held at Berwick.

You all have an extra card for the end of 1453.

Events for January 1455

- Storms at Sea: Le Lucas to Dartmouth, Le Michael to Milford Haven, Swansea, Cardiff, or Bristol.
- Peasant revolt: Stafford stands at Leeds for another year, or two.

Press

BOURCHIER TO THE NOBLE LORDS OF ENGLAND

Be it known that the fowle traitor: Nevil Earl of Warwick, being condemned to dye for his vile molestyng of our Lord Edwarde Prynce of Wayles hath forfeyt all his possessions and domains. These are given in trust to ourselves by the sayd Lord Edwarde who we protect wyth our lyfe. Let those who will, pledge alleyganse to Lorde Edwarde or bee accounted malfeesants and enemies to the heir to the throne.

General request

I have occasionally had trouble with battles, sieges etc because your orders are insufficiently explicit - use of rests, alliances etc (the order defensive alliance with ... is sufficient). Please state the exact size of each noble's force with each move, particularly if it has variable portions (e.g. 200 extra troops in Wales). Remember that you can play concealed cards to a noble (if applicable) at any time - if necessary conditionally - but they will avail you naught until they are played. Towns are not open to a faction if the town card is held concealed.

Individual notes enclosed.

KX... Ian McLaren, 156 Agar Grove, London NW1 9TY..KX

RAIL BARON

GM'd by Rob Thomasson

After 12 turns in 5 periods, Tony Ball has completed his second run, all the way to Boston, Maine from Los Angeles. Prior to his arrival in the North East, Don Turnbull and Keith Thomasson had bought out most of the railroads in the area and Tony had to pay each \$5,000 to use their railroads to get to Boston. Now he has to get out and journey to Birmingham, though his purchase of L&N at Boston will help. Mike Lean has the problem of reaching Boston after completing his current journey to Oakland, which he can do quickly but dearly, or at leisure and save money. Keith and Don have no immediate problems and fat pay-offs waiting for them at the end of their current journeys.

The players' values (cash & purchase price of railroads) are: Keith £72,000; Mike & Don £64,500; Tony £55,500.

*****Rob Thomasson, 8 Armstrong Cl., Eastcote,*****
Pinner Middlesex

SPACEFILLER

Heard about John Piggott's inferiority complex? He keeps thinking somebody might be as good as he is...

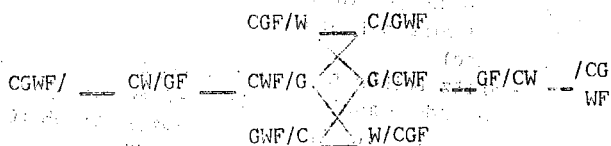
WOLVES, GOATS, CABBAGES AND MAPS

By Mike Lean

A farmer has to take a wolf, a goat and some cabbages across a river. His boat can only carry the farmer plus either the wolf or the goat or the cabbages. If the wolf is left alone with the goat, it will eat the goat. If the goat is left alone with the cabbages, it will eat the cabbages. How can they cross the river safely?

This is an old problem which you will have probably heard before and for which you will probably also know the answer, but how should you solve such a problem? Most people would argue that the farmer can leave the wolf and the cabbages alone and take the goat across on his first trip. After that the subsequent trips made by the farmer become a matter of trial and error. However, there is a general method of solution for this and all river crossing problems.

Firstly we need some notation which would depend upon the problem. In this instance we can easily refer to each thing by its initials (W = Wolf, G = Goat, C = Cabbages, F = Farmer). We must then decide upon a simple means of expressing a particular situation in terms of which are on which bank of the river. This can easily be done by writing each situation as the things on the first bank followed by the things on the second. Thus a notation of WC/GF would indicate that the wolf and the cabbages were on the first bank and the goat and the farmer were on the second. It is a relatively simple task to write down all the possible combinations of WC/GF which can exist on each bank. However, there are some stated situations which are not possible (e.g. WC/FC and so these can be ignored. All the possible safe situations can be written down and we can then join together all pairs of situations which can be transposed into one another by means of one crossing. This would then give a diagram as follows:



Each line represents a single crossing of the river. Now, to solve the problem, we only have to trace out a path from left to right. This path will give us each situation at the end of each crossing and will lead to a solution. It is now obvious that there is more than one solution and that, once they are across the river, they can return simply by reversing their path through the diagram.

