

"Ever since he got his first copy of Chimaera, he's lost all interest in his blanket."

11th. May 1976

Hi Kids!

Oooh, that's not very good is it? Now come on, when I shout 'Hi Kids!' I want you all to shout 'Hi Uncle Clive!'. Ready?

HI KIDS!!!

Tsk, tsk, tsk. That's terrible, let's try again and this time I want to hear all of you, including you Bullock. Ready? 1.....2.....3.....

HI KIDS!!!

Now that was much better! Now then remember every time I come on you shout 'Hi Uncle Clive!', but every time the nasty Haven comes on saying naughty things about us you shout 'Booooooooooo' and 'Hisssssssss' and any thing else that comes to mind.

HI KIDS!

Well, in case you haven't guessed, this is the 16th issue of the postal gaming magazine 'Chimaera' bought to you from the backwaters of the mind of Clive F. Booth, Esquire who resides at 71 Clara Mount Road, Langley, Henor, Derbyshire, DE7 7HS. All it costs is 4p per sheet not 4p per side as some people seem to think. Mind you, if anybody wants to pay 4p per side I won't be the one to stop them.

As an option for Diplomacy players who might find the rest of it a terrible bore, you can also have just the Diplomacy pages, but then the price goes up a little bit to 1p per side. Both options are plus postage.

We did it then. Top of the Mad Policy 'zine poll and a break with tradition to boot (arf). The tradition being that I never win anything, but it's one I'm not sad to break.

Thanks to all the people that voted for Chimaera, particularly J. Cheever-Loophole, Rufus T. Firefly and friends and thanks too to everyone that's contributed to the 'zine over the past year, it's as much your success as it is mine. Of course the problem now is, that come next year I'm going to feel terribly dejected when someone comes along and bumps me off the top spot. I mean, what have I got to aim for now?

People that deserve special thanks and mention are Mick Bullock for sowing the seeds of the idea that I produce a 'zine (though he probably won't even remember) and then for circulating 100 and odd first issues.

Richard Walkerdine for much early help and advice in getting the project off the ground.

Bob Howes for all his interest and involvement which pushed me the way I wanted Chimaera to go even when it looked as if Dippy would win the day.

The original handful of people that saw enough promise in that first two sheet issue to part with cash and then even weathered two more awful issues without a murmur. Greg Hawes, Pete Nunn, Dave Pollard, Dave Tant, Andy Davidson, Steve Plater and Steve Pratt. Thanks guys.

To also to many more besides, too numerous to mention, in fact all of you.

Chimaera will endeavour to go on forever, or at least for so long as we have players, correspondents and budding columnists on hand.

For those of you who haven't seen it yet the top ten of the poll were as follows:

1: Chimaera	8.135	6: Ad Nauseum	7.131
2: 1901 and all that	7.853	7: Bumm	7.100
3: Mad Policy	7.671	8: He's dead Jim	6.808
4: Jigsaw	7.232	9: Rocinante	6.779
5: Trojan Horse	7.210	10: Dolchstoss	6.674

III

Condolencies to Mick Bullock and Richard Walkerdine for finishing in the top three again and once more just missing the top spot. I feel so guilty sitting up there when there are 'zines as good as yours around.

Last year's winner 'Dolchstoss' slumped to 10 and Bellicus, said by some, well one, to be the best 'zine in the country, way down at 27. I tried to bet Will after his recent bout of Chimaera knocking that Chimaera would finish above him, but he declined saying 'I don't care about the 'zine poll, it proves nothing' and likening it to Wagner and Emerson Lake Palmer???? I didn't expect Bellicus to do well, but even so 27th is very much lower than I'd imagined and it must prove something.....even if it's only that he isn't as far up the pole as we all thought.Hi Will, I thought you didn't read this bit? only the letters you said!

Phil Stütt's 'Japhidrew' is another magazine much lower down the list than I thought it would be at 25th, so all in all not a very auspicious showing from the DF. Lemming Express helped a little by getting in at 12 which considering its recent problems is a very good showing, but it makes you wonder just what it could have done.

When I first heard the news that Chimaera had won I honestly didn't believe it. So many people have been trying to nail me for the Chimaera all hoax just recently that I even considered that it might be another attempt! I'm glad it wasn't.

Now, how about some.....GAMES

FRIGGIN' COCKATRICK 1975 ID SPRING 1906

AUSTRIA (Sturt)	A(Bud) s <u>Italian</u> A(Tri)-Ser.
FRANCE (Scott)	A(Bur)-Mar, F(Mar)-Spa-SC, F(GöL)-TYS, F(Por)-MAO, A(Spa)-Gas, F(NTH) s German A(Edi)-Nwy, F(NWG) c German A(Edi)-Nwy, A(Rüh) s German A(Kie).
GERMANY (Groom)	A(Edi)-Nwy, F(Swe)-BAL, F(Den) s F(Swe)-BAL, A(Mun)-Ber, A(Sil) & A(Kie) s A(Mun)-Ber.
ITALY (Cankam)	A(Tyr)-Tri sby A(Vie), F(Rom)-Nap.
RUSSIA (Nash)	A(Smy)-Con, F(Ank) s A(Smy)-Con, A(Rum)-Bul, A(Mos)-Sev, A(Pru)-War, A(Ber)-Pru, F(BAL)-Swe, A(Fin)-Nwy, F(StP-NC) s A(Fin)-Nwy.
TURKEY (Haghan)	F(Nap)-Rom s by F(TYS), F(Apu)-ION, A(Ser) s A(Bul)-Rum, A(Con) stands, A(Tri) s Austrian A(Bud).

Retreats: Russian A(Rum)-Ukr, F(BAL) disbands. Turkish A(Con)-Bul, A(Tri)-Ven.

PRESS

THE LEANING TOWER NEWS AGENCY

It has just been released that the Mafia has a new Turkish Godfather. This is apparent by the number of Turkish immigrants in southern Italy.

THE VATICAN

"May they all die of sunstroke, or lightening bolts, or flood, or plague, or anything I'm not fussy!" GPO TELEPHONES would like to thank Michael Groom for keeping them in business.

ASSA MARRA - MOSCOW

Nice one Richard, Grrrr.

ASSA MARRA-- BURNLEY

Didn't you know I am a black belt, 2nd Red Dan of Tack Wan Do. Well I'm not but I wish I was.

SOCCEROBOSS SPACE FILLER 15 minutes played around the grounds and news of goals starting to come in - latest scores: Leeds Utd 1 v Man Utd 1, Watford 0 v Bolton 2, West Ham 1 v Everton 0, Derby Col v Ilford 0, Luton 0 v Peover 2, Sporran 0 v MPBU 2, Allfrens 2 v Workington 0.

More spacefiller scores after 30 minutes - oh, the excitement!

IV(B)

FRODO 'WAR OF THE RING' TUILE 3019

Before the orders, a few notes. Inspite of what I said in the last issue about Isengard and Fangorn Woods being connected I must now tell you that they are not. I have just received the information from Pete Lindsay who holds the original map.

Note also that Beorn is a supply centre and that although it isn't shown on the map or in the list of provinces as such, rule 17 bears this out.

Now for the game: we'll start with the first few moves of the game.

MORDOR 3A(Bar)-MMo, 2A(Ise)-WEm, 2A(MGu)-Ett, 2A(MMo)-Udu, 2A(Udu)-DMa,
(Drylie) 2A(Mor)-Ere, 2A(DGu)-Wil, A(Umb)-Har,

ROHAN - A(Em)-Rau, 2A(Edo)-WEm, A(WEm)-Wol. (Jones)

GONDOR 2A(MTi)-Ith, A(Pel)-Har, A(DAm)-Pin.
(Kennedy)

THE MEN OF
THE NORTH (Lean) 2A(Dal)-Car, A(Esg)-WRh, A(Bre)-Shi.

(Dove) 2A(Lor)-Bro, A(Mir)-Esg, A(Riv)-Ere.

THE DWARVES A(ELu-II)-Bar, 2A(Ere)-EMi-II.
(Lindsay)

PRESS BY CARRIER PIGEON TO TAG HILL.

BY CARRIER PIGEON TO TAG HILL
It must be obvious to a ~~world~~ Sauron that the rest of us do not stand a chance unless we pull together with one accord, so let's not tread on each others toes,

1978, PART 1 KATHMANDU

丁巳八月入山中，遇一老叟，持杖而行，叟曰：「汝欲何？」

NYK NY MINKA YAP, SHYD

其後，又以爲不當，乃更請之。其子曰：「我願以爲子。」

ପାତ୍ର କିମ୍ବା କିମ୍ବା କିମ୍ବା କିମ୍ବା କିମ୍ବା କିମ୍ବା କିମ୍ବା କିମ୍ବା

TAG HILL

Only Goblins, Ents and Dwarves may enter Mountain areas, doesn't say anything about Orcs in my rules.

FRIGATE 73/4 1973HB AUTUMN 1912

ENGLAND (Ball) F(BAL) c A(Den)-Pru, A(Den)-Pru, A(StP)-Lvn, A(Vie)-Tri,
A(Ukr)-Sev sbv A(Mos), F's GOB, Kie, Hol, NTH allstand.
A(Sil) unordered.

FRANCE (Walkerdine) F(TYS)-ION sby F(Tun) & F(Nap), F(Tus)-TYR, A(Boh)-Vie,
A(Tyr) s English A(Vie)-Tri, A(Pie)-Ven sby A(Rome),
A(Mun) stands A(War) Gak.

ITALY --(Sharp) A(Bud) s A(Tri)-Vie, A(Tri)-Vie,F(Ven)-Tri sby F(ADR).

RUSSIA (Cousins) F(Gre)-ION, A(Rum) s A(Sev), A(Arm)-Bul cby F(BLA)...

Retreat Italian E(Yen)-Ann.

This page is the editors answer to a cock-up. I've just put together all the other pages prior to duplicating and have found I've got two page fours! So it's either leave a blank page or find something to fill this with.....I thought I'd better fill it so here are the rules for postal play of Daye Watts game 'OIL DISTRIBUTION'. (see page 25 for more details).

(Only these rules apply from the 1975 reprint (do not use the original colour print): map colouring; costs for building, refining and transport; starting stocks of oil and cash; calculation of total wealth at end.)

New rules:

1. There are 7 rounds. In the preliminary round, players send in a list of 6 sites for their refinery and 2 depots, in order of preference. If two pick the same site, A's first choice takes preference over B's. Two equal-first letter to arrive has precedence. Example of site refs: Sheet 4, B9; Sheet 7 III4.
2. For each of the six playing rounds, GM sends six towns to be supplied with 4 loads of oil each. Each key number will be used once, and once only. Details of each players stocks, sites, and accounts are also given.
3. Players can confer, as in Diplomacy, to share or exploit each set of marketing situations; prices and supplies can be fixed, agreements made (and broken)
4. Players send in tenders to supply any or all of the 6 orders, specifying where deliveries are from except where this is obvious. Tenders may be for the whole 4 loads, or part. Tender prices must be from 20 to 30 revenue units (inclusive) per load. Equal tenders share the order, otherwise lowest wins all. Unfilled orders carry on for the next round. Tender prices include delivery, but the net revenue for each player will have the delivery costs subtracted (1 revenue unit per hex for each load).
5. In each round, running and overhead costs of 6 per refinery and 2 per depot are subtracted (i.e. 10 per player per round to start).
6. Players send in, with their tenders, instructions for refining and transporting oil at the end of the round, ready for the next. Instructions are carried out regardless of revenue earned that round.
7. They may also send instructions to build a new depot at their selected site, if their revenue exceeds their specified figure. Depots are built at the end of one round, stocked at the end of the next; e.g. depot built at end of round 2 is stocked at end of round 3 to supply in round 4.
8. Players may go into debt at any time, but interest charges are 100% per round.
9. Cheaper refining costs apply to Milford refineries for last 4 rounds, and to est coast refineries for last 2 rounds.
Alternative: 12 rounds of three towns, or 9 of 4, with other figures adjusted accordingly.

C David G. Watts

INVESTORBOSS Fund managers required.

Sitting waiting for the first eight capitalist running dogs, are Funds containing £100,000 (currency of Heanor, not negotiable). The first eight people to contact Ian McLaren, 156 Agar Grove, London NW1 waving the game fee of 40p (to Clive if you like), giving the name that they wish to call their fund (e.g. The GOLD, GILTS, KNICKERS & GENERAL MUTUAL TRUST) and the initial purchases; will compete for a prize of £1.50. This will be won by the manager of the most valuable fund on May 28th 1977. For details see Chimaera 15 or contact Ian McLaren.

Hurry, hurry, get yours while they last.....

((See also page 13 of this issue))

V

BUILDS Mos, Hol,
 ENGLAND Lon, Lpl, Edi, Den, Kie, Swe, Nwy, Ber, StP + Vie 12 bu:1 A(Edi).
 FRANCE Par, Mar, Bre, Spa, Por, Bel, Mun, Tun, War, Rom, = 11 bu:1 A(Mar)
 + Ven.
 ITALY Nap, Ser, Bud, Tri, (vie), (Ven) = 4 N/C
 RUSSIA Ank, Sev, Smy, Con, Rum, Gre, Bul = 7:bu 2 none possible.

