

Issue No. 15 already? Have I really been publishing that long? Nearly a year old already! Ah well, here goes again.....

Welcome one and all to the postal gaming magazine Chimaera. It comes to you from Clive F. Booth of 71 Clara Mount Road, Langley, Heanor, Derbyshire DE7 7HS and you still get it at the giveaway price of .75p per sheet.

This is the Chimaera that very nearly didn't appear and may I apologise now to all of those who sent me letters etc that haven't been ded. I spent my lunch hour at the office working on the magazine. I finished I seem to remember stuffing the file into my draw..... who forgot all about it and got it locked in for the Easter weekend. These right folks.....bright little me! But that's not the end of it, I rushed over to the factory on the night of Good Friday hoping there'd be a security or something knocking about to let me in, but alas, there wasn't. Next day to ring one of the Directors to come over and let me in (another black mark Booth!) and very kindly, he did so. However, ahem, my relief at being able to get to my desk at last soon disappeared for the file wasn't there!!..... and I hadn't got the vaguest idea where it could be. I still haven't and so I'm going to have to try and produce this issue without it, my apologies to all concerned. Fortunately there were no orders in the file so at least the games won't be affected. Let's get straight on with them.

ARGOS 1975FH SPRING 1904

- ENGLAND (Bullock) F(Hol)-Kie, F(StP-NC)-Nwy, F(BAS) s F(StP-NC)-Nwy, F(Lon)-NTH, F(Edi) s F(Lon)-NTH, F(NWG) s F(Lon)-NTH.
- FRANCE (Plater) A(Mar)-Pie, F(GoL) s A(Mar)-Pie, F(WMS)-TYS, A(Tun) st., A(Ruh) s A(Bur)-Mun, A(Bur)-Mun.
- GERMANY (Davidson) F(Den) s A(Kie), A(Kie) s F(Den), A(Ber) s A(Mun), A(Mun) s A(Kie).
- ITALY (Cousins) F(ION) s F(Nap)-TYS, F(Nap)-TYS, F(Tus)-Pie, A(Gre)-Ser, A(Tri) s A(Gre)-Ser.
- RUSSIA (Lovibond) A(Fin) s A(Nwy), F(Swe) s A(Nwy), A(Nwy) st., F(BLS)-Ank, F(SKA) s German F(Den)-NTH, A(Vie) st., A(Sev)-Arm, A(Rum)-Bul, A(Ser) s A(Rum)-Bul, F(Con) s F(BLS)-Ank.
- TURKEY (Pratt) A(Bul)-Con, A(Ank) s A(Bul)-Con, A(Smy) s A(Bul)-Con.

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Retreats

- Russian F(Con)-AEG, A(Ser)-Bud.

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FRIGATE 73/4 1973HB SPRING 1912

- ENGLAND (Ball) (A(Mos) s A(Ukr), A(Ukr) s French A(War)-Gal, A(Gal)-Vie, A(Pru)-Sil, F's GoB, BAL, Kie, Hol, NTH and A's StP, Den all stand.
- FRANCE (Walkerdine) A(Mar)-Pie, F(ION)-Nap, F(TYS) s F(ION)-Nap, F(Tun)-N, A(Rom)-Apu, F(Tus)-Rom, A(Tyr) s English A(Gal)-Vie, A(Boh) s English A(Gal)-Vie, A(Mun) s (RJW) Team (West Ham) - Cup Winners Cup, A(War)-Gal.
- ITALY (Sharp) A(Bud)-Gal, A(Tri)-Tyr, F(Ven)-ADS, F(Apu)-Ven, A(Nap)
- RUSSIA (Cousins) A(Vie) st., A(Ser)-Ukr, F(BLA) s A(Arm)-Sev, A(Arm)-Sev, F(Gre)-ION, A(Rum) s A(Ser)-Ukr.

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Retreats

Italian A(Nap) annihilated. Russian A(Vie) annihilated.

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FRIGATE 74/13 1974DB AUTUMN 1909

AUSTRIA (Waldie) F(AEG) c A(Con)-Apu, F(ION) c A(Con)-Apu, A(Con)-Apu, A(Sev) s A(Mos), A(Mos) s A(Gal)-War, A(Ukr) s A(Gal)-War, A(Vie)-Gal, A(Mun) st., A(Boh) s A(Mun), A(Tyr) s A(Mun), A(Gal)-War, A(Tri)-Bud.

ENGLAND (Ferguson) F(Tun) st., F(WMS) st., A(Gas) s F(MAO)-Bre, F(MAO)-Bre, A(Yor)-Lon, F(ENC) s A(Yor)-Lon, A(Bur)-Par, F(NTH)-Den, F(Edi)-NTH,

GERMANY (Sharp) A(War)-Sil, A(StP)-Mos, A(Bre)-Par, A(Ber) & A(Ruh) s A(Kie)-Mun, F(Hol)-NTH, A(Nwy) st., F(Lon)-ENC, A(Bel)-Bur.

ITALY (Lindsay) NMR! F(Nap) & A's (Rom), (Ven) stand.

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Retreats

German A(Par) annihilated, F(Lon)-Wal.

Builds

AUSTRIA Vie, Bud, Ser, Gre, Tri, Bul, Rum, Mos, Sev, Smy = 14: bu.2  
Con, Ank, + Mun, + War. F(Tri), A(Ven).

ENGLAND Lon, Lpl, Edi, Mar, Bre, Por, Spa, Tun, + (Den) = 9: N/C  
(Bel).

ITALY Rom, Nap, Ven = 3: N/C

GERMANY Kie, Swé, Hol, StP, Ber, Par, Nwy, (Mun), (Den), = 8: remove 1  
(War), + Bel. F(Wal).

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DAEDULUS AUTUMN 1901

AUSTRIA (Thorby) A(Ser) s F(Alb)-Gre, F(Alb)-Gre, A(Tri)-Bud.

ENGLAND (Howes) F(NWG)-Nwy, A(Yor)-Bel, F(NTH) c A(Yor)-Bel.

FRANCE (Cook) A(Bur)-Mar, A(Mar)-Spa, F(MAO)-Por.

GERMANY (Ovens) A(Mun)-Bur, F(Hol) s English A(Yor)-Bel, A(Kie)-Den.

ITALY (Lean) A(Apu)-Tun, F(ION) c A(Apu)-Tun, A(Pie)-Ven.

RUSSIA (Barker) F(GoB)-Swe, A(Gal)-Rum, F(Sev)-Arm, A(Ukr) s A(Gal)-Rum.

TURKEY (Burton) A(Bul)-Rum, A(Con)-Bul, F(Ank)-BLS.

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Builds

AUSTRIA Tri, Bud, Vie, + Ser, + Gre = 5: bu.2 A(Tri), A(Vie).

ENGLAND Lon, Lpl, Wal, + Nwy, + Bel = 5: bu.2 F(Lon), A(Edi).

FRANCE Par, Bre, Mar, + Spa, + Por = 5: bu.2 A(Par), F(Bre).

GERMANY Kie, Ber, Mun, + Hol, + Den. = 5: bu.2 A(Mun), A(Kie).

ITALY Ven, Nap, Rom, + Tun. = 4: bu.1 F(Nap).

RUSSIA StP, War, Mos, Sev, + Rum, + Swe. = 6: bu.2 A(Mos), F(Sev).

TURKEY Con, Ank, Smy, + Bul = 4: bu.1 A(Ank).

NEUTRAL = 0.

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Press

OVERHEARD IN CRETE.

'Minos, what's that purple camel doing flying into the sun on waxen wings?'

ITALY TO A FEW OF YOU

Many apologies for unanswered letters. They arrived late owing to a strike in the Manx Post Office.

ITALY - FRANCE

Sorry.

## MONA-NUTHATCH

If you desire a fifteen page press release, I know of a certain redundant purple-striped camel who would oblige.

## ST. PETERSBURG - VIENNA

Sorry about slackness, hope you got the late letter. I have acted as promised, hope you haven't done anything rash.

## DOWN FROM THE SINGING MOUNTAINS (2)

(Diew, you are ignorant, Tag, aren't you? Of course down comes from ducks. Our ducks are Mountain ducks, specially imported to South Wales from Switzerland. Haven't you heard of Eiger down?)

((Heh, heh I like it, 'course whether you think it's true or not is a matterhorn opinion))

Gerwyn gazed in wonder at the Twickenham tickets in his hand.

'Stand tickets' he murmured, 'Sittin' in the Stand!'

"Aye, nothing but the best, boyo" chuckled Dai. A snickering giggle from the hall-way made them both spin round in consternation. A tousled-haired, snub-nosed, freckle-face face peered around the door.

"What you got there then?" Gerwyn's youngest sister, Myfanwy, enquired cheekily.

"Diew, Fannie. How many times I told you to stay out of the kitchen while I'm having me a bath?" Big brother turned his back on Myfanwy, trying desperately to gather the bath-towel from the floor while Dai unsuccessfully attempted to make a shield from the inquisitive eyes with the hopelessly inadequate hand-towel.

Modesty won the day, and as the clutching fingers gathered the bath-towel to half-mast, the priceless tickets fluttered to the tiled floor. Quick as a flash the mischievous imp dashed into the kitchen, snatched the two pieces of cardboard from the hearth-rug and dodged behind the rocking-chair by the fire-place. Both our young heroes, having their hands full, were powerless to stop her.

"Give them back", said Dai, apprehensively. He knew his horrible little cousin of old.

Myfanwy slowly began to read out the printed words on the cards. "Rugby Inter - Interna - Internashnal..."

"Give here!" snarled Gerwyn, making an unsuccessful snatch at the tickets. Myfanwy dodged and continued, raising her voice. "At Twickenham, Jan-ew-ery the Twenty-First!"

Dai plunged across the kitchen and closed the door with a slam, fearful that Auntie Angaharad, laying tea in the front parlour, might have overheard.

Gerwyn recovered his composure, with the bath-towel now firmly anchored around his mid-rift, and stalked his little sister round the rocking-chair.

"I'll put them on the fire!" Myfanwy waved the tickets over the flames. "What you two planning to do with them, then? Bet you haven't asked our Mam!"

"Don't", a strangled plea from Gerwyn, turning to a placatory appeal. "Give them back, please. There's a love."

Myfanwy skipped deftly to the open window overlooking the back-yard. "Say please."

"I said 'please', you little b-----" Dai and Gerwyn moved slowly towards her, freezing in their tracks as she put her skinny little arm out of the window.

"Stay there", the vixen said, "Or I drop 'em."

"So help me I'll kill you, you little -----"

With the impetuosity of the young, Myfanwy went too far -

"Drop your towel, or I'll drop the tickets!"

Gerwyn gave an outraged growl and lunged forward again. With a howl of anguish he saw the precious passports to supreme pleasure fall from his sisters fingers.

"God! Go get them, Dai, before the wind takes them!"

Dai hesitated but a moment, and dashed out of the kitchen, out of the hall, through the back-door. A few moments searching rescued the tickets from the corner by the dust-bins.

The sound of hand meeting flesh rang once, twice, three times from the kitchen, followed by high-pitched yelps of indignation.

"I'll tell our Mam!" came a tearful protest.

"Diew, that's torn", muttered Dai to himself. "Now what!"

TAG HILL

Couple of small errors bought to my attention in the report for the last season. F(Alb)-Alb should have read F(Tri)-Alb and the Turkish move F(Ank)-BLA should have been underlined. My apologies for that, but no damage done, both errors were pretty obvious. As for underlining of failed moves, Chimaera house rules state that it is done as an aid to players and that no responsibility can be accepted if the occasional one is missed. (Well, perhaps it doesn't actually say that, but it damn well ought too!).

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ECHO 1976AU SPRING 1901

- AUSTRIA (Dove) A(Vie)-Tyr, F(Tri)-Alb, A(Bud)-Ser.
- ENGLAND (Pomeroy) F(Edi)-NWG, F(Lon)-NTH, A(Lpl)-Yor.
- FRANCE (Sturt) F(Bre)-MAO, A(Par)-Pic, A(Mar)-Spa.
- GERMANY (Canham) F(Kie)-Den, A(Ber)-Kie, A(Mun)-Ruh.
- ITALY (Lindsay) A(Ven)-Tyr, A(Rom)-Ven, F(Nap)-TYS.
- RUSSIA (Pringle) NMR!!!! F's StP-NC, Sav & A's War, Mös stand.
- TURKEY (Nash) F(Ank)-BLS, A(Con)-Bul, A(Smy)-Arm.