This same technique can be applied to any river crossing problem and the next time I'll show how it can be applied to other types of problem too. In the meantime, here are a couple of problems for you to solve.

1/ A father and three sons wish to cross a river but the boat will only hold two people. The father knows that if he leaves his youngest son with either of the two others they would start to fight. Furthermore, he knows that if one son has more boat trips than another they will fight about it. How can they cross the river without any fights?

2/ Three young married couples wish to cross a river but the boat will only hold two people.

Being jealous, no husband will allow his wife to be in the company of another man unless he is also present. How can they cross?

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

BLACK BOX

One more new player joins this time, Alan Harvey, which pushes the total prize money up to £1.60. Allan has been hurrying along with s.a.e's during the time between the deadlines and is now right up with the rest of you.

Another player, David Webb, has only submitted one ray this time and although I've accepted this on this occasion, I would have preferred two rays even if the second was made conditional on the first. Incidentally, in the event of your first ray coming out at the entry point of your second ray, the second one would be discounted - hope you can understand that. Anyway, since it looks as if we are coming up to guessing time anytime now, I will start accepting single rays if you want to send them,

<u>Adrian Bolt</u>	<u>David Bolton</u>	<u>Alan Harvey</u>
5th W - T	5th 46-22(?)	5th 10 - absorb
6th X - U	6th 49-absorb	6th 9 - absorb

<u>Mike Lean</u>	<u>Tony Mitchell</u>	<u>George North</u>
5th H - 6	5th 5-2	5th X - 8
6th 0 -13	6th 15-1	6th H - Q

<u>Peter Sealy</u>	<u>Andrew Smith</u>	<u>Keith Thomasson</u>
5th 15 -19	5th 10-1	5th 3 - absorb
6th 6 -32	6th 21-7	6th 8 - absorb

<u>Bill Thorne</u>	<u>Mike Vernon</u>	<u>David Webb</u>
5th 20 - reflec	5th 23-F	5th W - absorb
6th 27 - reflec	6th P-absorb	

An apology is owing to David Webb who did not NMR as reported last time. His orders were in a letter to me about other matters and got themselves overlooked. Sorry David.

Markers currently on the board for each player are as follows:

Harvey, Webb 8
Bolt, Thomasson 9
Bolton, North, Sealy, Smith, Thorne 10
Lean, Mitchell, Vernon 11

MILKO! & SWINGERS & SWOPPERS

Oh, it's no good, I can't go on fooling you all this way. MILKO! is a hoax as is 'SWINGERS & SWOPPERS' (though in the case of the latter I'm sure there'd be a market should we put rules together). All the clues have been there right from the start that it was a hoax, for instance take a look at the name of the inventor of MILKO!, Syriad Detinu, and try reading it backwards... Similarly, Keumiss, the country from which Syriad Detinu is supposed to have originated is simply a fermented milk drink, look it up if you don't believe me. I know some of these oil-shiekdoms have strange names, but really..... Anyway, April Fool the lot of you, and

UNITED DAIRYS

GAMES SHOP

Brand new Games at Discount Prices
(Available only to Chimaera subscribers)

double April Fool all those of you that sent cheques to buy copies of the rules. Good job I'm honest or I could have been lying in the sun on a beach in Bermuda now on the proceeds..... well, Blackpool anyway.

Of course, one or two people did recognise it for the hoax it was right from the start and naturally Mick Bullock was one of them (he would be wouldn't he?). Still, he did refrain from denouncing it too vociferously after a hurried letter, so my thanks to him for that.

Another one to rumble it was Bill Howard who had some nice ideas for what I could tell you this time just to keep the hoax running. How about 'a letter from Lord Longford objecting to it on moral grounds' or a letter from Lew Pulsifer saying that it was unfair to let you choose your own perversions as transvestites and necrophiliacs are far and away the best characters to be. Would you have been taken in by it? I wonder.....

Still, it did bring in some nice names for your characters. How about 'E. TUDOR BOOBISOFF' a heterosexual sadist?, or P.D. OPHILE a bi-sexual sadist and bondage freak? or I. VANURGE, a sado-masochistic, transvestite? Or even, MICHAEL VOLE-MOLESTER JONES who didn't have any sexual peculiarities at all?