ARGOS 1975FH AUTUMN 1904

ENGLAND (Bullock) F(StP-NC)-Nwy, F(BAS) s F(StP-NC)-Nwy, F(Edi)-NTH,
 F(NWG) s F(Edi)-NTH, F(NTH)-Den, F(Hol)-Kie.
 FRANCE (Plater) A(Bur)-Mun, A(Ruh) s English F(hol)-Kie, A(Tun) stands,
 F(WMS) s A(Tun), F(GoL)-Tus, A(Pie)-Ven.
 GERMANY (Davidson) A(Ber) s A(Mun), A(Mun) s A(Ber), A(Kie)-Hol,
 F(Den)-Hel.
 ITALY (Cousine) A(Tri) s A(Ser), A(Tus)-Pie, A(Ser) stands, F(ION)-Gre,
 F(TYS) stands, A(Tyr) stands.
 RUSSIA (Lovibond) NMR!!!! A's Nwy, Fin, Vie, Bud, Bul, Arm & F's AEG, BLA, SKA,
 Swe all stand unsupported.
 TURKEY (Pratt) A(Con) s A(Ank), A(Smy) s A(Con), A(Ank) s A(Con).

Retreats: German A(Kie) disbands, Russian A(Nwy) disbands.

BUILDS
 ENGLAND Edi, Lon, Lpl, Bel, Hol, StP + Kie, + Den, + Nwy = 9: bu.3
 FRANCE Bre, Par, Mar, Spá, Por, Tun + Ven. = 7: bu.2
 GERMANY Ber, Mun, (Kie), (Den). = 2: remove 1
 ITALY Rom, Nap, Tri, Gre, (Ven), + Ser = 5: N/C
 RUSSIA Mos, War, Sev, Swe, Bud, Rum, Vie, (Nwy), (Ser), (Con) + Bul = 8: remove 1
 TURKEY Smy, Ank, (Bul) + Con = 3: N/C

BASILISK 1975FS AUTUMN 1904

AUSTRIA (Howes) A(Bul) s Italian F(AEG)-Con, A(Bud)-Gal.
 ENGLAND (Meadon) F(Gas)-Bre, F(MAO)-Por, F(ENC)-NTH, F(Den) s F(ENG)-NTH,
 A(STP) stands
 FRANCE (Anarchy) F(GoL) & A's (Spa), (Par), (Pic) all stand.
 GERMANY (Lovibond) F's (Bel), (BAL) & A's (Bur), (Mar), (Sil), (Pru), (Lvn) st.
 ITALY (Davies) NMR!!!! F(AEG)-Con, F(Gre)-ION, F(Tun)-NAf, F(TYS)-WMS,
 A(Pie)-Mar, A(Vie) s Austrian A(Bud)-Gal, A(Boh)-Mun,
 A(Tyr)-s A(Boh)-Mun.
 RUSSIA (Cook) A(Mos) s A(War), A(Ukr) s A(War), A(War) hopes that what
 England said was true, F(Rum) curses the Eyeties and
 wishes that it had supported A(Bul) stand last ish.
 TURKEY (Anarchy) A(Con), F(Ank) stand.

Retreat Turkish A(Con) disbands.

PRESS
BUDAPEST

"....."
 "Eh?"
 "....."
 "What does that mean?"
 "The rest is silence. I've got better things to do than talk to myself all the time."

VI

RUSSIA - ALL

If you attack me, I'll write some press! You have been warned!

BUILDS

AUSTRIA	Bud, Ser + Bul	=	3: bu 1 A(Bud).
ENGLAND	Edi, Lpl, Lon, Nwy, StP + Bre, + Den, + Por	=	8: bu 3 F(Lon), F(Lpl), F(Edi).
FRANCE	Par, Spa, (Bre), (Mar), (Por)	=	2: lose 2 A(Spa), F(GoL).
GERMANY	Kie, Ber, Bel, Swe, Hol, (Mun), (Den) + Mar	=	6: lose 1 A(Lvn). GM
ITALY	Nap, Rom, Ven, Tri, Tun, Vie, Gre, Smy, + Mun, + Con.	=	10: bu 2 none received.
RUSSIA	Mos, War, Sev, Rum	=	4: N/C
TURKEY	Ank, (Con), (Bul)	=	1: N/C

DAEDALUS SPRING 1902

AUSTRIA (Thorby)	F(Gre)-AEG, A(Ser)-Gre, A(Bud)-Ser, A(Vie)-Bud, A(Tri) s A(Bud)-Ser.
ENGLAND (Howes)	F(Nwy)-Swe, A(Bel)-stands, F(NTH)-SKA, F(Lon)-NTH, A(Edi)-Yor.
FRANCE (Cook)	F(Por)-MAO, F(Bre)-ENC, A(Spa)-Gas, A(Par)-Pic, A(Mar) s A(Spa)-Gas.
GERMANY (Ovens)	A(Bur) s English A(Bel)-Pic, A(Kie)-Ruh, F(Hol)-stands, A(Den) stands.
ITALY (Lean)	F(ION)-EMS, F(Nap)-ION, A(Tun)-stands, A(Ven) stands.
RUSSIA (Barker)	F(Swe)-GoB, A(Mos) stands, A(Rum) stands, F(Arm)-BLA, A(Ukr) s A(Rum, F(Sev) s F(Arm)-BLA.
TURKEY (Burton)	A(Bul) stands, A(Con) s A(Bul), F(BLA)-Arm, F(Ank) s F(BLA)-Arm.

PRESS

DOWN FROM THE SINGING MOUNTAINS 3

For two or three days Dai and Gerwyn waited in fear and trembling for the holocaust to break. But little Myfanwy, despite her summary chastisement at the hands of her elder brother, kept silent about their Twickenham plans. Their plan of campaign, tentative to the extreme, was to break the news a day or two before the trip to their respective Mams, which would at least maintain a peaceful atmosphere in both households during the run-in to the great day. Added to which Gerwyn was confident that his Mam's instinctive thrift would bring her to accept that money spent could not possibly be waste and a modicum of persuasion would bring forth consent, albeit reluctantly.

The conversation of the two boys, both at the pit head and at the Institute in the evenings, was centred not upon the pending Welsh victory over the English rabble at Rugby HQ (this being a foregone conclusion) but upon their venture into the unknown among the worldly women of the West End which would culminate what they began to call their 'London Lark'.

The betrayal came from an entirely unexpected source. On the Saturday just one week before the great day the pair of them made their monthly trip on the bus up the Valley to Clydach to visit Grandma Morgan, their Mams' Mam, seventy-five, merrily widowed for many years, and tough as old boots. This was always an uncomfortable duty visit, with the old lady treating them as she had for the past 15 years, as schoolboys still in short trousers, and the conversation was always utterly one-sided.

It was after tea that the storm suddenly broke.

"What's all this about London, then?"

Dai and Gerwyn were dumbstruck. It was bad enough having to go without a fag for five hours or more, but this betrayal to their closely guarded secret was shattering. Dai looked aghast at Gerwyn. Gerwyn obviously had nothing to say.

VII

"London, Gran?" Dai's falsetto reply was reminiscent of the schoolboy of 15 years before. "Yes, boy, London. This footer match jaunt of yours." The niceties of the national sport of Wales were lost on the old lady.

Gerwyn blundered his way into the conversation. "How did you find out about that then, Gran?"

"I got my spies", cackled Grandma Morgan, acutely aware of her grandsons' discomfort.

"But we haven't told anyone..."

"No you haven't either. But I know, you young rascals." Long pause with Grandma relishing every second of it. "Jones the Milk!"

Of course! Although the cat was now well and truly out of the bag, Dai felt a surge of relief. Jones the Milk, secretary of the Gorseinon Rugby Club, from whom he had purchased the tickets. The Old Lady had to be won round was the next step.

"You won't tell Auntie Blodwen, will you, Gran? We don't want to upset her." Confidentially, then, as if Gran knew the touchy character of her eldest daughter. "We thought we'd tell her middle of next week. Stop her worrying unnecessarily".

"No chance, I should think" said Grandma, "I won't be seeing her for another couple of weeks. What she won't know she won't fret over."

The conspirators beamed fondly at the old lady. "But you be careful, my lads. London's a nasty place for youngsters like you to be turned loose. All those easy women."

Again the cousins flushed visibly at the seeming clairvoyant skills of their Grandmother.

"Easy women, Gran?" said Dai innocently. "What easy women are they?"

"You know right enough, you young rascalion! Diew, the trouble I had with your Grandpa when he was stationed up near London in the Royal Engineers. Loose women, women of the streets, Oars!"

"Oars?" chorused the likely lads.

"Pros-tutes!" exclaimed Grandma with relish. "Don't you go mucking about with them pros-tutes. They can make you sick, they can!"

Dai and Gerwyn furtively glanced at one another, as the old lady continued,

"Very sick. You muck around with them loose women and you'll end up with spots on your belly!"

Dai was confused at this latest piece of wisdom. "Oh, no, Gran, we won't be mucking about with anybody like that!"

FRANCE - ALL

"Rats!"

OVERHEARD IN MINOS

Is that Purple Camel a real cretore or an imenagery one?

TAG HILL

I don't Knossos.

ST. PETERSBURG - VIENNA

I don't mind daft letters, but putting S.W.A.L.K. on the outside is going a bit far!

NUTHATCH - MONA

Yes, mate, and you know what you can do with it, don't you?

SOCERBOSS - 45 minutes played

Ipswich 2 v Brentford 1

Watford 1 v Bolton 3

West Ham 3 v Everton 0

Walton 2 v Satans 1

No further scores in the other games.

VIII

FRIGATE 74/13 1974DB SPRING 1910

AUSTRIA (Waldie) F(ION)-Nap sby A(Apu), A(Tyr)-Pie, F(Tri)-ADS, A(Bud)-Tri, A(Vie)-Tyr, A(Mun) s A(Vie)-Tyr, A(Boh)-Sil, A(Gal) s A(Boh)-Sil, A(War) s A(Mos)-Lvn, A(Mos)-Lvn, A(Sev)-Mos, A(Ukr)-s A(Sev)-Mos.

ENGLAND (Ferguson) F(Tun) stands, F(WMS) stands, A(Gas) s A(Bur), A(Bur) st, F(Bre) s A(Lon)-Pic, A(Lon)-Pic, F(ENC) c, A(Lon)-Pic, F(Den)-Swe, F(Edi)-NTH.

ITALY (Lindsay) F(Nap)-TYS, A(Rom) s A(Ven), A(Ven) ponders upon the futility of all human endeavour and decides that Waldie is an arsehole.

GERMANY (Sharp) A(Bel)-Bur, A(Sil)-Mun sby A(Ruh), A(Ber), A(Kie).

A(StP) ms A(Nwy). F(Hol) unordered.

Retreat Austrian A(Mun)-Boh.

Orders on file for Italy and England.

FRIGATE 75/23 1975BK AUTUMN 1908

'Afraid I'm going to have to hold this game over for an issue falling I'm afraid I cocked it up last time. In the miscellaneous section of the rule book the very last rule is: Two pieces may exchange places if either or both are convoyed'. Hence, you were right Paul and I was wrong, thanks to Dave Thorby and Mick Bullock for pointing it out.

It alters the game to the effect that Turkey now has A(Bul) and F(Gre), not the other way around.

Orders on file for Italy and England.

FRIGATE 74/22V ATLANTICA JANUARY 1871

You've no idea the problems this game is causing, I have been unable to obtain a set of Atlantica I rules and so Tony Sturt and I will be playing this to Atlantica II regulations, that should fox you. If anyone does know the difference speak up now, I won't feel inclined to accept anything you say later after a season hasn't been GM'd to your approval.

I also have a map, but not an Atlantica I map, it is in fact a modified Atlantica II map which I am assuming is correct. Each of the players will have received a copy with this issue of Chimaera and if it is wrong I once again would ask you to speak up immediately.

My rules for Atlantica II state that the 46th Supply centre is Atlantis, but on checking the positions in this game you seem to have managed 46 centres without Atlantis. I will therefore assume that Atlantis has no place in the game you're playing. Again, shout etc., etc., etc.

On the map I have drawn up you will note that I have failed to make London a supply centre, please draw it in as one. Newfoundland is also not shown as a supply centre but as England seems to be supplying a unit from there you'd better draw it in. Anything else? Oh, yes, the little area off of the coasts of Denmark, Kiel and Holland is HELigoland and the little bit between Denmark and Norway/Sweden is SKAgerrack. I think that's about it, shall we start now? No, with the bottom of the page coming up so rapidly we'll leave it until we get to the other side. (How the hell did I ever get myself involved in this?)

SOCERBOSS-SPACE FILLER

60 minutes played in all of todays matches and the rate at which goals were being scored has slowed down a little.