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TAG HILL

My thanks to Doug Pringle in Moscow, just what the hell do you think you're playing at? It's six weeks since the game start was announced, surely if you didn't want to play it wouldn't have been too much trouble just to say so, would it? Unless I hear from you this is your last issue of Chimaera, your credit is already in the red.....in fact if I remember you'll probably only get this page.

Press

L.L.L. (Luscious Linda, London)

NOW MY DEARS

What can I do for you lovely boys, to make you let me win? No price to high, no deviation too kinky

PARIS MATCH

Our London correspondent reports seeing this sign on Buckingham Palace gate:

- SLEEPEE 1 hour, 1 supply centre.
  - SLEEPEE all night, 2 supply centres.
  - SPECIAL REQUESTS, 3 supply centres.
- BY ORDER OF HER LUSCIOUS MAJESTY.

GERMANY

"Today Denmark - tomorrow ze perno shops"

GERMANY - ENGLAND

"Ve haf veys of making you welcome!"

TURKEY - ENGLAND

Having been overwhelmed by the willingness of everyone to concede defeat before the game begins, how about a 7 way draw and let's start another game? ((I'm all in favour of that! Same game fee as last time?)) I am not mad yet, but if I did crack up, I'd like to take the view of the average Englishman in the mental home, who when the curate in his Sunday Sermon asked rhetorically, 'Why are we all here?' replied 'Because we are

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not all there.'

Epilogue: Since all have given up, I haven't written to anyone yet, so how about a non-aggression pact between Turkey and England? It has never lost a game yet.....

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BASILISK 1975FS SPRING 1904

- AUSTRIA (Howes) A(Ser)-Bul, A(Bud)-Vie,
- FRANCE (Anarchy) F(GoL), A's Pic, Par, Spa all stand.
- ENGLAND (Meadon) A(StP) s German A(Den)-Lvn, F(NTH)-Den, F(MAO)-Gas, F(IRI)-ENC, F(MAO)-MAO.
- GERMANY (Lovibond) A(Den)-Lvn, A(Pru) s A(Den)-Lvn, A(Sil)-War, F(BAL) c A(Den)-Lvn, F(Bel)-Pic, A(Gas)-Mar, A(Bur)-Par,
- ITALY (Davies) F(Nap)-TYS, F(ION)-Tun, A(Ven)-Pie, A(Tyr)-Boh, A(Vie)-Col, A(Tri)-Tj, F(Smy)-AEG, F(Gre) s AUS A(Ser)-Bul.
- RUSSIA (Cook) A(Mos)-Lvn s A(War), A(Ukr)-Gal, F(Rum)-Bul-EC.
- TURKEY (Anarchy) F(Ank) & A's (Bul) & (Con) all stand.

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Retreat Turkish A(Bul) annihilated.

PRESS  
BUDAPEST (or wherever).

'All's Fair in.....?'

"Well, we're still there then."

"Pardon?"

"I said we're still in there fighting."

"Sorry, what was that?"

"Jesus! What's the matter with you? It's 1904, son. You were right,

I was wrong. You've survived!"

"Oh.....yes. Sorry, my minds not on this game somehow....."

"Don't I know it? It's Cupids little arrow isn't it?"

"Don't be silly"

"Humming 'Little Sir Echo' all day long"

"Come off it"

"Tucking that silly little piece of white Kleenex into your breast pocket."

"Shut up."

"And the pong! Thought you'd changed your aftershave or something."

"Shut up!"

"People will talk, y'know."

"....."

"Come on - snap out of it! What about that bloody pseudo-Welshman?.."

"You look after him. I'm going to play my latest L.P....."

TAG HILL

Ahhhh! And how, after that impassioned little piece, can I possibly offer the standby position for Russia in Echo to anyone else? Would you like to take it, Bob? If I haven't heard from Doug Pringle by the next deadline with an explanation and possibly an apology, it's all yours. Ooops, just remembered I never told the Echo players you were standby, I wonder if they're reading this? I suppose I'd better put a note in later on.

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POLARIS 74/22V ATLANTICA 1

Hmmm, silence on this from all concerned since last time, but now at least I think I may have got hold of a set of rules and map for myself. If that's the case we restart next issue (assuming I get the map long enough in advance to allow me to get it all drawn up etc.). The next season is December 1870.

WANTED: 1 REPLACEMENT PLAYER FOR THE UNION FORCES. POSITIONS PUBLISHED IN CHIMAERA 14.

COCKATRICE 1975ID AUTUMN 1904

- AUSTRIA (Sturt) A(Bud)-Tri, A(Gal) s Russian A(Rum).
- FRANCE (Scott) F(Por)-st., A(Spa)-Tus, F(NTH)-Nwy, F(NAO)-NWG, F(GoL)-c-A(Spa)-Tus, A(Bel)-Ruh, A(Bur) s German A(Bur)-Mun.
- GERMANY (Groom) F(SKA)-Swe, F(Den) s F(SKA)-Swe, A(Ber)-Mun, A(Mun)-Sil, A(Edi)-st.
- ITALY (Canham) A(Boh)-Vie, A(Tyr) s A(Boh)-Vie, F(Nap)-Rom.
- RUSSIA (Nash) A(Arm)-Smy, F(Ank) s Turkish A(Smy)-Con, A(Nwy)-Fin, E(Swe) s F(StP-NC)-Nwy, F(StP-NC)-Nwy, A(Rum)-Bud, A(Sil)-Ber, A(Pru) s A(Sil)-Ber.
- TURKEY (Haughan) F(TYS)-Tus, F(ION)-Nap sby F(Apu), A(Tri)-Vie, A(Ser)-Rum, A(Bul)-Con, A(Smy)-Con.

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Retreat Russian F(Swe)-BAL.

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PRESS

ITALY-RUSSIA

"You lied!!"

RON - GM "Ha! Ha! Ha! Revenge for Chimaera II, Kingmaker gave me the idea."

TAG HILL - RON

I thought it might be, you do realise don't you that your next set of orders have just been lost in the post?!

MOSCOW

Since I appear to have made a mess of things to date, I shall allow you to have a good laugh by looking at my forces scattered appearance instead of amusing you with any further press this time. (sob....)

RUSSIA - TAG HILL.

Manchester United 2 Derby 0: Who says Soccerboss in Chimaera isn't realistic?

TAG HILL

Notice the way we unselfishly gave up a place in the Cup Final to save Sheffield? I mean, look what the Manchester Nooly fans did to Ipswich the week after just because they lost a league match.

ASSA MARRA - BORING PRESS WRITER

If you don't move out of my centres I'll write longer, more boring press than you do, impossible as it may sound. If I close my eyes and count to 10 will you have gone?

ASSA MARRA - BUDAPEST

I'm allergic to violence - I come out in cuts and bruises.

Builds

- AUSTRIA Bud, (Vie) = 1: remove 1 A(Gal)
- ENGLAND (Por) = 0: OUT!
- FRANCE Bre, Par, Mar, Spa, ♦Por = 8: bu.1 F(Mar)
- GERMANY Kie, Den, Hol, Edi, (Ber), + Mun, + Swe = 6: bu.1 A(Kie)
- ITALY Ven, Rom, (Nap), (Mun), +Vie = 3: N/C
- RUSSIA StP, Mos, War, Sev, Nwy, Ank, Rum, (Swe), + Ber, = 9: bu.2 A(Mos).
- + Smy
- TURKEY Con, Bul, Gre, Ser, Tri, Tum, (Smy), + Nap = 7: N/C.

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VIII  
FRIGATE 75/23 1975BK SPRING 1908

ENGLAND (Fisher) A(Lon) st., F(NWG)-NTH, F(Nwy)-SKA, F(MAO)-ENC,  
A(Bre)-Pic, F(Mar)-GoL, F(WMS)-GoL, F(Spa-SC)-MAO.

GERMANY (Ross) A(Mos) s A(Lvn)-StP, A(War)-Gal, A(Mun)-Bur, A(Bel)-Pic,  
A(Hol)-Ruh, F(Kie)-Hol, F(Swe)-Den, F(GoB)-Swe,  
A(Den)-Kie, A(StP)-Fin, A(Lvn)-StP.

ITALY (Howes) A(Bud) s A(Ser), A(Ser)-s A(Bud), A(Tri)-Ven,  
F(Apu) s A(Tri)-Ven, F(LOS)-ADR, F(TYS)-IOS, F(Tun)-IOS.

TURKEY (Barker) F(Ven) st., A(Sev) s A(Rum), A(Rum) s A(Gre)-Bul,  
F(BLA) a A(Rum), F(Bul-SC)-Gre, A(Gre)-Bul, F(AEG) c  
A(Gre)-Bul, F(Smy)-EMS.

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Retreat Turkish F(Ven) annihilated.

TAG HILL - TURKEY

The rules state that 'If two units are ordered, each to the space the other occupies, neither may move'. I'm sure that the fact that one of the units was convoyed makes no difference at all, hence the moves fail.

PRESS  
BERLIN-LONDON.

Sir,

Your ambassador in our capital will receive his dismissal in due course unless your country's unprovoked aggression is terminated immediately and your actions explained.

Until this happens, our Government will feel justified in taking action to protect our territory from further incursions.

LA BELLA ITALIA - The long leg of Europe.

O/C Womens Defence Battalion, Roma to Commander, English Naval Squadron, WMS - "Get your grubby paw off my knee."

O/C Womens Defence Battalion, Napoli - "I know just what you mean, I've got some damned Pommie sailors tickling my toes."

O/C Womens Defence Battalion, Venezia - "You think you've got problems? You should see what these bloody Turkish sailors are doing to me!"

THE KEFLAVIK FILE 13:

Fearing for his life at the hands of the amorous Countess, Lindsay drew out his trusty Dislocator from beneath his cloak. As he fumbled with the field randomiser button he saw a Dwarf member of the court jump forward, no doubt fearful for his Lady's life, but he was too late - lunging instead at the air where Lindsay had been.....

Yet again Sobieski endured the irritation of temporal and spatial dislocation. By the time that the shift had ended he could see that most of the party had been left behind, in fact only Fisher, Lindsay and himself had escaped. Only a small field could have built up he thought. What could be done to save the others..... Perhaps.....

His thoughts were interrupted by Fisher crying, "No! We can't be here, let me out!" Then the Pole noticed: he appeared to be standing next to a large lens-shaped window, when he peered through it he could see.....  
..himself!!

The Lindsay began to laugh.

"You've transported us into your head! When I look out of this 'window' I'm seeing what you see through one of your eyes."

"True, that seems to have happened", chortled Lindsay, "quite by accident I must stress."

"But this cannot occur - what would you see if you were to look through this eye? How come you are in here with us anyway??"

The Lindsay stopped laughing.

GANDALF WORKS AS A REDCOAT AT BUTLINLAND EACH SUMMER, BUT WHERE DOES RUSSIA GO FOR HIS HOLIDAYS? WHERE AS HE GONE? WILL THE FILE REACH NUMBER 20???

COULD YOU STAND IT?



FRODO 'WAR OF THE RING' TUILE 3019

Not quite six sets of orders to hand, so once again it looks as if you're going to make use of the extended deadline I offered. Fair enough. Note that we are starting the game in T.A. 3019, thanks Ian. Looking at my map, Isengard is connected to Fangorn Woods.

Orders on file for Mordor, The Men Of The North, Gondor, Dwarves and Rohan.

Chimaera's house rule viii/ states 'Any clearly understood, unambiguous abbreviation will be accepted'. O.K.?

If a double army is ordered to support and is attacked by a single army, its support is cut by half.

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DIPLOMACY WAITING LIST

Regular 2-season/year Diplomacy.....Bob Howes, Martin Edwardes, H.Davies.  
 Game fee - 50p + £1 deposit.