In MILKO! we had a milkman called Daisy and a cow called Ernie...., Hamish McBotlle with Droopy Unders and Y. Oggert with his cow Fang (named, I'm informed, after a real cow. The mind boggles!!).

The main problem now for me is that no-one is ever again going to believe anything I say. I'll wager that there are already people flicking back through the other pages of this very 'zine and checking on the other games, wondering if it's perhaps all one gigantic hoax. Maybe Boot doesn't exist, perhaps he's a hoax too, and what about Clive F. Booth? An unlikely sounding character if ever there was one. Tell you what, next issue I'll tell you who I really am but in the meantime how would you like to try my new game 'SCRUBBERS'. It's a role-playing game where the players each take the part of a char-woman in tower block of offices, you start on the ground floor, gain experience for every room you clean and gradually work your way up the floors (levels) until you make it to the penthouse at the top. Then you jump.

Interested.....?

TRAVELLER

GM: Dave Merriman

Our missing 'Traveller' GM as returned to the fold and start details go out to all the players on last issues waiting list. There is a problem though/that you will after all require the rules to participate. Sorry, players, but it would mean too much work for Dave otherwise. Any of you who did put your names down after we said 'no rules required' a couple of issues back will find there are discounted copies of the game in 'Games Shop' elsewhere in this issue.

Should enough players drop out owing to lack of rules to enable Dave to take on another, the first reserve will be: Frank Dunn.

SPACEFILLER (from Peter Sealy)

Columbus: He set off not knowing where he was going, he returned not knowing where he had been; and he did it all on borrowed money.

PHILMAR GAMES

- SEASTRIKE! - Modern day Naval Warfare
Shop price ~~£5.50~~ Chimaera Price £3.50 + P&P
- DECLINE & FALL - Barbarian invasions, fall of Roman Empire (4 player game)
Shop price ~~£5.00~~ Chimaera Price £3.25
- KINGMAKER - War of the Roses
Shop Price ~~£6.00~~ Chimaera Price £3.70
- CONFRONTATION - Nuclear War game
Shop price ~~£2.70~~ Chimaera Price £1.45
- EPAMINONDAS - Abstract strategy game
Shop price ~~£3.50~~ Chimaera Price £1.99
- GUERRILLA - Abstract strategy with features of guerilla warfare.
Shop Price ~~£2.70~~ Chimaera Price £1.50

POSTAGE & PACKING is extra on all 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 and can be insured with the PO's Compensation Fee service as follows. 12p up to £10 in value, 15p for £50. Please add cost to your remittance if you wish to use this service. I will provide proof of posting either way.

OTHER GAMES

Currently in stock I have the following:

Dungeons & Dragons basic rule book	£2.50	£2.00 (A)
Greyhawk	£3.40	£2.80 (A)
Citadel (fantasy game)	£2.50	£2.00 (A)
Cosmic Encounter (Space game)	£7.25	£6.00 (B)
Dungeons & Dragons (revised edition including poly dice, Geomorphs etc)	£7.50	£6.20 (B)
Lankmar - Fritz Leiber fantasy game	£6.95	£5.95 (B)
War of the Wizards - magical combat	£6.95	£5.95 (B)
Traveller - role playing SF	£7.95	£6.95 (C)
En Garde!	£2.95	£2.60 (D)

P&P as follows:

Code A in end column = 25p unless ordered with a boxed game (either Philmar or code B) in which case post free.

Code B in end column = as 'Guerilla' in Philmar list above (each additional-25p)

Code C in end column = 40p (15p if ordered with boxed game (either Philmar or code B))

Code D in end column = 15p or post free if ordered with any boxed game (Philmar or code B)

Alternatively, you may order at 10% from list price, inclusive of postage, whichever is cheaper for you. See Philmar above regarding insurance.

Also available at 10% discount inclusive of postage, the full range of 'TABLETOP GAMES'. Games such as 'Galactic War', 'MTB', 'U Boat', 'Ballistic Missile' @ £1.10. Boxed 'Wild West' game £3.00 etc, etc, etc. Fuller details next time.

Finally, I'll be happy to quote/offer for multiple orders, say in excess of £20.

More games for sale over the page.....

Gary McNeil, 49 Breendon Close, Corby, Northants has the following games for sale. All prices quoted are inclusive of p&p.