Heanor Town 0 v Satans B's 1	Liverpool Y. 1 v Richard Scott A.S.L.O
Watford 1 v Bolton 4	West Ham U 4 v Everton
Derby Co. 2 v Ilford 1	Luton Town 1 v Peover Celtic 2

IX

ENGLAND (Scott) A(Lpl) boards F(HEB), A/F(HEB)-NAG, A(NAO) dis Gnd, A(Swi)-Bur, A/F(MAO)-WAO, A(WAO) dis Hal, F(Pic)-Bre, F(ENC) s F(Pic)-Bre, F(GRA) s A/F(MAO)-WAO, F(GSL) s A(WAO) dis Hal, A(Pri) stands, A(Nfl)-DAV.

GERMANY (Walkerdine) A(Spa)-Por, F(BoB)-Spa-NC, sby A(Gas), A(Mun)-Tyr sby A(Boh) & A(Pic), A(Ber)-Mun, A(Mar) s A(Pie), A(Bel)-Pic, F(Hol)-Bel.

ITALY (Haughan) NMR!!!! F's Mau, Mor, GoL, ADR, His & A's Ven, Tyr, Yug stand.

CANADA (Morris) F(DAV)-Gnd, A(Ney)-Hal cby F(WAO), A(Ken)-Chi, A(Ohi)-Mld sby A(Phi), F(Mon-SC)-GSL, A(Ont) unordered.

UNION (?) A's Wis, Mis, Mid.

CONFEDS (Sturt) F(BAH) ms F(SAO), A(NCa)-Ten, A(Cha)-Geo, A(Ric) s A(NCa)-Ten.

Retreats: Italian A(Tyr) disbands, Canadian F(WAO)-Che, Union A(Mid) disbands.

NEW GAME START

2 season/year Regular.

Chimaera designation: GORGON

Why is it called Gorgon? Well, you all know what the Gorgons were so I thought to myself, 'Call it Gorgon and you'll save a quarter of a page explaining to everyone. The line up:

AUSTRIA	Lee Batchelor	18 Tant Avenue, Canning Town, London E.16
ENGLAND	Adam Quinton	61 Barroon, Castle Donnington, Derby DE7 2PF.
FRANCE	Martin Edwardes	75 Disraeli Road, Forest Gate, London E7.
GERMANY	Howell Davies	House 7, Flat 34, Oak House, 293 Wilmslow Road, Manchester M14 6HD
ITALY	Richard Bartle	6 The Crescent, Hornsea, E. Yorkshire H018 1SW
RUSSIA	Bob Howes	180 London Road, Headington, Oxford.
TURKEY	Stephen Young	8 Tennyson Close, Binstead, Ryde, I.O.W.

Good luck to all of you, if you want a double deadline for initial diplomacy, you may have it, otherwise if I have 7 sets of orders for the next deadline we start then.

Game fees of 50p plus the £1 refundable deposit have been deducted from your outstanding credits. The deposit will be refunded to you on your completing the game or on your elimination. If you drop out the deposit is forfeited. State of your subs after deduction of game and deposit but excluding cost of this issue is as follows: Bracketed figures are RED.
 Lee Batchelor .50p, Adam Quinton (£ .70), Martin Edwardes £2.65, Howell Davies (£2.12½), Richard Bartle £1.00, Bob Howes £1.53½, Stephen Young (£ .52½.)

WAITING LISTS

GIBRALTER M.Janta-Polczynski, K.Apt, R.Canham, E.Drylie, P.Segal.
 Game Fee £1.50 + £1 deposit

Mercator III P.Nunn, R.Fisher, P.Ségal, S.Dagger, K.Neuman, R.Canham,
 Game Fee £1.00 + £1 deposit M.Roberts, D.Morris, S.Pratt, D.Wakefield,
 C.Waterhouse.

Regular 2 season/year Diplomacy R.Nash.
 Game fee 50p + £1 deposit.

SOCCEROBOSS - latest scores, only 15 minutes to the final whistle.

Derby Co. 2 v Irish Mensa 0, Liverpool 2 v Richard Scott A.S. 0,
 Sporran A. 2 v Wombleton 0, Ipswich 2 v Brentford 2, Leeds 1 v Man Utd 3,
 Derby Co. 2 v Ilford 2, Walton 3 v Satans Bastards 1.

No change in the scores of the other matches.

X

MASTERMIND

Seems that I wasn't too clear in my intentions last time and that because of it we're not going to be able to commence another game this issue. I had in fact picked out three five letter words and five codes and was expecting you to start guessing, as it is the majority seem to think that I was just asking for a vote on how we should play.

Anyhow, now that we've got a vote we might as well make use of it and as it overwhelmingly suggests that we should play with words, that's what we'll do. I've got my words, now I'm just waiting for your guesses. Those of you that did send words last time, I'll hang onto them until the official start next issue. Game fee is 15p and winner takes all!

Everyone is welcome to play and try to win enough to pay for Chimaera for the next year. Rules are simple, I have selected five common

three letter words, oops! that wrong, what I've actually done is selected three five letter words. What you have to do is determine what the words are by guessing other five letter words at them. I'll help by marking your efforts in the same way as Mastermind is scored.

FERNETIC SCRABBUL

Chas Bedford's done it again by playing the 7 letter 'BATERIE' and he's taken up a commanding lead in both games.

Paul Cooks' reply to Chas' other 7 letter start is 'WEESAL', running off of the W of Wuntnly.

Scores: Game 1 (Pink) Bedford 80 v Cook 18

Game 2 (Green) Cook 0 v Bedford 72.

Cum on paul, get yer fинга out!

RICHTHOFENS WAR

No orders from Manfred Von Richthofen this time, so the aircraft are just going to have to hover over the Somme for another three weeks. Sorry, Carl.

91: Pete Lindsay

Zine and 'zine? Well I don't care if there is an apostrophe or not, I dislike the word intensely. ((If you dislike the word 'intensely', how about 'fervently'? or even 'passionately' as substitutes..... sorry, that's not what you mean is it?)) Why not use 'mag.'? It has the advantage of not being a pseudoin-group word - most people outside Dippy and SF (where the word arose I believe) have no idea of 'zines meaning. And of course you don't need a carriage shift for a full stop.

And another plea for sanity in mags (if you are really lazy leave out the full-stop!), use normal arabic numbering instead of those bloody great alphabets in Roman at the top of the page. I had to write an essay comparing numerical systems and believe me the Roman method (using different symbols for different number groups and using them to modify the values of other symbols) is bloody inefficient.

PETE LINDSAY.

Oh? Don't you like it then, Pete?... I do just...
92. Kedge Neuman
The person called me up to say that Sarah Neuman has died, this is why I have returned from my travels abroad. You will no doubt want to hear the details.

Maybe they would, but I'm censoring it, much to gory for a family mag, all that blood, guts and brain spewing everywhere.

Carry on from somewhere else (sounds like a film title).

'Ere, how dare you!... I say, say that I only get one Dippy 'zine....that is what you said isn't it? How dare you? Doesn't Chimaera count?

Yes, Chimaera counts....and it does it a damn sight better than Will if he still reckons 3 Bellicus to every 4 Chimaera. Perhaps he uses one of those strange numerical systems Pete was on about up above. Hi Will!

93. Mike Lean
Note to Luverly Linda. Did you know that the word 'mere' means pure and absolute?

MIKE LEAN

94. Dave Tant

What I'm looking forward to later this year is the article on 'How I fooled the Dippy World' that I was a luscious nympho!, preferably accompanied by a photo of 30 odd crest-fallen faces when the ScotDipcon travellers find out who's really been writing all the publicity-orientated twaddle. Of course, you and Wink know it's really.....don't you? Naturally, by then 6 dummies will have let Echo go beyond recovery.

DAVE TANT.

I don't think anyone would be disappointed when they got up to ScotDipcon, Dave. Linda exists, take my word for it, she even ventured as far south as Derby a few weeks back, didn't you, luv?

95. Martin Edwardes.

I feel that I must take issue with Duncan Morris over Rhodesia. He tends to give the impression of a politically opportunist British Government, basing this impression on facts that are false - although the political opportunism may not be. His opinion of Samora Machel's government I won't discuss as I'm not in favour of that particular dictatorship. However, his statement that Samora Machel has had to resort to political intrigue in order to get money to feed hungry people is more a condemnation of the rich countries than of Samora Machel himself.

As for Duncans claim that Rhodesia is a British colony, I would remind him of the historical setting of the Rhodesian problem. In 1965, when Mr. Smith decided to make the UDI (i.e. complete independence from Great Britain, the Commonwealth and the Monarch) the British government was researching methods which a democratic majority government could take control of the country.

XII

It is to be supposed that one reason for the declaration of independence was to prevent this happening. The warship talks were directed not towards the British repossession of Rhodesia but towards this majority rule being enacted. And the reasons, both before and after the Portuguese revolution, why the Smith government has not been accepted as a legal government are because Mr. Smith will not accept majority rule, and the majority will not accept Mr. Smith.

As for the statement that the U.K. government claims no responsibility for UK citizens, the UK government will do no more for its citizens in Rhodesia than it will for its citizens in Lebanon or Aden or Chile. It will attempt to get you out if there is trouble, but if you stay there you're on your own.

Finally, the safety and stability of Rhodesia is no greater than in any other nation, and the Lebanon is an example of how close any developed country is to revolution.

MARTIN EDWARDES.

96. Bob Chapman

Mr. Mellors is of course, no other than that famous countryman, rough-tongued poet, occasional painter, raiser of ornamental pheasants, and Constance Chatterley's original gamekeeper lover.

BOB CHAPMAN

Spot on, as usual, and I'm afraid that's about all we can do for letters this time. All I've got to do now is find something to fill this page with. How about a Bellicus type 'spare my blushes dept' where I print all the things you've said about the magazine. There must be something in the file, I'll have a look.....

DAVE THORBY - First thing that comes to mind is a complaint about Chimaera.....

BILL DOVE - The gradual fall in the standard of your 'zine has peeved me very much I feel that I must withdraw.

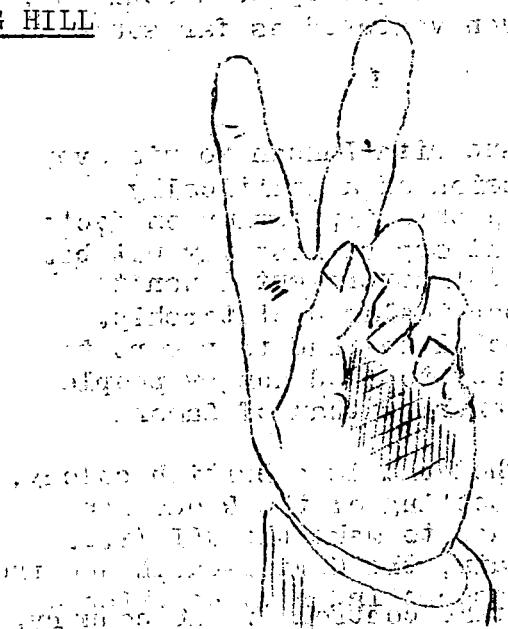
BOB HOWES - Chimaera 15 has arrived.....this is the lousiest issue you have yet published.

WILL HAVEN - As far as interest is concerned the last Chimaera had 3½ pages.....

LES KENNEDY - Why not scrap those bloody stupid games.....

OWL & WEASEL - But then the world will never notice the exit of so insignificant a little rag.....

TAG HILL - I'm sorry for your trouble, but I don't think I'm not to blame for your trouble. I am not the editor of Chimaera, nor am I the publisher, nor am I the owner of the magazine. I am just a member of the editorial board, and I have nothing to do with the financial side of the magazine.



Now, hold on, if that's the best we can do for complementary letters, then we'd better postpone the idea until I get time to sit down and write some better ones.

INVESTORBOSS

The first game is underway, and a new institution is born. City Page, the national centre for business games by post. Although the funds for the first INVESTORBOSS! game started to operate from May 1st, some of them still lack managers. If you want to take part, please write to the GM as soon as possible, with the game fee of (just) 40p. Give your fund a name (see below for the first few to start) and a list of initial investments. In the meanwhile, the funds are sitting in the bank earning interest.

Four funds had investment orders waiting on May 1st, and their portfolios are as follows (each totalling £100,000):

(% fund at book value)	Great International Growth fund	Hunts Cab-men's Widows	JS Investment Corp.	Swinging Securities Ltd.
On deposit	3	20	46	69
Gilt-edged	19	40	5	-
Industrial Equities	33	13	49	16
Financial Equities	27	7	-	-
Investment Trusts	-	20	-	-
Commodities	18	-	-	15
	100	100	100	100

The Great International Growth Fund has borrowed \$116,604 and invested them in Hong Kong, German and U.S. equities.

RULES

- Some queries have been raised, and I hope that this clears them up:
1. You can send orders (direct to the GM) by post - they will be carried out using the Financial Times of the Saturday following the Postmark on your letter. Alternatively by phone - 01-405-9222 ext 6430 Friday afternoons or 01-267-1685 any evening, at your own risk. If you want a reply, valuations etc, please enclose a stamped, addressed envelope.
 2. Funds may borrow either £60,000 (as in the original rules) or U.S. Dollars, \$50,000 at 1% over Citibank Prime Rate (currently 6½%), the remaining \$70,000 at 2% over Prime Rate. Foreign currency investments can be made from borrowings or with premium dollars (25% surrender applies). Calculations in currencies other than US dollars will be made using the Bank of America exchange rates in Friday's FT.
 3. Term deposits can be made in multiples of £10,000 at the lower rate shown in the Saturday FT Money Market Table. Please tell the GM towards the end of the term what you want to do with the money afterwards.