Mercator III.....P.Nunn, R.Fisher, P.Segal, S.Dagger, Sarah Neuman,  
 Game fee - £1 + £1 deposit. R.Canham, M.Roberts, D.Morris, S.Pratt,  
 Doug Wakefield, Clive Waterhouse

GIBRALTER.....M.Janta-Polczynski, K.Apt, R.Canham, Ian Drylie.  
 Game fee £1.50 + £1 deposit.  
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Only a couple more players needed for Mercator now, but do you all definitely want to play Mercator III and not one of the other versions. Can we take a vote on it please? No response will signify you wish to leave it at III.

GIBRALTER.....I still have several sets of rules and maps remaining to be distributed free to interested parties. The rules for this fascinating variant extend to 10 pages and include several innovations. There is still room for a few more players, but obviously the positions will go to the first to apply.

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THE NON-DIPLOMACY SECTION

MASTERMIND

I can't see any point in wasting half a page publishing all the guesses and scores this time as the game is over.....and guess who's the winner?

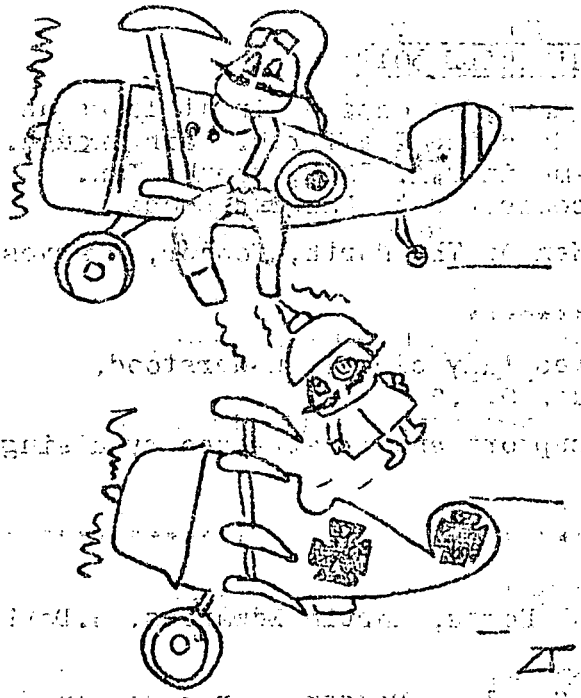
Four players got out with the last series, Bill Dove for an aggregate of 18, Pete Cousins and Mick Bullock with 17 and the infamous Tim Roberts with 16. Tim is therefore declared the victor and has the prize-money of £1.95 added to his credit.

For the record the codes were: 1-BABHF, 2-FGCAD, 3-CCDGB.

Do we go around again? How about a variant for next time with me picking 3 five letter words and you having to determine what they are? Only guesses of true 5-letter words would be admitted (Chambers being the authority) and you'd be marked and scored in the same way. How about it? Of course, if you're not sick of Mastermind the way I am, we could always go the same again.

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RICHTHOFENS WAR

Oh, dear. All sorts of problems here. Firstly Manfred von Richthofen leaned out of his plane to see what was happening in the trenches below and lost his balance, plunging 3800 feet to his death. His Fokker flew straight on, colliding with the planes of Luber and Rolf and killing the pilots outright.



Well, what do you expect Lovibond with your loaded dice? Oh, go on then, I'll let you off this time. It didn't really happen like that, this is the way it went:

Luber fired on Snoopy - missed. (Guns O.K., didn't jam). Snoopy fired on Rolf - missed.

GERMAN AIRCRAFT - Fokker DR.1's  
No.1 Manfred Von Richthofen.  
X27/SW, 3800 Sp.9 ammo-11  
NW6/turn NE. End- R33/NE dam - 0  
No.2 Fritz Luber  
U28/NW 3800 Sp.9 ammo-10  
NW6/turn SE. End- AA28/SE dam - 0  
No.3 Wilhelm Rolf.  
V31/SE 3800 Sp.9 ammo-12  
SE3/E2/turn NW End- S29/NW. dam - 2

ENGLISH AIRCRAFT - Sopwith Camels  
No.1 Captain Roy Brown.  
S26/SE 4050 Sp.10 ammo- 9  
2SE/SW2/W2/NW4 End- S30/NW dam - 5  
No.2 Snoopy  
V28/W 4050/3600 Sp.10/8 ammo- 9  
W5/NE5/SE1 End- Z28/SE dam - 0  
No.3 UFO  
Y24/W 3950/4200 Sp.10 ammo-10  
W1/SW2/SE2 End- U27/SE dam - 0

Only one person in position to fire this time and that's Fritz Luber (again) who has managed to get onto Snoopy's tail (?). Snoopy though, is 100 feet below him so it's not quite as bad as it could have been.

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FERNETIC SCRABBLE

Chimaera's very first game of Fernetiic Scrabble gets under way with this issue. There are two games on the go, Chas Bedford playing Paul Cook in each. In the first game Paul Cook is made to pick up the five tiles he played because we're playing 'Phonetic Scrabble' not 'Slang Scrabble'. The word he played (tried to play) was 'Mench' which is allegedly the IOW way of saying 'Mention'. Sorry Paul, I'd have allowed you 'Menchun' or 'Menshun' etc., etc., but there's no way you're having 'Mench'! Even Phonetic Scrabble as some rules!

Chas's first play in the other game is 'Wuntnly' which I'm informed is an alternate spelling of 'Wantonly'. Hmmm, OK, we'll pass that one - just. Actually you did quite well to get anything out of the letters I gave you, I looked at them and could see nothing.

SCORES Game 1 (pink) Bedford 80 v Cook 0  
Game 2 (green) Cook 100 v Bedford 0

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OUTDOOR SURVIVAL & RISK

6 players have their names down for 'Outdoor Survival' so I shall try and include postal rules in the next issue. Players so far are: L.Kennedy, I.Jones, D.Thorby, D.Tant, R.Canham, A.Ovens.

For 'Risk' the response has not been so good and I have only 4 definitely interested parties in Dave Tant, R.Canham, A.Davidson and R.Nash. I said before that I wanted 6 players before I'd even entertain the idea, but I suppose really that 4 players without published rules is quite promising. If we play we will play to Will Havers' rules which means that we will be using the standard 'Risk' combat rules. Anyone else interested?

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The Empire of the Petal ThronePart two

The next morning Ukshën was up early, but even so his host had risen well before him and had already breakfasted. It was Qyshû's mother that greeted him and when he asked of the whereabouts of Qyshû he was told he was out in the garden and that he was to join him there as soon as he had breakfasted himself. He ate hurriedly and was soon out of doors looking for his host to accept the apprenticeship he had been offered on the previous day. It wasn't long before he found him, he was seated on a wooden bench between two beds of bright blue and yellow thaiml flowers chatting to the fighting man Dyoghëykh. At the sound of Ukshën's footsteps on the gravel path they both turned together and Qyshû said, "Ah, good morning my friend. I trust you had a good night?"

"Yes, I did and I thank you for your hospitality. Now about the offer you made me yesterday....."

"Ah, the offer" interjected Qyshû, "Here come sit beside me and give me your answer". He brushed his red robe from the bench beside him to make way for Ukshën who sat down beside him and said "I wish to accept". At that Qyshû jumped to his feet and clasped his hand in a warm, friendly shake. "My friend", he said, "You have made the right decision, I think you will learn fast and well with me as your teacher". Dyoghëykh too was eager to welcome him to the group and he threw his arms around him in a gesture of friendship.

The three of them were busily talking together about the future when Hailmhuling came hurrying into the garden from the roadway by the western wall. He called excitedly to Qyshû, who stopped his conversation in mid-sentence and moved to meet him.

"Now, what's got you so excited?" asked Qyshû, as he extended his arms to stop the rushing Hailmhuling.

"I've ....I've....." Hailmhuling was short of breath after rushing through the streets, "I've just come from the Blue Vulgël and the talking point in there is of a rockfall up at the old ruins of the Temple of Hyàshra. It seems the children were playing up there as usual, but that when they shifted one of those big slabs it fell into a sort of pit-like opening".

"Interesting" said Qyshû, "but hardly worth rushing halfway across the city for!", he slapped Hailmhuling on the back, "now let me tell you my news! Ukshën here has deci....."

"No wait!" Hailmhuling interrupted, "There's more." Qyshû glanced at him sharply, he didn't like being interrupted but he let Hailmhuling continue. "One of the children, a young lad, fell into the hole when the ground caved in and by all accounts it seems he's pretty badly injured. The drops about 40ft and he was down there for about a hour and a half while some of the others ran back to the city for help. His father and a couple of constables hurried up there and his father had to be lowered in on a rope to lift him out. I've just been talking to one of the constables and he says that the father told him that the pit opened up at the bottom into a long passageway with a further passageway leading from it!"

"Hmm, very interesting" said Qyshû, "very interesting indeed. Did he say how far the passage extended?"

"No, other than to say that he couldn't see the ends of it, which I suppose, with the lantern, would be about 50 or 60 feet in each direction. I don't suppose he would have hung about down there longer than he could help, you know how wary of the underworld these city people are. He did say though that it wasn't quiet and that he could hear animal noises echoing along the passage."

Qyshû frowned, "This sounds very promising" he said, and then turning sharply so that his cloak swirled in the air, "Come my companions,

to the library, we must check this against the maps of the known underworld of Jakalla to see how it ties in. It may be that it is a so far undiscovered extension."

The four of them walked hurriedly back to the house with Ukshen still not completely comprehending what was going on. Dyoghëykh and Hailmhuling walked together just ahead of him and he overheard one of them say "We travel the world looking for adventure and now, here it looks as if we may have found it on our own doorstep!"

A check of the maps in the library revealed no underworld records for that area, nor did they reveal any promising looking passageways that might have unexplored connections. It was still quite early in the morning but Qyshu didn't consider they would have sufficient time to get everything together and organised to make a descent that day. "Tomorrow" he said, closing a huge atlas with a dead thud, "Tomorrow we will go down there and have a look around. Dyoghëykh, here's 50K, you and Hailmhuling take it and purchase whatever provisions, tools and the like we're likely to need for a short expedition. Ukshen, you'll come with me, how much money do you have?"

"67K"

"Right, then we must use it to purchase you a good suit of Vringalu hide armour, a steel dagger and a few other odds and ends that might come in useful."

By mid-day Ukshen had his Vringalu hide armour and his steel dagger. He and Qyshu lunched at one of the eating-houses in the business sector of the city and then they set off for the Palace of the Ever-Glorious War, which was a sort of employment exchange for fighting men. Qyshu had it in mind to try and employ a couple of extra sturdy fighters for the exploratory expedition on the morrow, but on arriving at the Palace he was disappointed to find that they had addresses of only two fighting men and that one of those wouldn't be worth a visit anyway. The other one, Chaidhau looked promising and so they set off immediately for the House of the Green Kirtle, the rest-house where he was staying.

Luckily, when they arrived Chaidhau was there and as with most of the warriors that hired out their services he proved to be a huge framed, well-muscled, battle-scarred individual. Ukshen was left outside the room as Chaidhau and Qyshu talked inside. Qyshu outlined to him the intended expedition and Chaidhau was quite eager to take part. He accepted without a quibble the 20K a day Qyshu offered for his services, but when it came to deciding his cut of any booty he stuck out for 10% and eventually Qyshu had to agree. Once he had, the two of them shook hands to seal the agreement, and then Chaidhau collected together his weapons and other bits of equipment he might need and he accompanied Qyshu and Ukshen back to the house so that he would be on hand for an early start in the morning. As they walked back Ukshen felt very proud in his new outfit of Vringalu armour and he was sure that everyone must be admiring it.

The next morning everyone was up before dawn and ready to go, but Qyshu kept them back by insisting that they all fill themselves with a good breakfast. Even Chago his young slave-boy who was being taken along as a torch bearer was made to eat his fill. They left the house to walk over to the Temple ruins just as the first golden fingers of the dawn were beginning to creep down the buildings opposite.