Alexander the Great (Avalon Hill)	£4.00
Organised Crime	£4.00
Fall of Rome	£2.50
Flash Gordon	£1.95
Star Probe	£2.60
Buffalo Castle	.90
Chitin 1	.90
Metamorphosis Alpha	£2.00

Dave Tant has a copy of SPI's 'Russian Civil War' that he would be interested in exchanging for a copy of 'Speed Circuit'. If you can help, Dave's address is listed in the 'Pits' supplement.

And that's it for the 'Games Shop' this issue, hope you'll be tempted to buy something from us, Boot and I get very worried when you don't.....

.....

Hang on, nearly forgot the following.....

"Overkill Games Service sells a large range of SF and Fantasy board games at a 10% discount. You get a subscription to five issues of 'Overkill' as well for only £2.50. Subscriber's also get discounts on the flying Buffalo computer moderated games Starweb, Time Trap, Raumskrieg, Moonbase, Battleplan, Nuclear Destruction and Board of Directors. Could anyone who writes please send a s.a.e. and tell him that Adrian Bolt sent you. The address is Chris Harvey, 11 Woodside Way, Aldridge, Walsall, West Midlands."

Hmmm, wonder why I printed that? Still, they say competition is good for business, so why not advertise your competitors?

I must be mad.

LETTERS TO OL' BROWN EYES

Not many publishable letters again (apart from practically millions either supporting me or castigating me for the little go I had at Richard Sharp last time, but we won't go into those...) Anyway, let's see what we have got.

467. Richard Bartle

Mike Lean's page last issue was good. However, he doesn't seem to have said his first problem correctly. If a perfectly spherical ball has a hole drilled through it's centre 6" in length, you can't work out what the volume of the ball remaining is. For a start, the diameter of the hole could be 5" on a 10" diameter ball. Now is Mike trying to say that the volume remaining if this hole is 6" long is the same as if an exactly similar ball had a $\frac{1}{2}$ " hole 6 inches long drilled through it? That's what it sounds like! I don't understand what he means about the disc and the earth at all. Why 8,000 miles wide? It also doesn't go through the centre of the earth and the puzzle states that the hole goes through the centre of the sphere. This is a silly question.

Er...Mike?

468. Tom Ayerst

I am looking at the letters in Chim at the moment. About Clerics, I'm on shaky ground here but if clerics are not allowed to draw blood they had better keep out of fights. If you hit somebody hard enough with anything to do appreciable damage (if the target has bones below it) you will always bring blood. (There is one place that has no bones in it and could badly incapacitate the opponent...)

But I am sure that the blood in the 9th century papal edict sense meant blood of humans and mammals (real blood). In D&D many monsters are insects or arachnoid in descent and do not have blood. Many monsters have no blood at all (undead), so why not just keep clerics off the things that spurt red stuff around. They can bang away at anything else.....

469. Marcus Holman

How is your employer Boot getting along? I remember when I first started getting this magazine I was mystified by this strange character called Boot. My reaction was that it must be a dog but, no, it could not be. *I mean who would be stupid enough to talk to a dog the way you do.* Gradually the realisation came to me (hangs head in shame and shuffles his feet) of Boot's real position in life as we know it. THE man (?) who runs the show.

Look, Boot is a dog and he knows his place in this household. One word from me and he does exactly as he pleases. Eh? Sorry, Boot, I forgot, I'll go and do it now.

Right, Boot here, Clive's just gone to plug in my electric blanket (that basket gets so cold) so I'll answer your query myself. Of course I'm a man not a dog, I'm an 18th century miller cast into this present dog's body by a gipsy wench's spell, curse her, and one day I'll find the antidote and then..... hang on, me damn ears itching again I'll have to go and scratch it.....

.....phew, that's better. Where was I? Oh yes, ol' brown eyes Clive is a nice enough fellow, but I'm the brains behind this magazine. I only turned my back for five minutes and he'd lost us the 'zine poll, then he goes off ranting and raving about Richard Sharp. That was a mistake, he should just have bit the cad's ankles, that never fails to shut them up. Dey-vil take it, sirrah, the lad just doesn't think enough before he acts.

Ay-up, it says here in the file that you're a native of Australia, you're not one of them there Kangeroos are you? Hang on, he's back....."

Right, sorry about that folks, just had to go and do a little job for Boot, I hope he kept you entertained whilst I was away. Now then, what's next

470. Jim Botten

I know I'm showing my ignorance but can an army move from Spain to North Africa without being convoyed?