TIPS - a random selection:

Ultramar Convertible Pref/Chemical shares, esp. ICI/Leslie and Godwin.
Armstrong Equipment /Oil Shares /London United Invests.
Staetley 7% Convertible /Rio Tinto Zinc NO GUARANTEES!

GM: Ian McLaren, 156 Agar Grove, London NW1.

Some more letters, my organisation seems to have fallen down a little:

97. Richard Nash

'Investorboss' is a copy of a 'stockpiler' inter-schools U.K. game played by A level Economic students, and since that game was highly recommended (I certainly enjoyed it) I would certainly recommend this one. I played the Stockpiler version during the Stockmarket 'slump' a year or so back, which made it more interesting.

The North Sea Oil game is also very good on the reports I've had, so could I be put down for it too, if a game is starting up in the near future?

RICHARD NASH.

I've heard about the Stockpiler game before, and if I recollect correctly, this years was won by a bunch of 'mere' women. Me, I can't understand a word of it. I'm tick. As for a North Sea Oil game I couldn't possibly run it (time) but I may have something to say on that score later on.

98. Martin Edwardes

East London Games group - ftf at various times (weekends fortnightly, various odd days as well) Phone me (01-555-5927 at night and weekends, 01-606-7321 during daytime) for details. Limited space, so first come first served.

MARTIN EDWARDES.

Why is it that all these sort of regular meetings always take place so far away? Doesn't it make you sick? I can't even find enough players for three handed 'Snap'. Still the best of luck with the meetings, Martin. Oh, and by the way, thanks for the idea for the cover.

99. Dave Thorby

MASTERMIND: Your idea of using five letter words is alright by me, but I think four letter words might make for a slightly better game.

Another possibility is to start a game of Mind Mover instead. Yes, I expected you to ask that. MM3 is a rip-off of Mastermind in that you're trying to find a hidden code, using letters instead of colours. The other thing about it is that there are seven spaces to put your word in, but your word doesn't have to be 7 letters long, it can be anything from 3 to 7 and it can go anywhere in the space provided. For example, using * for a blank: CAT***, **CAT**, ***CAT, *LEVEL*, *WITH*. Guesses need not be words, need not fill all seven spaces, and may contain blanks if required. The scoring is the same as in Mastermind.

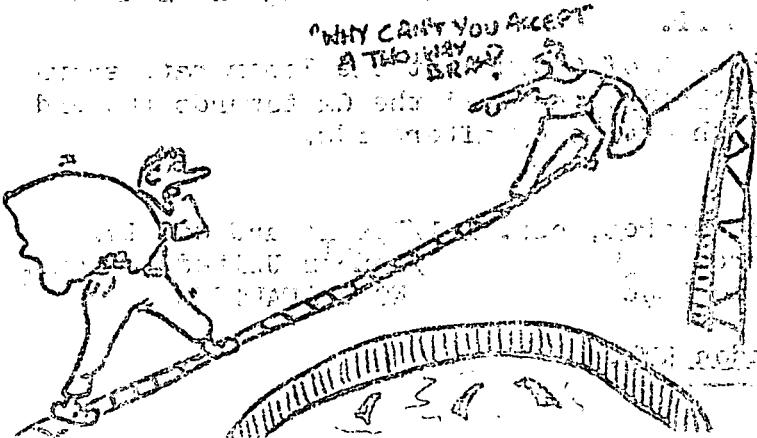
DAVE THORBY

Sounds reasonable, we'll put it to the players about making it the next game when the current one finishes. I reckon I'd make my first guess ***** if that's allowed, then at least I'd know the size of the word I was looking for.

100. Howell Davies

Do you know what has happened to Dave Allen/the Norns? I don't but I would like to know.

HOWELL DAVIES



You're not the only person to ask, Howell, though why I should be associated with him in everyone's mind, I can't think.

To the best of my knowledge Dave Allen is alive and well and living in Derby. I had heard a theory that the Popes hit-men were after him, but it turned out they'd got the wrong Dave Allen (they counted his fingers - half to many).

Truth is that Dave is having duplicating problems with the Norns. I last heard from him about a fortnight ago that he was postponing his visit to ScotDipcon to allow him to complete the running-off of the Norns. ScotDipcon has come and gone but the Norns hasn't appeared. Now you know as much as I do.

DIALECT CORNER

GEORDIE

by STEVE PLATER

Geordie is more a language than a dialect, after all, we are a race apart.

BLAYDON RACES

- I went to Blaydon Races, it was on the ninth of June, Eighteen hundred and sixty-two on a summers' afternoon, I took the 'bus from Balmbra's an' she was heavy laden, An' away we went by Collingwood Street that's on the road to Blaydon.

CHORUS

O me lads, ye shud a' seen we gannin', Passin' the folks along the road just to see we stannin', 'Twas aal the lads 'n' lasses theor, aal wi smilin' fayces, Gannin' along the Scotswood Road to see the Blaydon Races!

- We went past Armstrongs factory and doon te the 'Robin Adair', An' just as we got to the Charn Bridge, the 'bus whell flew off there, The lasses loosed their crinolines an' the veils thet hid theor fayces, An' aa got two black eyes an' a broken nose - on gannin' te Blaydon Races.

(CHORUS)

- When we got the wheel back on, away we went again, An' them wot had their noses broke went backowwer hyem, Some went to the Infirmary, an' some to Dovtor Gibbs, An' some to the Dispensary to mend there broken ribs.

(CHORUS)

- We flew across the Charn Bridge, reet into Blaydon toon, The bellman he wes caalin' theor, the caal him Jackie Broon; An' he was talkin' to some cheps, an' them he was persuadin', Te gan 'n' see Geordie Ridley's Concert Band in the Mechanics Hall in Blaydon.

(CHORUS)

- The rain it poored down all the day, it made the ground quite mudd Coffee Johnny had a white hat on, shootin' "Wee stole the cuddy? There wes spice staals an' monkey shows, an' auld wives sellin' cider, An' a bloke with a happy Roundabout cryin' "Now me leds fer riders!"

(CHORUS)

More real Geordie over the page.....

GEORDIEENGLISH

Weyya buggerman! Goodnes gracious!
Blayden Races National Anthem:
Fowwafedzpet 4 pints of Fédération Special

Dog, Broon & Ale, barmaid.
Jorneyintaspayce Newcastle. Brown Ale.
Jungle Juice
Madmen's Brew.

(A thought bubble from the boy says: "I'm going to be playing football with my friends")

Aa'll hev te gan doon an' I must take a' trip intò the

the toon themorra te. An' city to purchase some new

get the bairns sum new school attire.

clays fer skoul.

Haddawaytehyell! Get knotted!

The Lads

Newcastle United F.C.

Aa'm away hyem

I must take my leave.

Wot cheer, marra!

Greetings, friend!

Howway

Come on! (as in Howway the Lads!)

Geddoft Borns man, yer as much use as a chocolate fireplace!

Yer like wor lass, Bord nee men at aall!

Get yer eyes chalked ref!

Wor hoy ref, howway! (Hoy = throw-in)

Nivor in the Whorded

Critical comments heard at St. James' Park concerning certain players' performances.

Wor bairn's hacky mucky, he's been in the charts agen

Hooscy

Ye gannin' fer'a plodge?

Ye fond gonniel!

Carlin Sunday

Little Jimmy's a trifle dirty through playing in the mud.

Bingo

Coming for a paddle?

You great oaf!

You great oaf!

*****and we'll finish with some Geordie jokes:

Have you heard about the new wonder bra? Called 'Newcastle United' - all support and no cups!

Geordielands first astronaut gets back from the moon and is in the club talking about it. One of his mates asks "Hey, Billy - what wor the clubs like up theor on the moon?"

"Oh, thet wer nee gud at aall, man 'nnee atmosphere!"

Geordie gans fer a job at Whitley Bay as a lifeguard, patrollin'

the shoreline to look out fer swimmers in distress, like. So he's talkin' to the gaffer about the condishuns o' service an that, an the gaffer tells him:

"Yer get fowwerty quid a week, an ye get yer först pay packet afta two weeks, cos ye hev te work a week layin' 'on ye self."

"Aalreet then - can a hev a sub? like las o' da week?"

"No - ye can mek dee wiv a rowboat, same as everybugger else!"

Repartee between a rent collector and a hard-up housewife:

Collector: "Owt off the back, Linny?"

Housewife: "Just the netty door"

(Incidentally, did you hear 'about the German rentman - Karl Bach?)

At Darlington F.C. the Golden Goal tickets don't have times on them - just dates.....

Man phoning up Workington F.C. on match day:

"What time's the match start?"

"Well, what time can you get here?"

Thanks very much for that effort, Steve; it's about as worthy of a free issue I'm sure. What parts of the country haven't we been to yet? Is there a Scouser down in the house? Or a Brummie? I'm beginning to feel at home.

While we're on with the jokes we'll stick with it and have the.....

I SAY, I SAY, I SAY section, now where did Eddy put that big red nose?

DAVID THORBY: Mummy, what's for dinner? "Shut up, and get back in the oven"

Mummy, mummy, I hate Grandpa's guts.

"Alright then, just eat your vegetables".

Mummy, mummy, can I go and play with

Granny?

"No, you've dug her up twice already today!"

ME: Mummy, mummy why do I keep going round in circles? "Shut up, or I'll nail your other foot to the floor."

DAVID THORBY: She was only a pilot's daughter, but she kept her cock-pit clear. She was only the vicar's daughter but she knew every hymn in the book.

She was only the Mayor's daughter, but she let the Borough Surveyor.

Thought for the week: If God had intended us to travel on the London Underground, he'd never have given us stomachs.

RICHARD NASH: He was the only atheist in the whole town but the people came to the wake just the same. Said one, looking at the corpse laid out in his best suit, "What a waste, all dressed up and nowhere to go."

DUNCAN MORRIS: Van der Merwe met Gary Player and was admiring his new cadillac. Then he noticed some golf tees lying on the front seat.

"What are those things, Gary?" he asked.

"Those are golf tees - you put your balls on them when you drive off!"

"Wragtig, General Motors think of everything!"

Van de Merwe was struggling to get up a hill on his bicycle when a kindly motorist in a Jaguar offered to tow him up the hill. He attached the bike to the car with a rope, and told Van Der Merwe to ring his bell if the car went too fast. Halfway up the hill a Mustang went past, the Jaguar driver incensed at being overtaken by an American car, and forgetting Van der Merwe, stamped his foot down on the accelerator, and took off in pursuit.

As they flashed through a little town, with Van der Merwe ringing his bicycle bell vainly behind the Jaguar, the local policeman picked up his phone to speak to the next dorp ((?)). "Frikkie!" he said to his colleague, "there are some speed merchants on the way. You'll never believe this, but there's a damn Mustang doing about 130, with a Jaguar behind, and another

a biker ringing his bell to pass them both!"

It's a good job the policeman had got the wrong end of the stick, though, because the Mustang was so fast that he never got near the biker, and the biker never got near the police officer.

XVIII

THE WORLD OF TEKUMEL

The Empire of the Petal Throne

The story so far: Ukshen, a young magic-user has travelled from his native home to Jakalla, a major port of Tsolyānu. His reason for making the journey was to seek his fortune in the land about which he had heard so many stories as he grew up. He has been fortunate in that after only one week in the country he was contacted by a Tsolyani citizen, and offered an apprenticeship as a magic-user, which he accepted. He had not been with his new employer long when they received news of a find of so far unexplored passageways of the underworld just outside the city walls. At present they are in the passages making a brief exploration to ascertain whether or not a major expedition would be worthwhile. With them they have three fighting-men and a slave-boy torch-carrier.

A door has just been opened by them and they have been surprised by 11 armed Qols who have not taken too kindly to their intrusion!

PART THREE

Qyshū, Qyshū, all fall down?

As prearranged Dyogheykh and Chaidhau stepped to one-side inside the room as the door flew open to make way for Qyshū to cast his sleep spell. They had been surprised by the number of Qols they found themselves facing though and during the seconds they hesitated the Qols rushed in at them. Chaidhau was on the right and one of the creatures managed to take a swing at him with a huge jagged sword, but fortunately it skidded harmlessly off of his raised shield. Qyshū, standing in the doorway, reacted quickly and hurriedly he incanted the spell; six of the Qols staggered, then stumbled and the clumped to the floor deep in slumber. The remaining five Qols faltered noticeably but continued to close on the party. Qyshū backed away from the door as they did so and his place was taken Hailmhaling with sword in hand. The Qols were now upon the fighting men that stood between Ukshen, Qyshū and Chago and they out-numbered them by five to three. Ukshen was sweating coldly, never had he imagined anything as fearsome as the Qols that were now screaming and swinging their swords just feet in front of him. He glanced nervously back up the passage the way they had come and thought for a second what his chances would be if he had to make a run for it. Chago, the slave-boy was close behind him and he could feel the trembling of his hand through his own leather armour. Just then he saw Dyogheykh parry a blow from one of the Qols with his shield, push the Qol away and then with a mighty swing bury his sword deep into its neck. The Qol fell to the floor, jerked once and then was still. Dyogheykh turned to face the next Qol but as he did so one of the creatures that had remained to the back of the room unleashed an arrow which buried itself into his thigh. He staggered back against the wall and raised his shield to protect himself from the stream of blows that rained upon him as the other Qol screamed in.