The site of the rock-fall was easily found for Hailmhuling and Dyoghëykh had been over the site during the afternoon of the previous day and they knew exactly where to go. The hole was about 5' square and although Qyshu lit a lantern and peered into the gloom he could see no sign of the bottom. The walls were almost smooth and there would be no easy way down. He climbed back to his feet and then said to the others, "Right, pass me the rope, we'll have to use that for getting down. We'll lower the first three from here so that they can go down with weapons drawn just in case, but the rest of us will have to climb." The party grunted agreement and then Hailmhuling stepped forward and tied the end of the rope around his waist,

XIII

"I'll go first" he said, "give me the lantern" The lantern was passed to him and he fastened it to his belt before drawing his sword and easing himself into the hole.

He spun slowly in the hole as he was lowered.....10ft.....20ft.....30ft and still he was going down. All he could see was the wall, built from huge bricks of natural rock, as it slowly went up past him. Then, at 40 ft his feet touched the bottom and after hurriedly looking around to ensure all was clear he gave two tugs on the rope. Looking to the east he could see the corridor running on for about 60ft before fading into the darkness. He estimated it to be about 10ft wide and 10ft high. Next he turned and looked to the west and that way he could see another passageway running off to the south after about 20ft and about another 20ft after that a couple of doors facing each other, one in the northern wall and one in the southern. He listened intently but all was quiet and once he was sure everything was O.K. he unfastened the rope and gave the three tugs that signified it was safe for the second member of the party to descend. The rope disappeared back up the shaft.

Next down was Dyoghëykh and he was shortly followed by Chagò, Chàidhau, Ukshën and then finally Qyshù. Once down Qyshù looked about and then pointed along the passage to the east. "That way" he said, "Dyoghëykh front left, Chàidhau front right and you Chagò, here take the lantern, between them. Ukshën, you and I will follow behind and then you'll bring up the rear Hailmhüling. O.K.? Then off we go."

They walked slowly along the passage, all listening for any small sound as they did so, and they saw very soon that the passage turned sharply by 90° to the right. They stopped on reaching the corner and Chàidhau was the one that ventured out to look around. He saw that the now southern running passage extended for a good 60ft and that on the eastern wall opposite, about 10ft away there was a door. Further down the passage too, on the same wall, another door was visible and he wasn't sure, but he thought he could make out another one on the western wall at the limit of the lanterns light. The passageway was clear and there was no sign of life. Just then Ukshën spotted a secret door in the north wall where they were standing, but after a quick inspection Qyshù ordered that this be left for the time being and that instead they try the first door around the corner.

The party moved down the passage and across to the door as stealthily as possible and then Dyoghëykh and Chàidhau pressed their ears to the door to listen for movement - they heard shuffling but could not make out what it could be. Again Qyshù ordered that the door be left and that they move onto the next one. Stealthily they started to do so but again the eagle-eyed Ukshën picked out a secret door, this time in the western wall opposite. A quick inspection and once more Qyshù ordered it to be left in favour of the one they were originally headed for. At that door Dyoghëykh and Chàidhau listened and this time they could make out what appeared to be reptilian voices. The language they couldn't understand, if indeed it were a language, but they reckoned they could make out 4 different voices and possibly a couple more.

"Right" said Qyshù, "this is it". He prepared his sleep-spell and positioned himself in front of the door, then with swords drawn Dyoghëykh and Chàidhau tried it. It was fast. They tried again, this time with a little more force, but still it wouldn't budge. The third time they put all their weight behind it and it flew open to crash right back against the wall. There in front of the startled party were not the half dozen or so creatures they had expected, but 11 armed Gols and what was more the Gols were now rushing towards them, screaming, with swords drawn!!!

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And that's where we've got to leave it for this issue. Just like Batman at the three-penny rush on a Saturday afternoon. (Hands up all those that know what the three-penny rush was .....Hmmm, not many is there?)

Just a few words off explanation about the foregoing. It is based upon TSR's 'Empire of the Petal Throne' and is the adventures of a character I have created for solo play, Ukshen. Everything is related as it happened, although obviously a lot of it is elaboration. Currently the party are on the first level of one of my Tekumel labyrinths of underground passages, in fact they are in the very first one I ever drew up.

They have been underground now for 30 minutes or so and are perhaps fortunate that they have not yet bumped into anything wandering the passageways



QoI, the Tsolyani name for the creatures they have just met, translates into English as 'the Serpent-headed ones'. These creatures are human mutants, having been created centuries ago by the Priests of Ksarul. They are humanoid in form then, but they have a slender reptilian neck with a flat, diamond shaped head. They will often fight with poisoned weapons, but fortunately for our party, those confronted here have only the ordinary jagged-edged swords common on the planet and a couple of bows.

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LLL      EEEEEEE TTTTTTT TTTTTTT EEEEEEE RRRRRR  SSS  SSS  SSS  SSS
LLL      EEEEEEE TTTTTTT TTTTTTT EEEEEEE RRRRRR  SSS  SSS  SSS  SSS
LLL      EEEEEEE TTTTTTT TTTTTTT EEEEEEE RRRRRR  SSS  SSS  SSS  SSS
LLL      EEEEEEE TTTTTTT TTTTTTT EEEEEEE RRRRRR  SSS  SSS  SSS  SSS
LLL      EEEEEEE TTTTTTT TTTTTTT EEEEEEE RRRRRR  SSS  SSS  SSS  SSS
LLL      EEEEEEE TTTTTTT TTTTTTT EEEEEEE RRRRRR  SSS  SSS  SSS  SSS
LLLLLLL  EEEEEEE TTT      TTT      EEEEEEE RRRRRR  SSS  SSS  SSS  SSS
LLLLLLL  EEEEEEE TTT      TTT      EEEEEEE RRRRRR  SSS  SSS  SSS  SSS
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83. John Piggott.

"Zine" is to "magazine" as "bus" is to "omnibus". Only a pedant of fully Brandrethian proportions would insist on the apostrophe in either case. As should be the case with all matters connected with language, the will of the majority should prevail - and in the case of the word "zine" popular opinion is definitely against an apostrophe!

This reminds me of a delightful aspect of Lewis Carroll's Through the Looking Glass, which contains words like "ca'n't" and "sha'n't"... No doubt you will start using these in future!

Another fine issue, Clive, with the exception of Richard Nah's intemperate and ill-advised tirade against me, I'm not going to reply properly as the UKDA issue is dead and I have little desire to revive it; anyone interested can refer to back numbers where the whole argument is writ clear in letters of fire this high. I'm satisfied I know where the forces of right are gathered.

JOHN PIGGOTT.

Yeah, O.K. I see your point but I still believe that the reason we see the word zine so often in Diplomacy magazine is simply because the editors are too lazy to hit the carriage shift to make it 'zine. If that's not the reason now, then I'm sure it was originally.

Fair enough if you feel that the opinion of the majority should prevail in language (even if they do completely change the original and correct meaning of a word as with 'Gay' or 'Gear' so that things written 50 years ago take on a completely different meaning. I wonder how many gay batchelors there were knocking around then that would be offended by the term now?), but a hobby of what, 800 people, is hardly a majority of English speaking people.

84. Ron Canham

Now! Many things to deal with - like Mr. Mellors, who is he? And was 'Friggin Cockatrick' meant as a complaint or an observation?

RON CANHAM.

Well Mr. Mellors, will you reveal you true identity? Actually all the clues you need to identify him are in his letter, squeeking wheel-chair and all that (no, not Raymond Burr). Go on, let's see who, if anyone, can identify him. I'll see if I can't persuade Mr. Mellors to say a bit more for next issue in the way of a couple more clues. For the time being, I'll just tell you that you're looking for a fictional character, with connections with this area. Just over the fields from here actually.

For those of you who missed or can't remember Mr. Mellors first letter, it appeared on page XVIII (that's 18, Pete) of Chimaera 13.

85. Richard Sharp

I trust you've realised by now that your deadline is a bank holiday, and that you'll accept orders on a Saturday.....

RICHARD SHARP

Actually, I'd realised all along that it was a bank holiday, but I'd failed to see what difference it made. I still don't, the postal services were working as normal, and so were the telephones (and so was I), so why should this deadline have been any different to all the others?

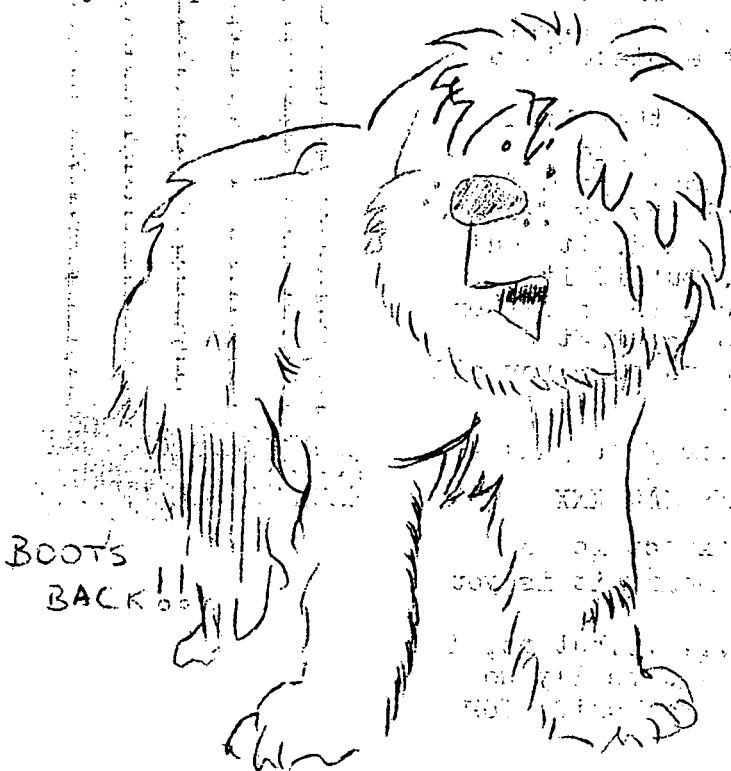
I usually accept orders on a Saturday anyway (Soccerboss is the only exception).

86. Richard Nash.

Regarding your change of paper in the 'zine, I must say that I prefer Chimaera as it was, as it gave it a unique presentation. As things are going the only thing that will distinguish it from other 'zines will be the high quality of it's content. Will the cartoons disappear when the transition is complete?

RICHARD NASH

To the left is your answer about the cartoons. As to the quality of the paper, well I switched to this to improve the quality of the printing (mimeo. as opposed to spirit) and I think you must agree that it's very much better. You'd better get used to it, as I've invested £100+ of your money in paper, ink and stencils!!!!







## 89. Dave Tant

It's nice to know at least one other player (Steve Pratt) agrees with me on GM strictness. I thought Richard Sharp's plea for less drastically enforced deadlines was the silliest thing I'd read in postal gaming (no, I don't get Bellicus).

I'm sure fairness equates with strictness and their policy on such matters at least partly explains the success and longevity of Bullock's and Turnbull's organs (er.....)

The part in your house rules to which I was referring was Rule 10: 'If a player misses a set of orders for any reason ..... moves will be requested from a standby for the next season and if the original player misses again the standby's orders will be used.'

I don't see that leaves any interpretation other than mine - the game goes on, if necessary without orders for that country, and the standby doesn't get any extra period for negotiating. Do you intend to amend your rules. (?)

DAVE TANT.

No, I don't intend changing my house rules, rule 13 states 'The decision of the GM is final.', so I've no need to. Actually, Dave, the rule that you refer to, rule 10, states 'If a player misses a set of orders for any season.....', not 'reason'. I still think that there are occasions where the GM must use his discretion and that there can be no hard and fast rules in respect of late orders. As for Mick Bullock's strict GMing see Steve's comments in that letter of his you refer to, and as for Don Turnbull, well I've just picked up my 'Courier' file and flicked through it at random. I came across this: 'The best thing to do in my view, is to declare Spring 1929 as not having arrived yet.....! That was because 2 players had NMR'd. I also came across a game where Don had allowed extra diploming time for a stand in player, so you see we all do it.'