No, but don't worry about showing your ignorance, even one of our better known GM's used to get it wrong at one time.....

471. Peter Some

I note your complaint that there is a lack of communication in the hobby and that in partic-

ular the letters to Chim are rather scarce. I do not have any really controversial matters to bring up but I feel I must write and say how much I am looking forward to the Mercator game that you about to carry. I have, for some time, considered that Chim lacked 'spice' and 'attack' since the previous Mercator finished. Surely there can be no-one in the hobby who does not appreciate the great advance that Mercator represents over the beginners game of 'regular'. I shall of course top up my subscription - at least for the duration of 'Ulysses'

472. Dick Blunt

So we are to be faced with huge areas of rubbish (which we pay for!) in Chim. I refer of course, to this projected Mercator game 'Ulysses'. I am totally unable to comprehend how intelligent people - wise in the ways of pure regular diplomacy - should be taken in by the distortions dredged from the mind of one, D. Wakefield. I could continue all day with these complaints but really I am too disgusted to say more.

473. David Log

As a male chauvinist I must say that I am overwhelmed to see that you are running a game of Mercator. My original reason for taking up Dippy was its strange ability to be distasteful to women. Over the years, however, the 'odd' female has crept in, causing me to search further afield for some refuge. Thus Mercator represents a true home. I hope and trust that I am correct in saying that no female has ever dared to sully the sacred portals of a Mercator game - long may it be so. Keep up the good work.

474. Sleepy Hollow

To put it not too strongly, I consider that Mercator is the ruination of Diplomacy. This almost unmanageable collection of rules and centres and players, distorts the original 'Dippy' concept and causes a rapid disillusion with the whole postal hobby. Diplomacy is the name of the game, but is quite possible to go through and even win a 'M' game without talking to anyone. In fact the winner is almost always surrounded by the most WMR's. I am sorry that you have seen fit to re-introduce the game to the otherwise admirable pages of Chim. I am surprised that you are able to find fourteen players to indulge in this chaotic performance. I suppose that most of them are fairly new to Dippy and feel that they are taking a step into the 'big time'. Well good luck to them, I hope they survive the shock.

475. Richard Bartle

I find it annoying that people seem to regard the title 'games' zine' as a sort of insult! If a Diplomacy only 'zine was called a 'dippo' zine they'd soon change their minds about childish titles (e.g. Dungs and Dregs, Soccerdross). Yet the so called 'hard core' persist in giving things ridiculous names! (note 'hard-core' includes such people as Tony Crouch and Chris Tringham, both of whom have been in the hobby a shorter time than you, and I started only 5 months after Crouch in June/July '75). 'Hard Core' is now a name to describe those who play dip-only and talk about politics in their 'zines; note the psychological effect this has compared with 'Dung &

Dregs'.....

According to Richard Sharp in the latest 'Dolchstoss' (all kneel), to be a member of the hard-core you have to be someone that he is always, infallibly, glad to see. Thus, apparantly if you ain't his buddy it doesn't matter what you've done for the hobby or what your standing is you can't be in the 'hard-core'. Of course, that's only his idea of what the hard-core is and it may be disputed by other people (though I shouldn't think many), but it does go to show the importance that Sharp attaches to himself.

Personally I'd say, if asked, that the hard-core of this hobby was those few people that travel away to cons at almost every opportunity, that are in the main Dippy fanatics, that are readers of 'Dolchstoss' (no jibe intended), and, that I imagine, always sit together in the pub.

Interpreting the word 'hard-core' the way I would like to interpret it, i.e. as something of the 'backbone' of the hobby, (which I know is wrong so don't bother writing..) I'd include such luminaries as Mick Bullock and Roy Taylor etc., along with anyone else who has made a prolonged and regular contribution to the continued running of the hobby. Thoughts from anyone else?

As to the silly names like 'Dung & Dregs' etc, I'm afraid that being a person who can appreciate a good insult almost as much as a complement I must admit that I think they're great even though they are totally derogatory to Chim and everything it stands for. They tend to sum up everything the person using the word thinks of it without the need for long explanations. Of course, you realise that almost all the anti-games 'zine phrases currently bandied about by the hard-core and the Dippy purists have originated with just one man, the Halifax bard, Mick Bullock. Our detractors have just picked them up in good old fashioned parrot fashion, but then what do you expect? Originality? Even John Piggott isn't above using 'Soccerdross' occasionally, yet flies off the handle should anyone dare to address him as 'John Bigot'. Oh well, it's what we expect, isn't it?