Hailmhaling and Chaidhau were easily holding their own against the other two Qols and Ukshen could see now that although they were very fearsome looking creatures, they were not strong and the warriors were beginning to get on top. Gradually they were forcing the Qols back and although the one at the rear of the room continued to fire in arrows it appeared that its initial shot, the one that had struck Dyogheykh, had been lucky as the others were just bouncing harmlessly off of the wall.

Dyogheykh, although in pain from the shaft in his thigh, had survived the assault from the Qol and he was now, gradually, beginning to get the upper hand. Ukshen could see that the battle was gradually swinging their way, but no sooner had he begun to feel confident than one of the Qols slashed and somehow managed to break through Chaidhau's armour. Chaidhau gasped and then crashed backwards onto the floor where a red pool formed beneath him. The Qol turned on Hailmhaling but Dyogheykh had noticed what had happened and he realised that his companion was now out-numbered by two to one. The Qol that he faced came at him again and he let it strike, parrying the blow with his shield

he lunged forward and with his full weight behind his sword, plunged it into the abdomen of the Qol. The two of them fell to the ground but as Dyogheykh struggled to his feet the Qol didn't move. He hobbled across the room to Hailmhulings side to help against the other two Qols but the third one was still raining in arrows whenever the chance arose and one of them did manage to just snick Dyogheykhs forearm, forcing him to wince in pain.

He reached Hailmhulings side and the two of them traded blows with the two Qols until the one facing him let its guard drop for a split second. It was long enough for him to swing and bury the blood-stained blade of his sword into its skull. As the Qol slumped to the ground the other one turned and fled down the room and out through a door on the western wall, closely followed by the Qol with the bow. Ukshen saw them emerge into the corridor away to the south and then disappear through a door opposite.

Qyshtu was quick to order everyone into the room and the door was closed almost to with Dyogheykh close by it watching the corridor through the slit. He had snapped off the shaft of the arrow in his thigh, but was still in great discomfort as the head remained buried in the flesh.

The dead and sleeping Qols were all searched but only 12k were found on them and this Qyshtu put into his small sack. Next they searched the room for secret doors but as far as they could determine all the walls were solid and they found nothing. With Chaidhaus death, they had paid a heavy price for 12K.

They left Chaidhau where he lay in the room, for there was no way they could have carried the body through such an hostile place. Qyshtu had come across the Qol before and he knew the story that told that in ages past, when the Priests of Ksarul had created them, they had done so as guardians for their treasure hoards. He felt sure that with so many of them about there must be a treasure hoard somewhere nearby. Ukshen told of how he had seen the two remaining Qols rush across the corridor and through the door opposite and on hearing this Qyshtu decided that they would try and pursue them. Dyogheykh closed the door by which he had been keeping watch and rejoined the party as they moved down to the other door. That door opened easily and there, opposite about 10' to the north was the door that Ukshen had seen the Qols flee through.

They went across to it and this time Qyshtu himself listened with Hailmhulding, he didn't want another under-estimation of the numbers on the other side lie they had had last time!

They could hear what they took to be Qols, two of them and they assumed that these must be the two that fled earlier. Qyshtu stepped back and prepared his 'Control underworld creatures' spell whilst Dyogheykh and Hailmhulding dived themselves to open the door.

Once Qyshtu was ready they tried the door, but it was fast and they had to use a fair amount of force on it before it flew open. They'd under-estimated again! This time instead of the two Qols they'd expected there were instead six facing them, the two that had fled earlier and four others. Obviously the Qols had been expecting the party to follow for they were not surprised when the party burst in and immediately they went onto the offensive. Two of them were waiting by the door and as it flew open they struck out, but fortunately they swung wildly.

Quickly Qyshtu incanted his spell.....and suddenly all of the Qols just stopped in their tracks and let their weapons slump to their sides. They were totally under the control of Qyshtu and they would remain so for the next thirty minutes or so until the effects of the spell started to wear off.

The party breathed a sigh of relief and Qyshtu cursed about their under-estimation once again of the size of the party of Qols behind the door. By this time everyone was beginning to feel a little tired and so Qyshtu moved them all into the room were they would be able to rest for a few minutes. They noted that the room was approximately 25' from east to west and 20' north to south. The only door in the room was the one they had just entered through, and Hailmhulding spiked this so as to fix it in an open position. He then took up a relaxed position by it so that he could see clearly the corridor and

to help him watch it. Qysht ordered three of the Qols across. They had stopped just inside the door, discussing whether they ought to go on a little farther or whether they ought to abandon the expedition now and come back at some date in the future. They agree that they will go on for just a little further to map out a bit more of the main passage, but that they will avoid contact with underworld creatures until they can return at a later date with a larger party.

Feeling refreshed after their little bit of a break, the party climbed to their feet and prepared to move on a little further. However, as they made ready sorting out equipment and picking up weapons, a secret door opened, unnoticed by them in the northern wall. Still no one noticed as it swung wide, but suddenly they became aware of it as the blubbery forms of three Thunru'u rushed out and down the room towards them! Qysht and Ukshen backed away and the fighting men, having grabbed their swords and shields pushed past them to confront the creatures. Qysht fumbled in his cape to pull out his 'Eye of incomparable apprehension', but the Thunru'u were now into the fighting men and he dare not use it. He yelled for three of the Qols to help intercept the Thunru'u and obediently they moved to do so.

The Thunru'u were strong, very strong and it was a bitter battle that raged in the room. The Qols fought well but they were no match for the creatures, their very presence in the battle though was taking a lot of the pressure off of the two fighting men. Dyogheykh and Hailmhaling were finding themselves able to land some heavy and useful blows on the Thunru'u although the effect wasn't obvious. Slowly the battle was turning the way of the Qols. Thunru'u and Qysht ordered one of the other Qols to leave its position by the door and join in the fight. No sooner had it done so though than one of the Qols fell, dead, to the floor.

Dyogheykh was becoming weaker and weaker and was finding it more and more difficult to wield his sword, the Qols by his side were now taking the most of the fight and he was grateful for their presence. A mighty blow from Hailmhaling put paid to one of the Thunru'u, but another of the Qols also went down just afterwards. On and on the fight raged and even Ukshen was feeling afraid enough to have his dagger in his hand in case he was forced to use it.

Hailmhaling buried his sword into the body of the second Thunru'u and it slumped to the ground with what proved to be the decisive blow of the fight. At the sight of its companion's death the remaining Thunru'u turned and tried to flee. It was fortunate for Dyogheykh that it did for he fell to his knees having taken so much punishment he could no longer stand.

The last Thunru'u couldn't escape though for Hailmhaling and the Qols blocked its way back to the secret door. They set about it viciously and with all their blows raining in on it they had soon killed it.

The silence after the battle was almost unnatural. 4 of the Qols were still alive and all of the party, although Dyogheykh had taken so much punishment he was lucky to be alive. Qysht decided immediately that they must get out and after hurriedly searching the Thunru'u and finding nothing they made their way back to the entrance. Dyogheykh was half carried, half dragged by Qysht and Ukshen but somehow they managed to get him out. Hailmhaling was the last one to leave and after he was safely up the rope Qysht called down to the Qols and sent them on their way.

The first task on re-entering the outside world was to get Dyogheykh to a physician, and with Ukshen and Hailmhaling carrying him Qysht guided them to the home of an old physician friend of his, Hnegr'makh. Dyogheykh was seriously injured and even with the expert help (or maybe magical help) of Hnegr'makh it would still be a week before he was back to health. And, oh by the way, it would cost 84K for his services.....in advance if they didn't mind!

Hailmhaling had also been injured in the expedition, though nothing too serious. He had broken his left leg and had to use a cane for a few days. He didn't mind though as he had a good excuse to sit around and rest.

like the extent Dyogheykh had, and he too had to spend several days recuperating. Even as he did so though, he and Qyshū and even Ukshen who was now well accepted as a member of the 'group', were discussing the next expedition and setting its date for the following week!

Well, as you know, it's set on the game 'The Empire of the Petal Throne' so I've no need to waste time and space repeating myself this issue. Oh dear, I have done. Never mind, if you want the game it's available from either Games Workshop, 15 Bolingbroke Road, London W14 for £16.25 or from Walter Luc Haas, Postfach 7, CH-4024 Basel 24, Switzerland for £13.00. Walters English agent is Dave Watts, 32 Eastleigh Drive, Milford Haven, Pembs SA73 2LY and it is to Dave that you should send all monies.

What's a Thunru'u?

Who said that? Didn't I tell you? Oh, I'm sorry, Thunru'u translates into English as 'the Eater of Eyes' which I think speaks for itself. They are manlike, doughy, blubbery creatures with rolls of skin that hang about them like a robe. They have two huge saucer-like eyes and a greyish beak and they will attack men in order to eat the eyes which they find a great delicacy and which they much prefer to any other sort of food.

Actually, our party were very lucky in that they had just managed to get the Qols working for them, for without their help I think they would have been extremely fortunate to have got away in one piece.

The 'eye' that Qyshū fumbled with is an ancient technological item that he came across on one of his other expeditions and it/from 1 to 100 creatures if used. It causes them to go into an uncontrollable panic and to try and flee and it is for obvious reasons that he didn't dare use it when Hailmhüling and Dyogheykh were also in the line of fire. In actual fact even if he had been able to use it, it would have had no effect as it does not work against underworld creatures. He'd forgotten about that in the panic!

I'm getting one or two enquiries now about the possibility of a postal 'Petal Throne' game and in answer to those queries I can only say 'No chance'! You sort out a way to work it and find someone to run it and I'll play'.

Richard Nash comes up with the proposal 'How about starting a section of 'sayings' and offers the following as examples of what he has in mind:

The perfect example of minority rule is a baby in the house.

Fools wander, wise men travel.

Watch your tongue. Remember it is in a wet place - likely to slip.

Anybody like to develop it a little? A similar idea comes from Martin Edwardes. Only he's thinking along the lines of actual quotes:

MAE WEST

"Is that a gun in your pocket or are you pleased to see me?"

MAE WEST

"Subtraction? Oh yes. A man has a hundred dollars, you leave him with two. Boy, that's subtraction."

WIFE

"Don't hit her!"

W.C.FIELDS

"No child of mine is going to say I don't love her"

GROUCHO MARX

"Can't you see I love you? Let's run away together and spend your money. On second thoughts you run away and I'll spend the money."

I've got a few more from Martin but I'm going to hang onto them until next issue. Any other entries would be appreciated, particularly anything from the great Groucho.

EN GARDE

Rules for Postal Play

by ALLAN OVENs

After reading the original game rules and the publishers introduction to "En Garde" I can say that the game is as follows: It is a fencing game set in the 17th and 18th centuries. En Garde is a semi-historical game simulation representing many of the situations more or less similar to those in an Errol Flynn movie, set in the Seventeenth or Eighteenth Centuries.

The game was originally devised as a fencing system with background added to provide scenarios for the duels. After a time it became apparent that the background was more fun than the duels, and En Garde, in its present form, was born.

In En Garde a player finds himself born into and educated in a world where social climbing is a way of life, and status is a goal to be pursued even over money. It is a world inhabited by Cyrano, Roxanno, Scaramouche, Errol Flynn, Porthos, Athos, Aramis, Rhonda Fleming, Francois Villon Constance and of course, D'Artagnan. There are people to be used, friends in high places to be cultivated, enemies to be humiliated, the Cardinals Guard to be trained, lackies to be abused, the hand of a fair damsel to be won, and the ear of the King to be gained.

Come with us now, to those vibrant, bawdy days of yore..... Sharpen your sword, sharpen your wit take care not to insult a small man with a large..... All for one and one for all.... Good luck, friend, and may your swash never buckle.

It appears to be an interesting game on the abstract lines of D&D but in a different manner. It could be a smash hit played postally, and that is what I wish to do. If Clive is willing I would like to GM a postal En Garde which will be run in Chimaera.

Everybody who is interested in playing please send me your name as soon as possible ((Clive Booth)) and we can get started. I would be grateful if any other publisher reading this would put out the word that a good game is ready for the taking and just about to start.

If you haven't bought En Garde yet, and it's a mistake if you haven't, it can be had for £2.00 from SIMULATIONS PUBLICATIONS U.K.