So you don't get Bellicus? The best 'zine in the United Kingdom, I know it is 'cos Will Haven told me so. What you're missing at the moment is a 'dig' an issue at Chimaera. Last issue he was telling his readers that Chimaera was 'primarily games reports as fast as possible and not an interesting and varied 'zine as a whole' and this time he's saying that Bellicus isn't really slow as he produces 3 to every 4 Chimaera. How he works that out, I haven't a clue. There have been only 3 Bellicus' this year and this is the sixth Chimaera, to my way of reckoning that's twice as many Chimaera as Bellicus'. Mind you, if his maths are as good as his spelling then I suppose 3 to every 4 is about the answer he'd come up with. No, Dave, I wouldn't worry, you're not missing much.

## 90. Martin Janta-Polczynski

Can you sort of evaluate the time that goes into producing 'Chimaera'? It must be tremendous!

By the way, if any of your readers happen to be in Belgium on the 24/25th of April, Joseph Vanden Borre is organising a mini-con at Rue du Bonheur 14, B-1070 Brussels, let them phone me.

MARTIN JANTA-POLCZYNSKI

XVIII

Yes, I could evaluate the time that went into Chimaera this time, but I'm not going to. If I tried I'd probably work myself into a nervous breakdown worrying about how I could possibly manage the next issue. The cover itself of this one took 2 weeks of intermittent work to produce.

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O.K. folks, hang about whilst I put on my big red nose, baggy trousers and loud checked jacket. 'cos it's joke time. Dah-dah-da-da-dah-da-dah.....I say, I say, I say:-

LINDA POMEROY Have you heard about the Irish Evil Knieval? He tried to jump twenty motor-cycles driving a bus.

RICHARD NASH 'We will have a short sermon today friends' the minister explained with some embarrassment. 'I had prepared my notes, but just before I came to church I discovered that my dog had eaten them.'

He then gave a five minute extemporare sermon. After the service a member of the congregation came to see him. 'Your reverence', he said, 'I live over in Aughtantyrone and our minister is a powerful long-winded preacher. You couldn't give him a pup out of that dog of yours could you?'

CARL JENNINGS Did you hear about the man who went shopping in London and decided to buy some percentile dice? You didn't! Well this man, we'll call him Multex, get it, get it .....Sorry Clive

Then there's the one about the man who bought a game called 'Creature Features'. Yes, imagine it, a game called 'Creature Features'. I mean did you see the review.....

SARAH NEUMAN (?) What's the difference between sand and diarrhoea? A. You can't gargle sand.

LAURENCE PARROTT Priest: Did you hear about the most elastic man in the Bible? He tied his ass to a tree and walked to Jericho. Irishman: No.

MIKE WEBSTER She was only the Admiral's daughter, but she always had room for discharged semen.

MIKE LEAN Clive Booth was visiting Rome so he thought he would call on the Pope. He arrived just as the Pope was going out onto his balcony overlooking St. Peter's Square and he naturally invited Clive to join him ((Naturally)).

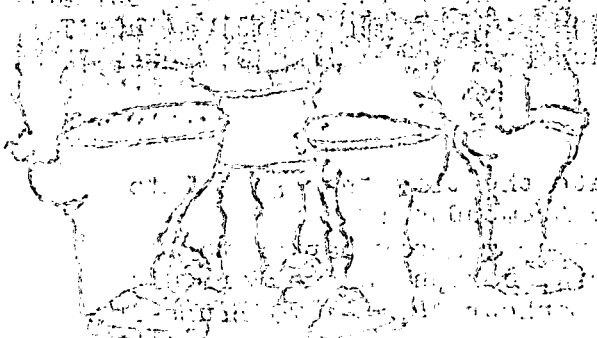
As they walked onto the balcony the huge crowd sank to it's knees (with the exception of Mick Bullock). One kneeling peasant turned to his neighbour and said, "Who's that strange person up there, the one standing next to Clive Booth?"

LES KENNEDY: The train arriving on platforms 1,2,3,4 and 5 is travelling sideways.

ME: The new secretary at the office proved ravishingly beautiful and two of the directors decided that they must teach her what was right and wrong.

"Right" said the Sales Director, "You teach her what's right....I'll do the rest"

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That's the jokes for another issue, folks, but let's have plenty more for next time. I won't try and pin you down to a subject as you take no notice when I try too, so it's anything you like!

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DIALECT CORNER

This issue we take our dialect corner over to the Isle of Man. Thanks to Mike Lean for the following.

- Comeover - A tourist
- Bloody-Comeover - An Englishman who has retired to the Isle.
- Stopover - A bloody comeover who has been here for 30 years.
- Across - England (that other Island).
- Yusser - A form of address. e.g. 'How's yer, Yusser'. = How are you, Sir?
- Boy - A form of address used by men over 80 years of age when addressing anyone under 80.
- Mona - The Isle of Man.
- Skeet - (noun) a nosey parker.
- (verb) to have a look at.
- Rumpy - A Manx cat.

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Ta, again for that Mike. Anyone else like to include a few sayings from their part of the country? We've just got to have a few more Derbyshire ones, this time they're Derbyshire definitions of English words.

- ADDLED - 'Rotten', of eggs without chickens or yeds without brains.
- ADHESION - What meks a cow-clap stick to your foot.
- ADJOURN - To knock off for a bit.
- ADULTERY - What childer grow up into.
- ADVERSARY - 'im you fell out wi'.

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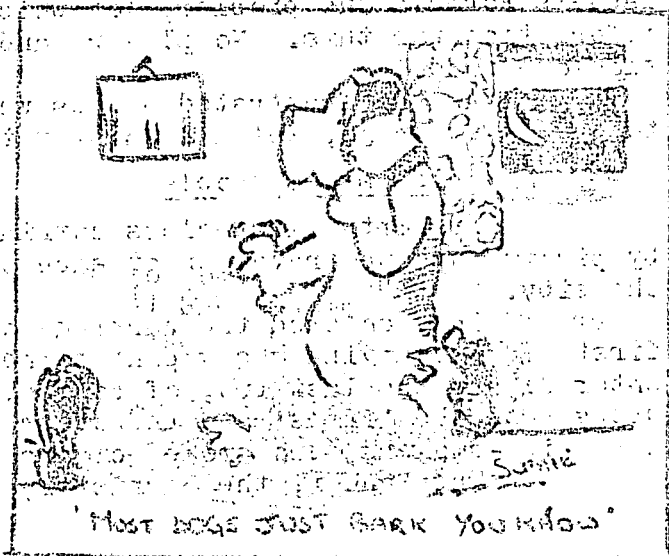
SIGMA FILE

A review  
by CARL JENNINGS

A game described as being, and I quote (Funny! I seem to have heard that phrase somewhere before), 'A game of nerve, double bluff and low cunning'.

It is a game for 2,3 or 4 persons who take on characters belonging to the Intelligence Services of Britain, the U.S.A., Russia and China. These characters are Francis Pym and Lady Jane Fox from Britain, Sam McCarthy and Sadie Lush from the States, Colonel Ivanov and Olga Korobey and her brother Harry Mazarova from Russia, and Ho Chen and Martha Ming from China.

The aim of the game is for an agent to get the 'Sigma File' which is locked in a security case to his home city. To do this players use the the eight secret agents on the board. Although each agent has a certain nationality indicated by a colour, they work free-lance for the highest bidder.



The key is the continuing struggle for control of agents which depends on bids registered on each players 'pay sheet'. Although certain disclosures of bids is made throughout the game the ultimate control of any agency always remains in doubt until the end of play.

The board is criss-crossed with cities the agents will have to move through in play, Havana, Bagkok, Vegas etc. The Sigma File is placed at the centre of the board in Tangiers and the agents on the appropriate capital cities of their countries.

On a game turn a player may do just one of the following: Move any single agent along one of the marked routes on the board. A city may contain any number of agents at one time.

Bid on any single agent. This is done secretly on the 'pay sheet' provided. It is divided into two parts, one section contains the total capital (10,000) divided into increments of 1000, 500, 200 and 100. The other section is divided into eight squares, each headed by the name of one of the eight agents. To bid a player transfers capital to any of the agent squares, then simply ticks off the amount on the capital section.

Killing an Agent. When acquiring a bid of 1,000 or more from any single player an agent is said to hold a 'Killing Licence', and may kill any other agent situated in the same city. The deceased is then removed from the board and the killing agent must reduce his or her bid by 1,000 for the licence is expended. When an agent is killed all players must reveal the bids they had on the dead agent.

Challenging. A challenge implies that the challenger thinks he has a higher bid on an agent who has moved, or who has killed another agent. e.g. Martha Ming is moved by a player, the player on the left challenges. The challenger then states a small amount of money, less than his own bid. He then asks his opponent if his bid is greater and if the opponent replies 'Yes', then the challenger moves the figure upwards until it reaches his own bid, in which case his challenge is lost, or until his opponent cannot match his figure, in which case the bid is won.

The game is considered won when when a player himself moves an agent carrying the SIGMA FILE to his own home city and resists all challenges by opponents on the final move. The rules of SIGMA FILE are basically very simple, but some interesting tactical situations can be encountered.

The game is by Condor ~~issued subject~~ and ~~no evaporation~~ beside board and agent figures contains 4 pencils and a rubber.

CARL JENNINGS

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PUZZLE CORNER

TANTULUS

I find to my horror, that a vital paragraph was omitted from last issue's Formula One problem, for which I humbly apologise. The extra vital information was this. 'No player, and no car finished in first place in more than one race.'

As the frustrated masses who work out these problems will be raring to have another go, we'll hold over the answer until next issue.

This issues problem

An empty first-class carriage on a commuter train is soon filled by picking up one traveller at each of the first six stations en route to the city.

They entered the carriage alternately from left and right, the first four occupying the vacant corner-seats nearest the door by which they entered, and the last two, of course, the centre seats. Three of these commuters read the 'Times' and the other three read the 'Telegraph'. Two of them were pipe-smokers, two smoked cigars and two were non-smokers.

The Banker, the Barrister, and the Businessman (all the B's) sat

with their backs to the engine, and it was noticeable once the travellers had settled down, that the centre man in both seats read a different paper to those on either side of him. Neither of the cigar-smokers read the same paper, and the same applied to the pipe-smokers. Only the non-smokers sat opposite one another.

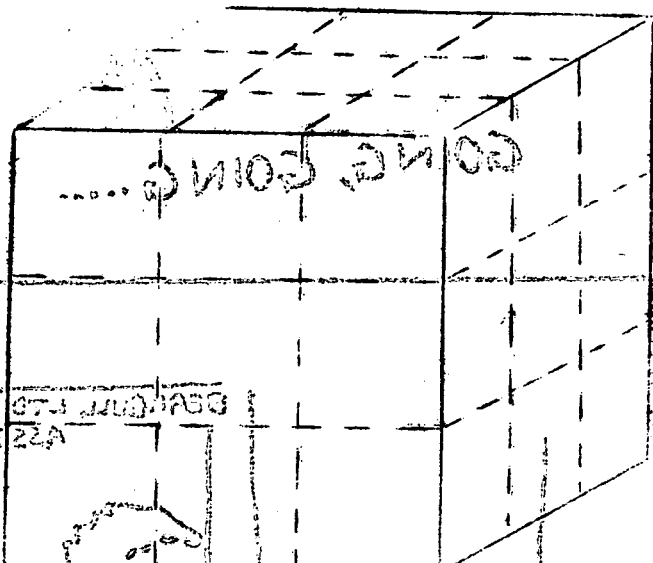
The Banker got on at the first station. The Stock, a pipe-smoker, boarded the train from the left. The Civil-Servant, who read the 'Telegraph', was one of the earliest to get on the train. The Barrister read the 'Times'. The man in the centre with his back to the engine, entered from the right.

Where did the MP board the train, where did he sit, what did he read, and what did he smoke?

Chas Bedford kindly supplies an intriguing mathematical problem which may make you lose your cool.