That'll do for this issues letters.

EDITORIAL Cont.

Let's just hope it works O.K. when we get around to doing the printing later on today. Oh, and incidentally, you can wipe that smile off your face it was your money i.e. readers subs, that I used to pay the bill with. Now I won't be able to fold for at least another year simply because I wouldn't be able to afford it! My thanks to all those readers that offered to help. To those of you that offered financial aid a special thank you even though I can't accept for the same reasons as mentioned last time when a similar thing cropped up. If you really want to help financially, buy some games from us.....

To those of you that offered practical help your names have gone into the little blue book, so the next time anything goes wrong to threaten the efficiency of the Chimaera operation you can expect a telephone call at about half past two on a Sunday morning asking for assistance.....

Last issue's editorial seems to have stirred up a bit of a hornets nest. Most people (that have commented) have expressed agreement with me, but there are enough who have written disagreeing to

Make me wonder if perhaps I was a little hasty. Still, no use crying over spilt milk is it. I suppose really that it just comes down to how you interpret his comments, myself and several others found them hard and unfair, yet others found them amusing, and yet others didn't even notice them at all. That Richard doesn't like Chimaera is a fact confirmed in the last issue of D., but that in itself is no crime, lots of people don't like it. His dislike obviously comes across in his criticism more to some than others depending on their susceptibilities and leanings towards Chim. That there was a steady campaign against Chim over the past year I still believe, after all I'm not the only one that noticed it and I don't think this is a case of mass hallucination.

As to Richard's own explanations of my attack in Dolchstoss 63, do they really bear talking about? I quote: "I will allow your comments about the poll to speak for themselves. I suspect that my only crimes are (a) having too many friends and (b) cancelling my sub to Chimaera."

He really does think a lot of himself doesn't he? What has how many friends he has got to do with it anyway. I fail to see the relevance? And as to cancelling his subscription to 'CHIM' why should I care? He's taken no part in the magazine for two years or more and only ever used the copies he gets to criticize the non-dip content so why should I care? As it happens he didn't cancel his sub anyway, he let it lapse which is a completely different thing altogether. To say he cancelled the sub suggests that he had the courtesy to write and say 'I'm sorry but I no longer want your zine', whereas in actual fact he just failed to renew his sub, which any other publisher will tell you leaves you in a quandary as to whether you should go on sending issues in case the other party has forgotten to renew (in which case you lose money if he hasn't) or you stop sending it and risk invoking his wrath when he realises that you haven't trusted him with the cost of a couple of issues. Maybe Richard hasn't realised this yet. How long as he been publishing?

Oh, and incidentally, those three dots in the middle of my letter he published in Dolchstoss meant he left something out...

What else is there to talk about? Well, since we're on the subject of DOLCHSTOSS this seems like as good a place as any to mention the 3rd Dolchstoss player poll that was announced in the last issue. The object is to find the hobbies best Diplomacy player and you are invited to mark each of the opponents that you have personally come up against (note that, you zine poll cheats) on a total of 7 basic points. I'm not going to waste time reprinting here all the details since most of you will have seen them anyway, but if you'd like to take part drop a line to Richard at 27 Elm Close, Amersham, Bucks for details. (Better include a s.a.e)

Another tit-bit of info gleaned from D. is that Dave Johnson is returning or has returned to the United States. My immediate reaction to this was, is this the Dave Johnson that used to be the U.K. end of the I.S.E? If so, what's happened to the cash? I'm still 20 dollars adrift somewhere and no-one wants to know. How about the president of the I.D.A., Mr. Bob Howes, surely you must have some idea what's going on? I'd like my 20 dollars while it's still worth something please - or at least a word that it's been stolen... 25

Going out with this issue to all you lucky subscribers is the first independant issue of Keith Thomasson's games zine 'GRIFFIN'. Not really much point in saying anything about it as you can all judge for yourselves anyway.

Hope you'll support him and send him lots of subs.

Another new magazine that fell on the mat during last week was PIGMY from Stephen Agar, 3 North Road, Chester-le-Street, Co. Durham. Apparantly it's been running for quite some time as a photo-copied mini-zine (this is issue 12), but the bug as finally got hold of Stephen to expand.