POSTAL RULES
BY ALLAN OVENs

HALE,

1. Standard En Garde rules apply with the following additions and alterations.

Preliminaries

2. At the start of the game the GM will roll dice to determine each players physical attributes and situation at birth. Players will provide their own names for their characters! The GM will also roll for mistresses and compile a record for all regiments, such as men-at-arms, etc.
3. New players can join the game at any time! If a character is killed, the player may re-enter with a fresh character but the GM will prejudice the dice rolls so he starts at a lower social level than in his previous life!
4. DUELING: When issuing a challenge the reason for the challenge and 4 sequences (48 actions) for the duel must be submitted to the GM with

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normal orders for the turn. The challenged player must write to the GM immediately on receipt of the magazine and accept or decline the challenge. If the challenge is accepted 4 sequences must also be supplied.

5. Examples of sufficient cause for a duel are given in the rules, players are at liberty to think of other causes. For example: If 2 players from enemy regiments meet at the same club in the same week, either can issue a challenge which will be fought retrospectively. The status points gained or lost from the challenging and duelling will apply to the month in which the duel actually takes place i.e. several weeks after the meeting.
6. If a player thinks himself unjustly challenged he may refuse to fight (suffering loss of status points as appropriate). However, he may also ask for a vote of all players as to the justice of the challenge. If all voters (excluding the 2 involved players) feel the challenge is unjust the challenger loses 3 status points and the challenged regains the points he lost.
7. Duels will be fought outside normal turns and between deadlines, although they will be reported in detail by the GM. When fighting a duel both players must submit orders as normal for the next turn. If the duel is not over before the 4 sequences supplied by players are completed the GM will write to both players and request additional orders.
8. No optional routines are described in the rules will be allowed when duelling. This includes the optional lunge in the parry routine which now becomes mandatory. However, routines can be made dependent on previous events as long as they are written clearly and unambiguously.
e.g. If my opponent has less endurance left than me then I will use X, otherwise use JB instead of X.

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9. If due to loss of endurance points it becomes necessary for a player to add one rest routine per sequence the GM will randomly insert the rest routine between 2 other routines in the same sequence.

10. In the writing down of sequences a line must be drawn to separate each routine to help the GM check that all routines are correctly written.

11. All duellists must submit an extra sequence (12 actions), to be used in the event of a broken weapon.

12. TURN SEQUENCE: Each period between deadlines will cover 1 month game time. Players are to submit orders for the 4 game weeks prior to each deadline.

The orders for any week can be made conditional on results of the previous weeks action.

e.g. e.g. in DECEMBER if you win in

Week

1. Visit Bawdyhouse and carouse.
2. Court Mistress (Lady Constance).
3. If courtship of Lady Constance successful then: Practice with rapier.
4. Visit Hunters and gamble 200 crowns in four equal bets. Cut losses if bank throws 5 or 6.

13. FEMALE COMPANIONSHIP: If two players attempt to court the same young lady in the same week, one or both must withdraw or they must fight a duel. The prospective candidates for the ladies hand will be notified in the magazine that this suit has met competition. Both players must then immediately write to the GM withdrawing or submitting a list of 4 sequences for a duel. The results of the duel, or the withdrawal of either party will be notified to both players before the deadline, along with the success or failure of any player who continues to press the courtship.
14. GAMBLING: When gambling players may submit conditional orders for cutting of bets.
e.g. 100 crowns at Bothwells. If house rolls 6 cut losses.
15. LOANS: Any loans between players must be notified to the GM by all parties concerned. The GM will keep a record of all loans but will not publish them as this information is confidential. Players are advised to keep their own records of monies loaned by or borrowed from themselves.
16. TOADYING: If a player is taken to a club as a guest of another player, both must notify the GM.
17. CAMPAIGNS: Instead of a campaign outcome occurring at the end of the relevant campaign season, there will be 3 outcomes per season, one at the end of every month. This will ensure players on campaign do not have nothing to do for two turns out of three during a war.
18. POLTRONERY & RECKLESS BRAVERY: A player may state that he wishes to indulge in Poltroonery if the number he requires for death after a battle is lower than a specific value. This number must be given to the GM in advance of the battle. A similar option exists for Reckless Bravery.
19. APPOINTMENTS: If a player is appointed to a position by another player qualified to do so, both must write to the GM stating the same position and any transfer of monies. If a player seeks an appointment from a non-player character he must inform the GM who will publish the fact. Any player who wishes to use a favour to effect the election to the appointment must inform the GM before the next deadline when the results are published

ALLAN J. OVENS.
c/o Supply Sqn.,
R.A.F. Sydenham,
BFPO 801.

Can we have some names then from interested parties please? Either write direct to Allan or to me and I'll forward your name on. Is there a maximum number of players Allan? And what sort of game fee will you be needing?

I don't mind running any sort of game through Chimaera with an outside GM provided that that GM and all of the players realise that I will not wait if a report is not in on time. Chimaera must go out on time

and if you're not there it'll probably go without you leaving you three weeks to wait for the next one.

If a game looks as if it could be of interest to more than just the players, (and I think Allans game above would be) then it'll be made an integral part of the magazine. There may however, be some games that people would like to try their hand at running that might be better run separately from, but distributed with Chimaera and with only reports appearing in the magazine. In this area I class most of the hex war-games possibly including Richthofens War.

I have just about reached my limit in respect of GMing (and will) more than likely be only starting easy to run Dippy games for a while. As for 'OUTDOOR SURVIVAL' I have a volunteer in Carl Jennings to take control and much as I would like to run this one myself it may go to Carl (I say may because he hasn't seen the rules yet and may change his mind when he does!) Prospective players, don't go worrying about extra postage charges in writing to Carl though, for he lives locally and anything sent to me with your orders for other games will get passed on. Deadlines will be as Soccer-boss i.e. 1 week before the main one.

Other games you can add to the list of openings are 'RAILWAY RIVALS' which would be GM'd by the designer/manufacturer Dave Watts. Postal rules for the game have appeared recently in one or two magazines but if you haven't got a copy I'll send you one along.

I also have a rather rash statement (in writing) from Kedge Neuman that he'd like to run a game of SPI's Sorceror, so anyone interested in participating in that drop Kedge a line at 10 Burton Road, Hornsea, East Yorkshire HU18 1OY.

Another game proposed is Dave Watts' 'Oil Distribution' which is a game where players must build refineries and depots, then refine and transport oil by ship, rail and road through the British Isles. Again I have rules for this and if there is sufficient interest I'll publish them next time. Game fee for Railway Rivals and the Oil Distribution will be 30p and the games are available from David Gwynn Watts, 32 Eastleigh Drive, Milford Haven, Dyfed SA73 2LY for, I believe, 48p each + 11p postage which makes them the best bargain in games around. Certainly recommended.

'ZINE REVIEWS (Briefly)

BELLICUS - Will Haven, 4 Victoria Street, Chorley, Lancashire PR7 2TX

Sub rate - unknown (9p/10p area I think). 6 weekly.

One of the longest running 'zines' around and very popular and unpopular if that's possible, you either love it or you hate it. Always extremely funny and even the humourous bits have been known to make people smile too. Openings in Regular Diplomacy only at a sliding scale of game fees starting at just £1 deposit and increasing dependent on the number of games you're playing in. Always as a large letter column and artickles, and has just recently been resurrecting and re-publishing a Fred Davis Jnr., variant with each issue.

LEMMING EXPRESS - Bob Howes, 180 London Road, Oxford.

Sub rate - 9p + postage. 4 weekly

Now under new management and just produced a first issue showing much promise. Looks as if it will develop along Chimaera type lines (i.e. games rather than Dippy) and will be a magazine to keep ones eye on in the future. It carries sub-zines from Paul Segal and Willy Haughan respectively called 'Unnamed' and 'Depth Charge'. Pauls is a sort of hobby newspaper that appears to do well in keeping abreast of most things and Willys is Diplomacy cum Westworld (I'm sure it must be something to do with the initials WH, for Willy seemed to have trouble spelling last issue as well!!) Try it.

1901 AND ALL THAT - Mick Bullock, 14 Nursery Avenue, Halifax, West York.

Sub rates - 0.3p per side + postage

In short what can one say? It's all been said in the past. Incredibly regular, well produced, well GM'd games etc., etc. THE magazine for Diplomacy and recommended to all Diplomacy players. Starting to branch out now though into non-dippy with a Railway Rivals! On the go and an 'Election' promised.

MAD POLICY - Richard Walkerdine, 43 Chapel Grove, Addlestone, Weybridge, Surrey.

Sub rates - 7p + postage

Another Sub rates - 7p + postage

AD NAUSEUM - Stephen Pratt, 15 Craneford Close, Twickenham, Middlesex.

Sub rates - 1p per side + postage.

Well laid out and well printed Ad Nauseum is one of the best new 'zines around. Letter column, Tantalizers, occasional Scrabble page, Diplomacy and of course Soccerboss, run in a sub-zine, Nighthawk from Laurence Parrott.

JAPHIDREW - Phil Stutt, 10 Muller Road, Horfield, Bristol.

Sub rates - 1p per sheet.

Japhidrew is BIG, carrying articles on all sorts of topics, including a regular spot on the cinema as well as the usual Dippy games. With it comes Martin Hammons sub-zine 'Fastonibus' rated in the MP 'zine poll as the best sub-zine in the country. It's good but printing quality tends to be bad and lets it down.

BUMM - Walter Luc Haas, Postfach 7, CH-4024, Basel 24, Switzerland.

Sub rates - SFr. 13/£2.75 for 10 issues.

The always interesting continental dippy 'zine from Switzerland.

Walter's English perhaps isn't too good at times but the magazine always makes for interesting reading with Walter somehow managing to keep abreast of just about everything that's going on in the hobby. Certainly recommended, even more so if you'd like to get into a European Diplomacy game.

OWL & WEASEL - Games Workshop, 15 Bolingbroke Road, London W.14.

Sub rates - 15p per issue + postage

Not a Diplomacy magazine, but the newsletter of the Games Workshop. It contains articles and information on new and not so new games and has a regular page or two devoted to D & D.

In the last issue they ran a review of Chimaera which finished by saying that the magazine had now ceased publication and was no longer available. I nearly choked on my lunch, but I should have known it was just another attempt to nail me for Chim 11! Also in last issue was a disgusting little article called 'Lady Chatterley' (quite funny when you do it though) and an article on video games. Seems to be a little expensive at 15p, but well worth your having a look at.

RATS LIVE ON NO EVIL STAR - Peter W. Swanson, 6 Welford Place, Wimbledon,

Sub rates - 10.66p per sheet + postage

The promised new 'zine from Pete Swanson and looking quite good from the first issue. Not yet going into full scale production, that must wait until October, but I've a feeling it's going to be worth waiting for. Openings already available in Regular games and variant(s) are promised. The first issue (6 pages) has an article on Dippy humour by Paul Willey and

S.I.

SOCCEBBOGS MK. I.

Now for it. The game you love to hate, entering its 5th week, weathering the storm quite well. As usual we'll commence with the weeks...
TRANSFERS

Ipswich to Bolton: Cooper (GK) for £120,000, into team at 1. (you know the Workington sign unknown player for £25,000. Name Smith (HB), colour Blue non-leaguer to Peover for £74,000. Name J. Niggleford into team at 5, Peover to West Ham: Caradon (GK) for £27,000. Into reserves, colour Blue, Derby County to Ipswich: Foley (F) for £151,000. In at 9, colour

RESERVES PROMOTED TO LEAGUE

Liverpool Y: Farran to 2, Watford: Downes to 11 (GM), Bolton: Farrimond to 1, Cooper to 1, Ipswich: Osborne to 5, Workington: Spencer to 4, Satans: Hornby to 2, Luton: Gregory to 11, Ilford: Beaufort to 2, Peover: Kennedy to 8
A few strange ones this time!

MISCELLANEA

IMM's from Watford, Newcastle, Brentford, Satans B's, Derby County.

Bolton Wanderers borrow £54,000 from the CF (£54,100 (inc. interest) to be repaid within 2 weeks.)

If a green player gets a 1, nothing happens to him.

MPBU & BELU's P. Douglas scored the third goal in their last game, not R. Plant to whom the goal was credited. He doesn't even play for the club!

Everton's No. 7 is Stevenage - I cannot recognise. Scott Edwards and Jason McPhee do not change again for the Everton captaincy. This time it's Mercer.

Liverpool's Vick was suspended for 3 weeks, not three games. He is therefore not available for the league match this week.

Watford are still playing with only 10 men, -2 from team lists.

MPBU's Truman has scored 5 goals and so is first choice of the day. Allfrens Law has scored 3 goals and so is 2nd choice. Club bank statements in Chimaera run a week behind the games. Next gate receipts for the cup matches will be credited this time, not 2nd half at Watford! The CF wants £55,000 from you next week as loan repayment.

UNSETTLED RESERVES SEEKING TRANSFER

Ipswich Town (5) : Stark (HB)

Scouts report: Black and

Liverpool Youth : Pannal (HB)

Scouts report: Red and

Allfrens United : Hartley (F)

Scouts report: Green,

Ilford Town : Cassalis (B)

Scouts report: Green.

Everton's 10 and P.G. Jones (HB)

Scouts report: Blue, red and

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PRESS

VICARAGE ROAD (WATFORD)

Red goalkeeper, Blue full backs and forwards available for transfer, also Green forwards (plenty!).