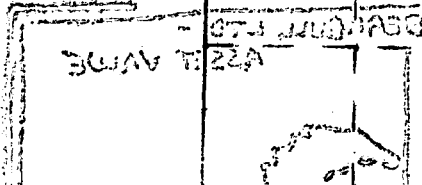
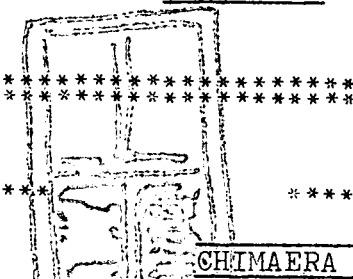
A Carpenter, working with a circular saw wishes to cut a wooden cube (3"x3"x3") into 27 one inch cubes. He can do it in 6 cuts by keeping the pieces together in cube shape (see diagram).

Can he reduce the number of cuts by rearranging the pieces after each cut? If so, how? If not, prove it!



More please, Chas from your little book.

TANTULUS.



CHIMAERA SUBSCRIBER/PLAYER SURVEY

Not a very good response to this, although I can't imagine why not. Don't you think it's a good idea to know a little something about the people you're writing to? Who knows, you might even find something else to talk about besides Diplomacy!

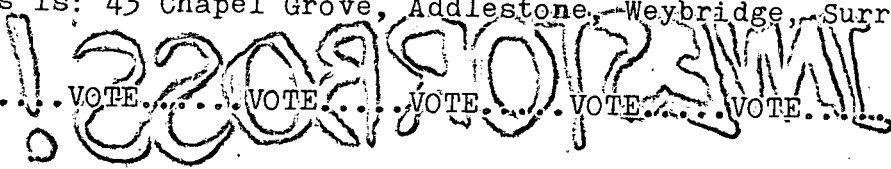
What I would like from each of you is a little bit of background, age, **occupaton**, qualifications, interests, abnormalities etc, etc. and then I'll publish them in a future issue. So far I've heard from just Andy Davidson, Mike Lean and Henry Kelley. Next I want to hear from you! .....please?

MAD POLICY 'ZINE POLL.

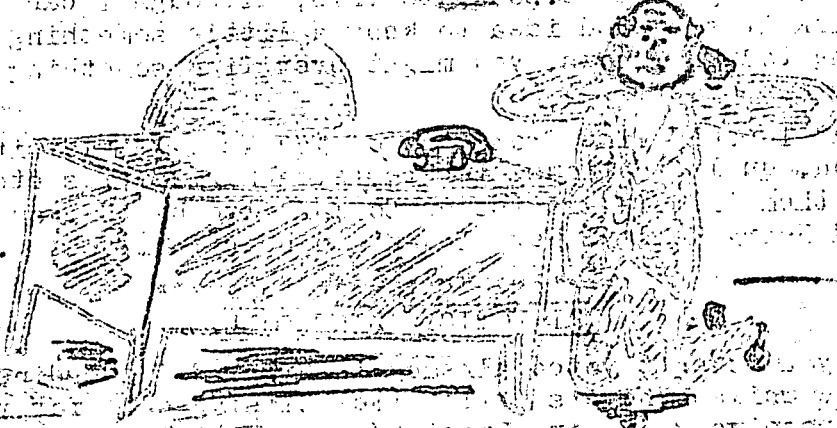
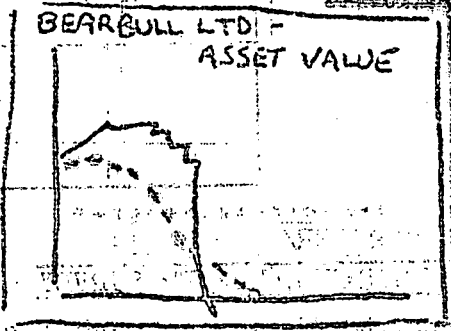
If you haven't voted already in Richard Walkerdine's 'zine poll, then do it now whilst there's still time! Closing date for votes is April 21st. If you receive 2 or more British/European 'zines you are eligible to vote and are requested to do so by rating the 'zines you receive on a scale of one to ten, one being pathetic and 10 excellent. (Got that, Les?). If you send, a.s.a.e. to Richard with your votes he'll forward you a free copy of the issue of 'Mad Policy' in which the results appear.

Rumour has it that 'Chimaera' is doing well on the votes received to date, but one or two or perhaps more good votes would consolidate it as one of the leading 'zines. If you like Chimaera, do me a favour and vote!! Richard's address is: 43 Chapel Grove, Addlestone, Weybridge, Surrey. KT15 1UG.

VOTE.....VOTE....!..VOTE.....VOTE.....VOTE.....VOTE.....VOTE.....VOTE.....VOTE.....



GOING, GOING....



MISSED AGAIN - BUT NEXT TIME

And now for something completely different - it's not Soccerbos but....

INVESTORBOSS!



INVESTORBOSS!

a new postal  
stock-market game  
from IAN MCLAREN

Investorboss! is the first stock market game that doesn't involve unrealistic simulation - and a game that's impossible to play ftf. No randomising is involved and even the GM can play!

On to the nitty-gritty. Each player (investment manager) will find himself (herself?) in charge of a newly established investment fund, which has to its credit at the First Bank of Heanor, £100,000. The manager simply has to raise the value of the fund as much as possible before the final date of distribution (say a years time).

He will do this by investing the money (which he can increase by borrowing) in stocks, shares, deposits, or any other type of financial instrument. Dividends will be ploughed back and tax can be ignored. The manager with the largest fund (after repaying borrowings and selling his investments) on the closing date will be the winner. Even better, prove that you can beat the performance of your favourite unit trust!

There will not need to be any deadlines for the game, and the mechanics can be quite simple. The manager will write to the GM stating the deals he wishes to make. E.g. buy £500 nominal 3½% War Loan, sell 200 Shell ordinary shares. The GM will take the prices from the following Saturdays Financial Times, and add expenses (see table below), and calculate the changes in the fund.

Buy	£500	3½% War Loan @ £26 + 1%	= £135
Sell	200	Shell Ords @ 560p - 2%	= £1097 (ignoring odd pence)
Deposit balance is increased by			£962

The GM will provide regular reports for Chimaera with points of interest and the latest values of the funds, managers will be able to apply more detailed reports direct.

Technical Details

Bank - interest will be based on the BASE RATE (assumed to be the same for the First Bank of Heanor as Barclays Bank).

- deposits earn Base Rate - 2%
- overdrafts - first £25,000 costs Base Rate + 3%
- next £35,000 costs Base Rate + 4%

these borrowing limits are automatic and cannot be exceeded.

- interest will be added or deducted quarterly.

Expenses

- gilt-edged (government securities) - 1%
- other fixed interest, equities, foreign stocks (purchased with dollar premium), convertible loan stocks and warrants - 2%
- commodities - 3%

• unit trusts - buy at offer price, sell at bid price.

Dividends

- will be paid gross of tax, on the day the stock goes ex-dividend (but please keep track of them in case the GM misses some). No dividends are paid on warrants, commodities or foreign stocks.

Rights Issues

- the manager must choose whether to take up, sell or allow the company to sell rights. New shares can be bought. Expenses of 1% will be charged on these transactions.

Further Information

- Players would find it almost essential to read the Financial Times on Saturdays. There is a pamphlet published by the FT describing the tables etc, but it's fairly straightforward. A useful book is 'Beginners Please', published by the Investors Chronicle. Magazines such as Investors

Chronicle and many daily papers publish tips, and the GM may well pass on other brokers' tips in the Chimaera columns.

\*\*\*\*\* IAN MCLAREN. \*\*\*\*\*

Now then, who fancies themselves as something big in the city? Ian has kindly offered to GM the first game and I'm going to take him up on his offer. There will be a nominal game fee and no £1 deposit, the game fee I will let Ian set himself so as to cover his expenses. Eight players will be the maximum to be initially involved, so if you want to play act now. Either contact me or Ian direct. If you want any further information on the game please apply to Ian direct and enclose a s.a.e. We would like to get the first game underway by about mid-May, if possible. Ian's address is: 156 Agar Grove, London NW1.

\*\*\*\*\*

NORTH SEA OIL Proposed rules for postal play by IAN MCLAREN

NORTH SEA OIL Omnia Pastimes (about £5). designer RCP Guignard. 2/6 players.

Object of the game To make a profit of \$5 million from the sale of oil and the sale of assets (which may appreciate during the game).

Board and pieces The board has 28 squares, divided into four weather zones (NW, NE, SW and SE) on which are placed 'drilling concessions'.

Each player starts with seven tokens, which can be used to mark oil fields in his possession. No money is distributed, but players can borrow \$2 million or \$1 million at the beginning of each turn.

The rest of the equipment consists of four packs of cards, one of 'drilling concessions', the rest define the price of oil, interest rates and taxes (depending on the type of government in power) and the weather in each zone.

Possible Postal Rules Over the page.....

Handwritten notes and scribbles covering the bottom half of the page, including a large circular stamp that says "COPIES".

Players' Move

1. Borrow or repay loans (in units of \$500.00)
  2. Test up to three types (GM will tell tester quantity of oil and depth, other players only depth) and nominate zones in which they will be (with 2nd choice in case of congestion). Sites previously tested by other players may also be tested to get full information. Cost per test \$100,000.
  3. Bid for oilfields - bids may be sent for any site not owned by another player, tested up to the previous move (GM should list unowned sites available for each move). Highest bid secures.
  4. Purchase oil drills - for shallow water \$100,000; for reefs \$250,000, for deep water \$500,000. Includes cost on first placement on site. It costs \$20,000 to transfer rig from one site to another.
  5. Sites and drills may be sold back to the bank, directly to other players, or put up for auction with reserve if required. (sales to the bank are at a fixed price - see chart below). Capital taxes will have to be paid at the rate specified at the end of the move. Oil production for next move is carried out before concession is sold.
- (Note: diplomacy up to the level of joint ownership of assets is encouraged.)

GM's actions

1. Draw weather, tax and interest and oil price cards.
2. Calculate oil production, and value after tax to each player.
3. Complete players' accounts including borrowings, interest, purchases, sales etc. Interest is charged at between 5% and 20% on borrowings - no interest is paid on cash balances.
4. For sites tested in round - list (and unsold but previously tested sites) e.g. NW6 - Shallow - 40,000 barrels (Yellow) (Underlined information for tester only).
5. List concessions bought and sold in round e.g. SE3 - Reef - Bank to Green for \$250,000 (100,000 barrels) - a complete list of sites could be published from time to time for checking purposes.
6. If a player runs out of cash during the round, his assets must be sold to the bank to restore solvency (if possible). Otherwise he is eliminated.
7. Each player's assets should be valued (at buyback value less capital tax) at the end of the move to determine the winner (\$5 million profit). Alternatively, the game could be run for a fixed number of moves.
8. If assets are nationalised, foreclosed or sold back to the bank, sites are to be listed as available for auction in the next players' move.
9. The GM should list the 'Hints' for the next move - the season of the year and the party in Government (which are printed on the back of the Weather and Interest/Tax cards).

NotesWeather

Good - full oil production

Rough - half oil production

Storm - no production

Gale - no production/rigs destroyed - winter only.

Weather is better in SE & SW than NE & NW, and better in Summer than in Spring or Autumn.

Politics

Conservatives and Liberals impose lower taxes but higher interest rates than Labour/Nationalists who also tend to nationalise assets upon occasion.

Oil Prices \$4, \$10 or \$20 per barrel.Taxes Revenue 0 to 75% Capital 0 to 75%Interest 5%, 10% or 20% per move.Capital values Gross of Tax - paid by bank.

	Drills	Small 10,000b	Medium 40,000b	Large 100,000b
	Only	Deposits	Deposits	Deposits
Shallow water		350,000	750,000	1,950,000
Shallow and Drill 50,000		400,000	800,000	2,000,000

XXVI

Reefs	250,000	650,000	1,850,000
Reefs and drill	150,000	350,000	1,950,000
Deep Water	150,000	500,000	1,700,000
Deep and Drill	300,000	300,000	1,900,000

Sites with NO oil deposits have NIL value.