It looks to be purely Dippy at the moment, but I get the impression that it isn't totally averse to non-dip games (even considering Soccer-boss) and so could develop into something. Printing on my copy was a little bit off in places (I should talk...) but considering it's the first time on the duplicator I'm sure there'll be no problems there in the future. If you want to have a look for yourself, drop a line to Stephen and he'll send you a copy for free.

WHISKEY MAC on the other hand has come down firmly on the dippy side of the fence but nevertheless still managed to entertain with it's second copy. Lots of people talking out of their hats about the title (Dippy editors tend to be very good at talking about things they know very little of, or don't understand) and good ol' Richard Sharp carrying his hate campaign against 'SAUCE' into it's pages by giving the zine bottom marks for efficiency when he doesn't even read it and has never played there. I trust that Paul will have the common sense to print a retraction and a correction with the next issue.

A magazine worth taking a look at after the first two issues, so drop a line to Paul Openshaw, 4, Beechmont Gardens, Southend on Sea, Essex.

After my writing off 'HOWAY THE LADS' as a probable fold casualty with the last issue of Chim owing to it's being overdue and the apparant disappearance of the editorial staff, the next issue duly turned up a couple of days later just to prove me wrong. Reason for the delay is that they'd tried a litho edition and had been let down badly by the printers. O.K. lads, I apologise for writing you off like that. Forgive me?

As to the magazine itself, what can one say other than, I dunno about the words but I like the pictures. (Actually, there was one on page 3 and I could nearly make out what it was!) Let's hope they get back to good old trusty mimeo soon.

Next issue of 'RAILWAY RIVALS RECORDER' will include a new 'free' RR scenario so I suppose that all the spare copies will soon go. If you don't want to miss the boat (train?) send your sub to Dave Watts 'Rostherne', 102 Priory Rd., Milford Haven, Dyfed SA73 2ED, now.

John Piggott continues to libel Alan Powis over the folding of FODEN'S EPITAPH by suggesting that it was never anything more than a gigantic rip-off. Shame on you, John, you should at least check your facts before making such accusations. All subbers will be repaid in full within the next 7 - 10 days, and that comes straight from the horses mouth. John publishes a zine (I've heard rumours) and so should know that capital

from subs is tied up in paper, stencils and machinery and is not immediately available when a sudden fold is forced. I make no secret of the fact that should Chim be forced to fold tomorrow I would not be able to repay everyone immediately would have to put them off until the typewriters, dupers etc had been sold. John is such an untrusting character.

Oh well, it's getting late and since Chris Rick should be here in about 20 minutes to help with the duplicating and collating, it's time I started thinking about wrapping this issue up. There are still a lot of things left out but it can't be helped.

IMPORTANT: READ THIS

The figure on the envelope after your name is the credit you have remaining before deduction for the cost of this issue. If it is in the red, or soon to go into the red, then please re-new as soon as possible.
Thanks - you can go now...

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WAITING LISTS

DIPLOMACY Regular: Two season game year. Game fee 75p + £1 refundable deposit. GM: Me
Players: Alan Powis, Richard Nash - 5 more needed. Starts immediately another game ends to make room.

DUNGEONS & DRACONS: See 'Pits of Cil' supplement.

EN GARDE!: GM: Allan Ovens. See 'En Garde!', sister-publication to this 'zine. Ask for a sample.

GORGONER: GM: Adrian Bolt. Ian Watters, Andy Norman

SEASTRIKE: GM: Chris Walton. Players: Clive Waterhouse. See page 10 (add Simon Muth)

NUCLEAR DESTRUCTION: GM: David Bolton. Players: George G. Kingston.
Plus anything else a yone feels like running through these hallowed pages. If you've got an urge, drop me a line.

My thanks to everyone that responded last time to my plea for more articles. I've got a few more on file now, but I still need more. Games reviews, numerous articles etc are the favourites, and for each one printed ol' Boot gives you a free issue of the magazine. So come on, get your pencils out and get writing!

DEADLINES:

Non-Dip games....26th May 1978 - GM
Diplomacy Games (ex. Mercator) to me by 2nd June 1978.
Mercator to GM by Tuesday 30th May 1978
Cricketboss by Saturday 20th May 1978 - to GM
EN GARDE to GM by 26th May 1978.