Required: - 2 half-backs (any colour), both are desperate required and almost any offer will be accepted, new one within days.

Write in confidence to: Harassed Mike Keen, c/o Pete Cousins, 35 Miltons Crescent, Godalming, Surrey. GU7 2NS.

EVERTON

UNSETTLED TEAM MANAGER SEEKING TRANSFER

Bob Howes Cubs report: Yellow with fear, Red with anger,

Blue with misery, Green with envy.

Brace yourselves, here come the results. Concentrating Nicky Cogen-
tracing Bob? Ready to will those dice's of fortune at 1000?

WEEK 8

Glimmer Super Cup - mid-week replays

Derby County (44)	(1) 2 v Irish Mensa XI (G)	(0) 0	9,000
T/M Andy Davidson	in		
Egg 19, Donald 66	0-0	0-0	15,000
Derbys Donald off-form +1.			

Hanor Town (G)	(0) 0 v Satans Bastards (32)	(0) 1	21,000 (1)
T/M Chas Bedford			
The Phantom Knicker Snatcher 43.			
Liverpool Youth (40)	(0) 2 v Richard Scare A.S. (G)	(0) 0	15,000
T/M Mick Bullock			
Edwardes 55, Adane 75.			
Liverpools Rambert booked.			

Sporran Academicals (33)	(1) 2 v Wombledon (G)	(0) 1	12,000
T/M Alan Clark			
Lever 25, Fager 65			
Sporrans Hamersham and Lever off-form +1			

"...so no more glory for those little minnows!" I really thought Hanor Town would do it against Satans, but a goal 3 minutes into the second half put paid to any hopes of that. The winners above will play in the next round as follows: Ipswich Town v Derby County, Walton Cloggers v Liverpool, Sporran Academicals v Brentford, Satans Bastards v Pentonville C.B., Etc.

LEAGUE DIVISION 1

Ipswich Town (48)	(2) 2 v Brentford (41)	(3)	21,000
T/M Ron Canham			
Turner 19, 23.			
Brentfords Mansley injured by a late tackle just inside the Ipswich penalty area. The offending player was Osborne. There were just three minutes left to play when the incident occurred and although Mansley was able to convert the spot kick he had to limp off immediately afterwards. He will miss next weeks game. Fonteyn was sub.			

RECOMMENDED ANNUAL CHAMPIONSHIP

Leds Utd (38)	(1) 1 v Manchester Utd. (45)	(2) 5 w/o £36,000
T/M Tony Sturt		
Barber 11		
Manchester United Raymond had a good game setting up three of the goals and then hitting the woodwork himself +1.		

Liverpool F. (40)	(1) 1 v Newcastle Utd. (36) (TAKO) COKE £33,000
T/M Mick Bullock	
Walker 22.	
Liverpools Cameron had a terrible game +1. Newcastle's Nutt upheld a muscle in the 29th minute and was replaced by M. Burns. He will be out for 4 weeks.	

Watford (25)	(1) 1 v Bolton Wan. (42)
T/M Pete Cousins	
Watfords Goodeve had a poor game (2-1), but Boltons Patterson showed tremendous promise. (+1)	

S.E.A.

West Ham United (47) (S) 3 v Everton (37) 2 1 39,000
T/M Richard Walkerdine.
Yeale 12, St. Adams 21, St. M.
Callaghan 41

Inspite of scoring two 'glorious' goals West Hams Yeale left much to be desired his all round performance and is -1. Evertons Sagar on the other hand, Inspire of being beaten 3 times pulled off some astonishing saves +1.

LEAGUE DIVISION 2

Derby County (44) (2) 3 v Ilford (39) (G) 2 1 32,000
T/M Andy Davidson

Schald J. Begg 19, Reynolds 76, Pearn 46, Mackail 62.
Ilford, 2 goals down after 19 minutes showed tremendous spirit to fight back and level the scores in the second half. Not good enough though as a Reynolds headed from a free-kick cross gave Derby victory 14 minutes from time. Ilfords Arlott didn't impress -1, but Derbys York had a great game in the middle of the defence +1.

Luton Town (36) (G) 1 v Peover Celtic (42) (2) 2 1 19,000
T/M Michael Groom

Sumins 54
Unlucky Luton were 2 goals behind before T/M Michael Groom had even got to his seat. After that first five minutes of disaster though they settled down and began to come more into the game, but the deficit proved just to much to make up. Lutons A. Brown (+1) paled all over Peovers Steckin (-1).

Sporran Acad's (32) (G) 1 v MPBL & BBLU (45) (4) 4 1 30,000
T/M Ian McLaren

Gaffin 76
Booth 7, Scott 8, Hawkes 17, 23.
MPBL, 4 goals ahead after just 23 minutes, sat back and coasted this game, probably thinking about the big one next week. Truman (+1) was their mastermind behind the tornado of that first 20 minutes.

Alltrans Utd (45) (G) 3 v Workington (44) (6) 1 16,000
Les Kennedy

Maskins 5, Law 11, Dougan 27.
Alltrans dominated this game completely from start to finish but although Maskins slotted in the first goal after only 6 minutes his performance was what one would expect (-1). Workingtons Goalkeeper Nick Hunter was at fault with all three of the Alltrans goals (+1).

LEAGUE TABLES

DIV. 1	Goals	DIV. 2						Goals							
		P	W	D	L	F	A								
Manchester Utd	61	6	19	26	8	13	10	MPBL & BBLU	76	6	0	1	19	9	12
West Ham Utd	73	5	6	13	10	10	10	Alltrans Utd	75	1	1	20	10	11	11
Brentford	73	3	1	17	16	9	10	Peover Celtic	73	2	2	14	32	26	26
Newcastle Utd	74	0	5	12	8	8	8	Stansgate	75	2	2	13	35	36	36
Bolton W.	75	2	2	12	9	8	8	Watson	0	7	3	1	3	17	17
Everton	72	2	3	2	8	12	7	Workington R.	73	1	3	13	14	7	7
Liverpool W.	72	2	3	16	14	6	10	Derby County	78	2	3	13	45	6	6
Swindon Town	74	1	3	5	8	15	5	Ilford Town	72	1	4	11	27	27	27
Leeds Utd.	72	1	1	5	7	15	3	Sporran Acad.	72	1	1	10	27	27	27
Watford	74	1	5	4	14	3	10	Luton Town	70	1	6	6	24	2	2

So Manchester United maintains their three point lead at the top of Division 1, while MPBL and Alltrans look as if they intend making the second division a bit more room. Next week is the crunch match though!

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THE ACCOUNTS FOR WEEK OF last ISSUE.

	Opening Balance	Running Costs	Transfers	Other Costs	Recptcs	Gate %	Other Transfers	Income	Salaries & Bldg. %
1/1/68	104,000	20,400	6,000	4,000	18,000	14%	14,000	112,000	
1/1/68 to 3/31/68	149,300	14,900	8,000	5,000	24,000		24,000	142,400	
1/1/68	156,200	10,300	10,000	5,000	14,000	14%	14,000	142,400	
1/1/68 to 3/31/68	156,300	35,400	10,000	5,000	36,000	14%	36,000	141,900	
1/1/68	149,000	16,000	10,000	5,000	26,000	14%	26,000	146,000	
1/1/68 to 3/31/68	144,600	24,500	10,000	5,000	27,000	14%	27,000	141,900	
1/1/68	144,600	18,100	10,000	5,000	16,000	14%	16,000	143,600	
1/1/68 to 3/31/68	180,700	18,100	10,000	5,000	16,000	14%	16,000	143,600	
1/1/68	19,200	10,000			14,000	80,000		43,200	
1/1/68 to 3/31/68	25,300	10,000	20,000		7,000		7,000	60,300	
1/1/68	38,000	10,000			50,000	14,000		(28,000)	
1/1/68 to 3/31/68	88,800	10,900			20,000	15,000		92,900	
1/1/68	52,400	30,000				9,000		51,600	
1/1/68 to 3/31/68	204,800	24,500	90,000	20,000	26,000	14%	26,000	140,300	
1/1/68	114,700	11,500			30,000	10,000		112,200	
1/1/68 to 3/31/68	156,500	15,700			10,000		10,000	156,500	
1/1/68	119,300	11,900			32,000		4,000	125,000	
1/1/68 to 3/31/68	144,900	14,500			25,000		8,000	125,400	
1/1/68	83,200	30,000					8,000		75,200
1/1/68 to 3/31/68	76,700	10,000	55,000		12,000		20,000	75,000	126,370
1/1/68	94,300	19,500			20,000		7,000		152,300

PAINTING AND DRAWING

Everton: No incident. Hampshire: Disciplined for breach of club rules. Ban ended for 2 weeks. Liverpool: Cameron S Improvement - 1. Watford: No incident. Bolton: Repairs to floodlights cost £5,000. Newcastle: Fined by the league for岐山 one £1,000. Leigh: Every 11. Leeds: Fined £100 gets international cap. Brentford: Old shows signs of improvement - 1. Walsall: £20,000 for bringing the game into disrepute with their new ground colour scheme. Wokingham: No incident. Millwall: H. M. profit from short European tour. Valence: Incident. Sporran: Acad. Buffin selected to International - 1. Satellite: Spock disciplined by the club for showing too much emotion at a press conference. Out for 2 weeks. MFS: Knight suspended for 1 week for breach of club rules. Derby: No incident. Listen: Poor drainage of away ground costs over £20,000.

"Yes, you're right, they are in the wrong bear - I must have had my legs crossed when I put them on!"

Opposition. ~~Lord~~: An opportunity to buy an unknown player for £25,000. ~~Powers~~
is going through a period of emotional stress which puts him off his game - 1.

The managers of Liverpool and Everton (and anyone else) that wants to complain, and partitioned by the issue for bringing the game into disrepute (Booooo).

give medium slight re-shuffle of the half-time and training/drinktime cards which is allowed as it's in the rules! to give a much broader spectrum of cards. For instance it's now possible for a player to win 100%.

road accident although the chance of that happening is only about point oh-eight of one percent. Could be even that there was a car load of them coming back from a party together but it's thousands to one against that happening, nevertheless the chance is there. Injuries will in general be keeping players out of the team for shorter periods and the maximum fine now likely to be imposed is £25,000.

We seem to be settling into the game now and the rate of transfers is slowing down to a dribble and so I am once again going to propose that to hurry the game along we play some of the league matches mid-week..... starting with the next week. Unless there's an overwhelming outcry against it of course.

Next weeks fixtures:

MID-WEEK

Bolton Wands	v West Ham Utd
Brentford	v Everton
Leeds Utd.	v Newcastle United
Manchester United	v Ipswich Town
Watford	v Liverpool Youth.

Div. 2	Match	Opposition
MPBU & BSLU	v Allfrens Utd.	
Liford Town	v Workington Reds	
Filton Town	v Satans Bastards.	
Poole Belles	v Derby County.	
Sporran Adams	v Walton Gladiators.	

SATURDAY

Bolton Wands	v Watford
Everton	v Ipswich Town
Liverpool Youth	v Brentford
Newcastle United	v Manchester Utd.
West Ham Utd.	v Leeds Utd.

MPBU & BSLU	v Sporran Adams.
Workington Reds	v Derby County.
Walton Gladiators	v Liford Town
Satans Bus.	v Coventry Celtic.
Allfrens Utd.	v Filton Town.

POOLS NEWS

Forosite 7 from 10, Paul Cook 4 from 10, Dave Tant 5 from 10.
No jackpot winner again I'm afraid.

LEADING SCORERS

6 - Begg, Derby County, Law, Allfrens Utd.
5 - Beggs, Allfrens, Erskine, Man Utd, Haskell, Liford, Harrison, Man Utd,
Truman, MPBU & BSLU, Weller, Sporran, Veale, West Ham, 4

The following players are all plus 1 for attaining 5 goals - Dougan, Allfrens,
Haskell, Liford, Harrison, Manchester Utd, Truman, MPBU & BSLU, Veale, West Ham.

PRICES

HEDDON PARK

Don't buy those expensive green non-leaguers you need to fill your reserve bench. Get a seasoned Division 1 reserve at half-price. Green players available in all positions - only £13,000 from me. Genuine clearance sale.

CARDIFF CITY

Why pay exorbitant fees for underated professionals when they can be hired for moderate fees? This weeks special offer is a blue half-back, Mackay, who is available for loan in the following

£5,000 per match, + £20 per goal scored by Mackay. He is allowed to play against us if the occasion arises, but he must be available for recall if injury hits Manchester United.

LUTON

Whitefoot (HB) and McDonald (D) are seeking a transfer. Both green players, no reasonable offer

That's it for another week of 'Soccerbase'. Now you can all sit down and write a letter complaining because the game didn't go exactly the way you wanted. No, I've got a better idea, send them to Bob Howes or Mick Bullock, I shall only ignore them. Tak, I wonder if Leeds Utd complained to the FA, when Crystal Palace beat them on the grounds that they had the better team.

SITE FOOTBALL NEWS

MORE LATE FOOTBALL NEWS - The Vikings won the Minnesota odds last weekend.