IAN MCLAREN

\*\*\*\*\*

THE TEASER

No further guesses this time from anyone, still regathering your thoughts no doubt. I have no new one to throw at you either just yet for although readers have sent one or two in, I'm having to get at the answers the hard way. Once I've cracked them I'll publish, which on current showing will be about 1983.

\*\*\*\*\*

GAMES SHOP

Laurence Parrott, 33 Wellwood Road, Goodmayes, Ilford, Essex is trying to obtain 3M's Speed Circuit and Thinking Man's Golf. Has anyone out there got a copy of either they would like to sell? Contact Laurence direct. Laurence also has a 'Fairway' that he'd like to sell or swap. Any offers? ((How about a swap for 'Creature Features'? Some day I'll find some one daft enough too)).

What sort of response have we been getting from the 'Games Shop' ads? Comments from any of the people that have advertised there?

\*\*\*\*\*

So we approach the completion of yet another Chimaera, this time No.15. It's just occured to me but I think that my next deadline is going to fall the day before Cup Final day, if it does don't be surprised if Chimaera is a little behind schedule in coming out.

Just the bits and bobs to tidy up now.

Steven Young is to be added to the Regular 2 season/year waiting list. Thanks for the letter Steve, your £1 deposit reimbursed ready for the next game. Only three needed now for that game to get underway.

Everyone, please try and put orders for different games on separate sheets, or if they go on the same sheet, write them up so that I can tear the sheet to separate them when they get here. Please don't write on both sides of the paper. It might sound petty, but with the reams of paper coming in now for each deadline it would save me an awful lot of time keep sorting through it.

Saturday 24th of April (I think it's 24th of April) sees the debut of a new group, Cash Prizes, at Stokes Hall, Leyland, featuring none other than our very own Ron Fisher. Anyone in the area, how about going along to lend your support? The best of luck, Ron, let me know how it goes.

Steve Doubleday is working on a "decent" Kingmaker variant which we'll all look forward to seeing when it's complete.

TSR are I believe working on two new 'Petal Throne' games, one to be along the lines of 'Dungeon' and the other to be played on the hex maps supplied with the game. Anyone know anything more about it?

Another SOCCEBOSS game to start in the near future, this time to be run by Martin Rundle in Roy Taylor's 'zine Jigsaw. For further information write to Roy at 63a St. Nicolas<sup>park</sup> Drive, Nuneaton, Warwickshire or to Martin at 37 Park Hill Road, Croydon, Surrey. I won't be playing in this one myself so you've got a chance, I'll be content with winning the 'Nitehawk' one. Talking of 'Nitehawk', there are still one or two positions left for team managers in the second division, if you're interested write to Laurence Parrott at 33 Wellwood Road, Goodmayes, Ilford, Essex or to Steve Pratt at 15 Craneford Close, Twickenham, Middlesex. TW2 7SD.

WEEK 2

TRANSFERS

Ipswich to Bolton: Cooper (GK) for £25,000. On loan for 2week (Colour into reserves (only 2 team changes permitted). Bolton have option to buy for £120,000 if satisfied.

Yellow non-leaguer to Newcastle for £166,000. Name Tommy Cassidy (F) into team at 11.

Blue non-leaguer to Sporan Academicals for £82,000. Name D. Balfour (F) into team at 11.

Green non-leaguer to Newcastle for £24,000. Name, Eustace Camel (HB) into reserves.

West Ham to Liverpool for £20,000: Palmer (GK) into reserves (Colour).

Sporran A. to West Ham: Copperfield (HB) for £75,000 into reserves (colour). He is out for this weeks and next weeks matches owing to injury.

Leeds Utd to Man Utd: Harman (F) for £20,000. Into reserves (Colour).

Watlington sign unknown player for £20,000. Name Peter Dominic (F) into reserves (Colour).

From Colton to Bank - R. Higgins (HB) 5,000  
 Scrimme (F) 5,000

RESERVES PROMOTED TO FIRST XI

Everton: Stevenson to 7. West Ham: Tavernier to 2. Liverpool Youth: Edwards to 4. Bolton: Rimmer to 5, Gubbins to 10. Leeds Utd: Carmichael to 5. Brentford: Kerr to 7 (GM). Watlington: J. Wilson to 5. Allfrens: Leger to 2, Tory to 11. Bolton C: Wheatley to 7, Pearson to 5 (GM). Satons: N. Seagoon to 7, Dr. Who to 8 (GM). Sporan: Haversham to 2. MPBU & BBLU: G. Bankz to 1, Reith to 5. Luton: Groves to 4. Bradford: Fields to 4, Leighton to 9. Peever C: V. Taylor to 5, H. Heston to 9.

SCULLIANNA

There was no RED non-leaguer up for sale last time! Three people bid for him!

There is a maximum of 2 team changes per match allowed. This may only be exceeded in exceptional circumstances and with consent of the GM.

Newcastle's Craig, injured last time, was T

Bolton's Stevens is a forward, not a back as reported last time.

Everton's Dean puts on the number 9 shirt and Britton the captains armband.

GM to West Ham: O.K. to Fisher and Coddard. Sorry.

Watford play the cup game with only 10 men as they have no reserve HB available. Minus 2 team points too.

Allfrens Neeskens changes his shirt to one with a 7 on it.

Ilford's Cassals is one level lower than their T/M thinks, so is Haskall.

Ilford's Wheeler moves to



UNSETTLED RESERVES SEEKING TRANSFER.

Luton Town:	Charles (F)	Scouts report: Green.
Manchester United:	Harman (F)	Scouts report: Green.
Newcastle United:	Eustace Camel (HB) ((That was quick!))	Scouts report: Green.
Peever Colton:	Caradon (GK)	Scouts report: Green.
Derby County:	Foley (F)	Scouts report: Yellow.

THE KOP

Why pay £120,000 for Ipswich's Red keeper when you can have the Christian nameless McColl for only one hundred thousand..... First claimant successful write Bob Paisley, 14 Nursery Avenue, Halifax, W. Yorkshire.

LOTON

Whitefoot (HB) and McDonald (D) are seeking a transfer. Both Green players. No reasonable offer refused.



... an idea there are going to be one or two in there. The results...

CHINA SUPER CUP, ROUND 1

M.C. HILL BONE CRUSHERS (0) (1) 2 v Everton (37) (0) 1 Attendance 21,000

T/M Bob Howes  
Litchford 76  
Hills 19, Hawkins 65

Witch Mensa XI (0) (0) 0 v Derby County (42) (0) 0 Attendance 9,000

T/M Andy Davidson  
Derbys March has good game +1

Leeds Utd (39) (0) 0 v Ipswich Town (45) (1) 3 Attendance 21,000

T/M Tony Sturt  
T/M Ron Canham  
Becament 3, Talbot (P) 46, Bertechin 52

Ipswich's Bertechin has good game +1. Ipswich's second goal came from a penalty.

Walton Gloggers (43) (2) 4 v Wigan under 14's (0) (0) 1 Attendance 12,000

T/M John Meadon  
Walters 88  
Toynbee (P) 23, Lehman 39, Pearson 67, Cartwright 78.

Walton's first goal came from the penalty spot.

Bolton Wanderers (40) (0) 1 v West Ham United (0) (0) 0 Attendance 36,000

T/M Dave Tate  
T/M Richard Walkerdine  
Loftshouse 63.

Bolton's Wright off-form -1.

Blackburn Rovers (38) (0) 2 v Watford (29) (0) 0 Attendance 24,000

T/M Laurence Parrot  
T/M Pete Cousins  
Pearce 62, Maskall 71

Blackburn's Greenhalgh off-form -1. Watford missed a first half penalty in this game.

Newcastle United (36) (0) 0 v Beaulieu (0) (1) 1 Attendance 30,000

T/M Steve Plate  
Reynolds (P) 3.

Beaulieu's goal came from a penalty.

Richard Scott All Stars (0) (0) 0 v Liverpool Youth (42) (0) 0 Attendance 15,000

T/M Mick Bullock  
Liverpool's Uscikov off-form, -1.

Poole Celtic (45) (1) 1 v Manchester Utd (45) (2) 4 Attendance 45,000

T/M Howell Davies  
T/M Alan Owens  
Romays 13.

Poole's V. Taylor off-form -1. Man Utd Harrison booked.

Brentford (43) (2) 4 v Darby & Joan County (0) (0) 0 Attendance 21,000

T/M Steve Pratt  
Reedman 2, 76  
Patt 26, Cohen 75

Brentford's Cohen off-form -1.

Leeds Town (39) (2) 4 v Workington Reds (43) (0) 3 Attendance 21,000

T/M Michael Groom  
T/M Willy Haughan  
L. Pacey 8, 79.

Leeds's W. Bingham off-form -1. Workington's Skillion booked.

Satans Bastards (33) (0) 0 v Heanor Town (G) (1) 0 28,000  
 T/M Has Bedford.  
 Satan's Seagoon off-form -1.  
 \*\*\*\*\*  
 Pentonville O.B's (G) (2) v Idi Amin's All Stars (G) (0) 0 9,000  
 Jenkins 18, Rogers 35  
 \*\*\*\*\*  
 Wembleton (G) (0) 1 v Sperran Academicals (33) (1) 1  
 T/M Ian McLaren  
 Stankey 10  
 \*\*\*\*\*  
 Allirens Utd (44) (3) 5 v M.C.C. (G) (0) 0 27,000  
 T/M Les Kennedy  
 Neekins 5, 62. Beard 28.  
 D. Law 40, Tory 80.  
 Allirens Neekins has outstanding game -1.  
 \*\*\*\*\*  
 Tawley Towers (G) (0) 0 v MPBU & BBLU (45) (2) 3 27,000  
 T/M Paul Cook.  
 Truman 32, 37 R. Plant 666.  
 \*\*\*\*\*  
 MPBU's G. Worst injured - out 1 week. Peel sub.

Well, well, well, 'sunny' what cup football can do. West Ham crash to their first defeat (because of poor finishing - they had 5 chances to Solihull 2) and Luton Town chalk up their first win (with 4 goals from 5 chances). Shock result of the day must be Super Beauvale's win at Newcastle.

So through to the second round we have 4 first division teams, 5 second and 3 non-leaguers with a further 1 First, 5 Second and 4 non-leaguers to replay. Out have gone 5 First division clubs, only 2 second and 5 non-league. Is it going to be the Second Divisions Cup? Let's see what the draw for the next round brings.

Chinara Super Cup - Draw for Round 2.

- |                                  |  |
|----------------------------------|--|
| Beauvale                         | v Allirens Utd.                          |
| Tag Hill Bone Crushers           | v Bolton Wanderers.                      |
| Satans Bastards or Heanor Town   | v Pentonville OB's                       |
| Ipswich Town                     | v Irish Mensa XI or Derby County         |
| Walton on Thames Cloggers        | v Richard Scott A.S. or Liverpool Youth. |
| Wembleton or Sperran Academicals | v Brentford.                             |
| Ilford Town                      | v MPBU & BBLU                            |
| Manchester United                | v Luton Town                             |

My tip for the cup? Manchester United or Ipswich. (Sorry Ipswich. I know it's the kiss of death when I tip you for anything, but perhaps this time?)

NEXT ISSUES FIGURES

Replays of this issues cup games will take place in the mid-week period before the next league games. Will t/m's involved in replays please ensure that their orders cover possible injuries arising from the replays. Please note also that injured players are out for 'weeks' not 'matches'.