Notes on Cladocera (43)

Walton Cloggers (43) (2) vs Satans Bastards (34): (1)st 03 22000
T/M John Meaden NO SCORING OR PENALTIES
Cartwright 25, Hartnell 37, Moey 11, Neddy Snagoon 1, 37%
Lehman 75, Wheatley 88, 1 GOALS
A game which Walton dominated from the first whistle, they were two goals
ahead after 37 minutes but Satans one moment of glory came when they pulled
the second goal back within 30 seconds of it being scored. Gryptype Rhynn
played well in the Satans attack but could make little headway against the
Walton defence (1). The game was marred for Walton by an eleventh minute
injury to Devonshire that will keep him out the game for two weeks.

FORMULA ONE

Turns 12 - 14

ING from Henry Motoring Crun.²

Turn #	Starting square	Speed	Move	Tactic Card	Penalties
12					
J-Howes	140	100	B8-12	Spin Appeal	BW -1
J-Carham	140	20	B5-10		
G-Crum	60	60	B50-52		
P-Groom	160	140	C62-4		
B-Nash	160	120	C6-10, B11	First 4 squares	Spin Off.
B-Taylor	160	140	C1, B2,-B7		

Tutor 2

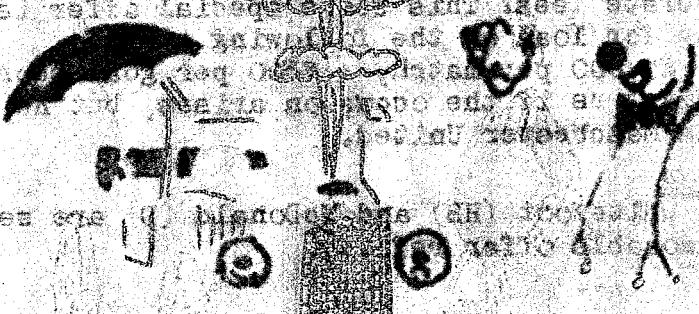
T-Hawes	100	100	B13-17-31, aerial 100' west of road, 300' NNE
O-Camban	120	120	B11, B13, C-14, B15-16, surface, 100' ENE
G-Cross	60	60	B53-55, surface, 100' WNW of house
P-Groom	140	120	C5-10
P-Mash	0	60	B12-14, C-3, surface, 100' SW of bridge
Sh-Taylor	140	120	B8-13, surface, 100' SSW of bridge

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V-Nunes	100	80	B18-24	+3
O-Jansen	120	120	B17-22	W
C-Gruen	60	60	C56-58	W
R-Groom	120	100	B11-15	W
E-Nash	60	120	B15-20	W
B-Taylor	120	120	B14-19	W

STATE OF THE CARE

	<u>air</u>	<u>bow</u>	<u>Type</u>	<u>wear</u>	<u>Brake</u>	<u>wear</u>
Haycart	also			3		2
Orange flavoured				5		2
Green				4		2
Red				6		0.001
Concorde				5		1
Blue Streaker				2		1



Still anybodys race (though I think it was Johnson's) but
Crung got a hell of a lot to do) but enough said he was in the room full of the smell of
burning rubber after that first lap. I think he was
having fun. For the next turn he'll be all over the road.

For a sequence of five moves

"One of the doors won't
open." "It's stuck."

KEYMASTER

TURN 9.

.....Kicking-off as usual with the screw the GM Dept.: 'Sigh,

I didn't mention Edward of Lancaster last time so I'll mention him twice this - Edward of Lancaster is still with Audley, Edward of Lancaster is still with Audley.

Audley is not Bishop of Carlisle, my mistake he's only Archbishop of Canterbury.

Mmm, I think that's my mistakes for the last turn now for a few other bits and bobs.

Pieces may be attacked in forests. Now wait a minute

when Fitzalan killed Clifford in turn 6, Cliffords faction was....

When Clifford was killed again a little later on by Stafford, his faction was then....

Scrope was taken prisoner by ... er, Bourchier wasn't it? Old Bourchier doesn't want to tell you what faction he's with it's up to him. He did win the battle you know.

Herbert can come back, he does so this time! It was an oversight on my part, thanks for pointing it out.

All the incident cards were set a turn or two back and we're now going through the pack a second time.

You cannot hold nobles prisoner, you either kill 'em or you sets 'em free. Whether you set them free for ransom or out of the kindness of your heart is up to you. Players that tried to hang onto nobles this time, I have decreed that you killed them. I allowed Neville to be held prisoner last time owing to a rare error on my part in the turn earlier.....

Now how about a 'SCREW THE PLAYERS DEPT'?

Right lads, I've got a few words to say to thee. Firstly, will you all stop criticising my resurrection rule and read your rules booklets. It isn't my resurrection rule, it's Andrew McNeile. The rules say, in respect of killed nobles 'The noble cards must be placed at the bottom of the crown pack'. If you still don't believe me, it is on page 17, paragraph 22, a

Secondly, the original rule booklet says (although I can't find it in the new one), 'In the course of play a noble may be placed on the board at the nearest friendly town or castle if his own castle or castles are occupied by a rival.' That should explain to you all why Berkeley appeared at Southampton last time shouldn't it? It shouldn't take much thinking about either to sort out that Clifford and Beaufort could go to their own castles because the pieces already there were friendly. Zeeeeee! I do get things right sometimes you know! But thanks for asking all the same, even I have been known to slip up occasionally (?).

Thirdly, page 16, paragraph 2 of the new rules booklet says 'Forest squares may only be passed through at a rate of one square per move. A piece entering a forest square stops in that square.....' as indicated on page

Fourthly, Oh, I haven't got a fourthly but I rather enjoyed pointing out your errors. It made quite a pleasant change, couldn't you make them more often?

Right zen, on with zo game and surprise, surprise no orders from 1 player! I hope it's just an oversight on this turn and that we aren't slipping back into old habits after all your promises? Let's see...
AUDLEY Earl of Wiltshire, archbishop of Canterbury, imposter of the Bishop

of Carlisle moves to Wingfield with Edward of Lancaster.

BEAUFORT Duke of Somerset stays at Corfe.

BERKLEY moves to Taunton.

BOURCHIER kills Scrope while putting down peasants at Lynn.

CLIFFORD travels with Greystoke and Percy.

ROBERT DE BRUYERE Earl of Devonshire, Marshall of England. Bishop of Lincoln stays at Thetford, puts down peasants and kills Grey with kindness.

GRANVELL Spits on Bourchier and says "COME and g

FREDERICK Earl of Arundel, Chancellor of the Duchy of Lanc, Archibishop of York moves to the forestals of Blackheath, nem. 1st b
is killed by courtesy. He is decapitated & his head is sent to Bishop of Carlisle along with Percy and Clifford, hang, draw and quarter Nevilles. They pin a notice to the West and put the pieces in a gibbet hanging outside the walls of Tonisbore Castle. The notice reads "He belonged to the wrong faction". Then all three race down the road to the area around Framlingham. Note: Framlingham, the road doesn't go through the Thetford square, it goes around moves to LSE of Hereford where he meets Holland. Battle ensues, see below.

EDWARD Stands LSE of Hereford, where he meets Hastings. See below.

EDWARD Stands at Corfe.

EDWARD Duke of Norfolk puts down peasants at Framlingham, the Earl of Warwick is hung, drawn and quartered by Greystokes happy band of cut-throats.

EDWARD Earl of Northumberland, Bishop of Durham travels with Clifford and M Greystoke.

EDWARD Duke of Suffolk stands at Wingfield and greets Audley with open arms. moves to Belvoir Castle.

EDWARD Scrope expires when he gets Bourchiers knife in his back.

EDWARD Stanfورد Duke of Buckingam, Chancellor of England can't move because he's got trouble with the peasants.

EDWARD Stanley jumps ship and dashes into his castle at Douglas.

EDWARD Talbot Earl of Shrewsbury, Warden of the Cinque Ports stands at Pevensey.

EDWARD SHIPS IN THE PROVINCIALS OF ENGLAND AND IRISH ISLANDS. Christopher stands in Penzance but is recalled to Berwick. George Duke of GEORGE II stands in Pevensey. EDMUND WORRALL stands in Calais and says he's a refugee. EDWARD LUCAS tries to leave Carboeck but is stopped by a soldier because he is impounded by the dock authority. He's held at sea because he has no rities because he doesn't have a carriage or horses or permission.

EDWARD MARGERAT moves to Lynn. EDWARD STANFORD moves to Colchester. EDWARD MARGARET stands at Beaumaris. EDWARD ROSE is allowed to leave Douglas. EDWARD SWAN stays in Colchester. EDWARD INNITY stays at York. EDWARD TURNER stays at Lanest. Note: see the result Hastings v Holland.

Holland is victorious and Hastings is captured. In an attempt to save his neck he denounces himself and confesses to belonging to.....

EDWARD TURN ACTION against inciting a rising over Edward. Edward turns to the King of France for help.

Embassy from Duke of Burgundy - King to Veymouth. We haven't got one. earl of Lanc, Bishop of Exeter, Sir John Grey Peasant revolt. Stafford didn't put them down well so well as to put them down well enough last time, they're on the rampage again in Leeds. Audley to Canterbury with Edward of Lancaster. Mortain to Blackheath. nobles appearing this time are: Neville/Warwick, Sompe/Richard, Herbert/Llanstephan, Grey/Rockingham.

Caron editor: Yes I did meet you, welcome back! So you didn't know about the

a little piece on mine names by Pete himself. Interesting, for instance did you know that 'Mad Policy' was an anagram of Diplomacy? Or that Dolchstoss was German for a stab in the back? Or that Bellicus backwards was Sucilleb?

Another new 'zine in the pipeline is one from Paul Humphreys which is so far un-named but will sell at between 5p - 7p. It will be a games orientated magazine with no game fee but probably a refundable deposit system. Paul thinks that it won't be as good as Bellicus.....about which I'm not going to comment.....but I'll publish more information when it's available.

Ah well, you know what I've done again don't you? I've left myself insufficient time and space to include the Outdoor Survival rules. Sorry, but they do at least exist now awaiting typing up, next issue should see them in print. For the people intending purchasing the game let me tell you 'don't', the board game is very simple and disappoints.

TANTULUS

(And you can all stop moaning at me for the error last time! I'm not Tantulus so I'm not responsible!).

Formula One: Frank was the champion. He finished 3rd, 2nd, 5th and 1st in the Blue, Yellow, Green and Orange cars respectively, for a total of 17 points.

((Two correct answers - one from Bob Chapman, one from Dave Tant, well done)).

Commuter Problem: Dum-de-dum.....ahem, here it looks as if we have another cock-up. I'm afraid, for I have a letter from Allan Ovens in which he claims there are two possible answers. One of those he gives tallies with that supplied by Tantulus but the other tallies with an answer supplied by Dave Tant which does certainly suggest that something is amiss. I'll forward Allans letter onto Tantulus for clarification but in the meantime will have to hold the answer over for a week. Sorry.

GAMES SHOP

Kedge Neuman would like to obtain copies of SPI's 'Flight of the Goeben' or 'the Franco-Prussian' if anyone has copies. Kedge's address is on page XXV.

Dave Tant 32 Nursery Avenue, Bexleyheath, Kent DA74 J2 has Mediterranean, Careers, Ulcers, Campaign, Spy Ring, Buccaneer and Railroader to dispose for £2.00 each including postage or alternatively £1.50 if you can collect (either from his home or work in the Victoria area). Alternatively again he would be prepared to swap any three for Outdoor Survival or some other AH-type game. ((Fancy Creature Features, Dave?))

Anyone else got anything they want to dispose of or obtain (why stop at games?), drop me a line for inclusion in the next issue, stating prices, swaps etc.

Thanks to everyone that sent items for inclusion this issue, couldn't use them all because of lack of space but they may find their way into a later issue. I still want more though particularly game reviews and there's a free issue for everyone used. Also how about something on D & D from someone, I know we have lots of Dungeons amongst our readers but nobody ever wants to talk about them. Why? Also how about some more variations on popular board games, some more local dialects, plenty of sayings and quotations, some articles on non-gaming topics, some jokes, some cartoons, etc., etc., etc. The player survey is coming along nicely and I'll commence publishing next

XXVIII

issue... Have I got anything on you yet? If I don't get anything I'll make it up or get somebody else to write it!!

NOW, A RETURN APPEARANCE BY POPULAR DEMAND, WE PRESENT THE....., INDEX

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Thanks to everyone that helped with this issue, please keep the contributions coming. This issue goes free to Ron Canham, Allan Ovens, and Ian McLaren as well as Dave Watts. If you'd like a free issue, write me an article, I'm not fussy as to subjects.

DEADLINE FOR ISSUE 17 IS FRIDAY 28TH MAY 1976 (try not to be late!)
SOCCERBOSS, FORMULA ONE, KINGMAKER - 1 WEEK EARLIER i.e. 21st.

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This is not the N.O. number. It is the N.S. number. I am not surprised.
NORNS from Dave Allen. Surprised?

It is in fact Chimaera

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