REPLAYS

- |              |                     |                 |                      |
|--------------|---------------------|-----------------|----------------------|
| Derby County | v Irish Mensa XI    | Liverpool Y     | v Richard Scott A.S. |
| Heanor Town  | v Satans Bastards   | Sperran Acad    | v Wembleton          |
| Ipswich      | v Brentford         | Derby County    | v Ilford Town        |
| Leeds United | v Manchester United | Luton Town      | v Peover Celtic      |
| Liverpool I  | v Newcastle United  | Walton Cloggers | v Satans Bastards    |
| Watford      | v Bolton Wanderers  | Sperran Acad    | v MPBU & BBLU        |
| West Ham Utd | v Everton           | Allirens Utd    | v Worthington Reds.  |



PLAYERS FOR SALE FROM NON-LEAGUE CLUBS

- 1 Yellow: Reserve price £95,000
- 2 Red : Reserve price £70,000
- 3 Blue : Reserve price £60,000
- 4 Green: Reserve price £25,000 (label bids Green 'A' or 'B')

BANK ACCOUNTS AT WEEK 6 (last issue)

Team	Opening balance	Running costs	Transfers	Other costs	Gate 6 receipts	Transfers	Other income	Balance end week
Accrington	98,400	10,000			20,000			104,400
Bolton	148,200	14,900			16,000			149,300
Brentford	120,200	13,000	151,000		17,000			1,200
Derby C	184,800	18,500		20,000	8,000			154,300
Exeter	174,500	17,500	126,000		18,000			49,000
Ipswich	172,900	17,300		20,000	9,000			144,600
Ilford	148,600	14,900	20,000		7,000	60,000		180,700
Leeds U	96,200	10,000		75,000	8,000			19,200
Liverpool	11,100	10,000			9,000		75,000	85,100
Luton T	176,700	17,700	151,000		10,000			18,000
Manchester	160,900	16,100	20,000	50,000	34,000			108,800
MPBU	42,400	10,000			20,000			52,400
Newcastle	252,000	25,200			18,000			244,800
Peover C	111,900	11,200			14,000			114,700
Salams	156,100	15,600			16,000			156,500
Spartan	121,400	12,100			10,000			119,300
Walton	45,900	10,000			8,000	101,000		144,900
Watford	99,200	10,000	101,000		10,000		50,000	48,200
West Ham	56,500	10,000			20,000	20,000		86,500
Woking	198,300	19,800			16,000			194,500

\* Errors in opening balance adjusted.

POOLS NEWS

Bob Howes 7 from 16. Howell Davies 7 from 16. Tut, tut.

TRAINING INCIDENTS

Everton: No incident. West Ham: You receive a donation of £25,000 from your supporters. Liverpool: Gibbons injured - out 4 weeks. Watford: Scullion injured - out 2 weeks. Bolton: You must invest £50,000 in ground improvements. Newcastle: You are fined £20,000 for crowd misbehaviour. Ipswich: Woods injured - out 1 week. Leeds Utd: Bremner loses form -1. Brentford: Bett loses form -1. Manchester United: Fined £20,000 for crowd misbehaviour. Wokington: An opportunity to buy an unknown player for £25,000. Alliens: O'Donoghue loses form -1. Salams: You lose £25,000 on a European tour. Spartan A: No incident. Salams: Bluebottle disciplined by club - out 2 weeks. MPBU: Peel loses form -1. Derby: Whitlock called up for international +1. Luton: Golden Handshake to a director costs you £50,000. Ilford: A fire in your main stand costs you £75,000. Peover: V. Taylor injured - out 2 weeks.

LEADING SCORERS

3 goals: Erskine-Manchester United, Weller-Spartan Academics.  
 4 goals: Barroclough-Newcastle, Begg-Derby, Haskell-Ilford, Harrison-Man Utd, Hall-Man Utd, Kennedy-Peover Celtic, Denis Law-Alliens Utd, Hatchford-Everton, Paul-Brentford, Visk-Liverpool Y, Ward-Peover Celtic.

MORE PRESS

DIP TRAFFORD

The long heralded new colour scheme for Old Trafford was revealed today. Asked by our roving reporter why the new look seemed to consist of one phrase painted on just about every available space, a United spokesman replied:

"All we are the greatest, aren't we?"

This simple statement, while brief and perhaps a little too blunt, is obviously true. Today the only team to have yet taken a point from this dynamic young group is Brentford, who were convincingly defeated at Old Trafford today. As the completely unbiased BBC sports reporter, Bob Macari, is so fond of saying, all other teams pale into insignificance when confronted by the brilliant and innovative United.

Just after the Brentford game our reporter cornered the manager and asked him a few questions. The most thought provoking answer was delivered when he asked if his team could keep up its good record.

"There's no doubt about it", he replied, "but I'ma short time all league teams will be playing to our standard anyway. With 3 new players signed up by the league every week, one of these being in the international class, it will not be long before all teams are fielding 11 international players, with a full reserve team lined up in case of accidents".

"Right", he mused "could spoil the game. Perhaps we ought to send a few of our fans around to permanently incapacitate players on a random basis."

### FIELD PROTEST FROM GOODLSON

So luck evens itself out in the long run does it? Why don't you load it, these dice you throw around are loaded, and your incident cards are loaded.

An analysis of the first third of the season reveals some remarkable bits of 'luck', both good and bad!

Those 'Off-form' cards - the most vicious and unrealistic thing in the game. There have been 20 drawn in the first 6 weeks, and guess who has had most of them? Yeah, you're right - EVERTON! 20% to one club.

Those 'Injury Cards' - just as painful when they fall at the wrong time. Everton have suffered 5 times.

The 'Lucky Ones' No wonder Manchester United are running away with the league. Alan Owens has to do absolutely sod all. The GM is doing it all for him ((They're onto us, Alan!!!))

On Form' and 'International 'plus' cards? Manchester United 3, West Ham 5.

'The lowest number of injuries and suspensions? Manchester Utd - 1.

### In fuller detail:

1a/ Loss of players through injury/suspension has hit Sporrak A 7 times, Leeds Utd and Satans B's 6 times.

1b/ The least hit clubs are Manchester Utd, 1 time; Bolton W, Luton, Newcastle U, Peever C, Watford, West Ham 2 times.

2a/ The clubs with the worst differential between (+) and (-) form cards are Everton 3, Brentford 2.

2b/ The clubs with the best ditto are West Ham 4, Manchester Utd, Bolton T, MPBU, Peever C, and Workington 3.

And now I probably get chopped from the Cup by a non-league team from Derty ((Yup)), because my bloody forwards can't score goals, and because as soon as I build my team into a higher grade the GM promptly slashes it back again by injuring one of my 'star' forwards. The people working at this game are losing out, or so it would seem. Not that I am grumbling, mind you, I'll leave that to Mick Bullock and his Anfield shower!

### THE HILL

Fun, ain't it? but I assure you my dice aren't loaded. Oh, admittedly sometimes I have to throw them lots and lots of times before they come up with the score I want, but I always do it eventually. If you don't like that explanation, try this one. I quote from Lyall Watson's 'SIGNATURE'. Rhine and his friends bought some ordinary plastic dice and began throwing them. They actively tried to will two dice to fall so that the total of their sides added up to more than 7. There are 36 possible combinations of two dice, and 15 of these are greater than 7, so they expected to hit their target 2,810 times out of 6,744 throws. They actually scored 3,110, which was so far from chance coincidence that it could occur only once in well over a billion times. Rhine concluded that it was possible that the



So you see, it could be that the truth of the matter is just that you and Mick aren't concentrating enough. You're not willing to die as strongly as some of the others.....

..... well, it's an idea.

ANFIELD

I don't wish to get into a to and fro discussion with Bob (which when I was a lad meant nothing more nor less than shi; so he's a one to play with names) - I have nothing more to add to my previous comments, just as he had nothing to add to them either.....

I will clarify one point for those unable to fully comprehend the infinitesimally-subtle nuances of my last letter: I have nothing against Soccerboss per se - I too was one of its leading protagonists when first mooted you will recall - my objection is purely and simply to the importance (i.e. time and space - the last Chimaera had 7 pages of Diplomacy and 6 of Soccerboss. Rationale?) which is being attached to it, and which threatens to unsettle the very foundations upon which Chimaera has been built. I.E. if the choice is between killing off Soccerboss or Clive, as it may well turn out, then I vote for Clive, er, Soccerboss, er.....

NEBU & BELU

FOR SALE - One Green (ask Willy!) goalkeeper called Harry Casalls going for £20,000 or under. All offers considered, apply to Paul Cook, 1 Stonepitts Close, Ryde, I.O.W. PO33 3NE.

At that I do believe we've finished Soccerboss and it's only taken 5 1/2 pages. Rationale Mick? Well, we've 20 players participating in Soccerboss and I think that if you divide the number of pages devoted to the game by the number of players to give you an average amount of space per player, you'll come back to a figure not far removed from the average amount of space given to each individual in the Mippy section. Whew, all that without a breath.

Remember to will those dice next time!

FORMULA ONE

M.E. Before we commence, let me point out that the rule amendments proposed by Bob last time have been accepted and that they have already been used in the turns that follow.

<u>Turn 9</u>	<u>Starting speed</u>	<u>New speed</u>	<u>Moves</u>	<u>Tactic Card</u>	<u>Penalties</u>
T-Hoves	80	120	49-55, 056	2	
B-Coxham	120	160	84-84		
G-Crva	140	120	84-45		
R-Groom	140	120	83-83		
B-Nash	180	140	85-86		spin-off
BU-Taylor	0	60	84-44, 045-46		
<u>Turn 10</u>					
T-Hoves	120	160	057-63, 864		
O-Carham	160	140	855, 056-61		
G-Crva	120	100	846-.....		spin-off
R-Groom	120	160	846-053		Superb drawing
B-Nash	0	120	057-80, 861, 862		120 mph
BU-Taylor	60	120	847, 848-56		

TYPE II

Y-Howes	160	140	B1-7	
O-Cannham	140	140	B62-4	
A-Crum	0	60	B47-49	
M-Groom	160	160	B54-55, C56-61	FW-2
B-Nash	120	140	C63-5	
H-Taylor	120	160	E57, E58-64	

STATE OF THE CARS	tyre wear	brake wear	tyre wear	brake wear
Yellow	3	1	Orange	3
Green	4	1	Red	4
Black	4	1	Blue	4

So, Yellow leads at the end of the first lap with black two spaces behind and orange three. Blue and Red are closing fast with the leaders but poor old Henry Motoring Crum in the Green car seems to be having all sorts of trouble. Still four more laps to go though so there's plenty of time for the pleasure to change. Order of moving for turn 12 is Yellow, Black, Orange, Green, Red, Blue. After that it depends on leading car etc.

PRESS

GERMANY-RUSSIA/ITALY

Hang on lads - I'm still trying to sort out the pedals!

No diagram again this time, I'm trying to save space and if I tried to get the green car on the same diagram as the rest of you, I'd need about three pages (sorry Henry).

KINGMAKER

This issue, featuring turn 8, Screw the GM dept part 7 and lots of bloody battles. First the StGM dept.....

Last turn I should have said that Mowbray was putting down peasants in Denbigh, not Chirk.

I also forgot to say which faction the captured Neville belongs to so he's going to have to remain prisoner for another issue whilst I correct matters. He does in fact belong to the faction ..... I hope there's something written in there this time or else it means I've forgotten again!

Only 2 errors last time? Am I improving or aren't you checking them properly?

There are now 7 factions remaining in the game.

TURN 8

ANDREW

Earl of Wiltshire, Archbishop of Canterbury, Bishop of Carlisle moves to the forest square & south of Blackheath.

BEAUFORT

Duke of Somerset KILLS THE KING and stands outside Corfe castle because the garrison have changed their allegiance and won't let him in. He doesn't stand there for long however, because along come Talbot and Howard and they 'do' him for his misdeeds against the King. He dies a terrible death.

BERKELEY

stands in Berkeley Castle, but finds that even inside the walls he isn't safe. The second death this turn (Oh, goody)

BOURCHIER

Earl of Worcester, Admiral of England moves to the countryside around Tattershall and there he bumps into Scrope hurrying to get inside. Bouchiers force defeats the smaller force of the surprised Scrope and Scrope himself is taken prisoner. He admits to belonging to the faction and offers all sorts of things to try and save his neck.



CLIFFORD is killed by Stafford (accidentally of course)  
 COURTENEY Earl of Devonshire, Marshall of England, Bishop of Lincoln moves to Northampton, but only after clashing with, defeating and taking prisoner Grey on the way. Grey admits to belonging to the faction  
 CROMWELL stays in Tattershall.  
 FITZALAN Earl of Arundel, Chancellor of the Duchy of Lancs, Archbishop of York does his conkers at Arundel, despatching pirates by the sea  
 GREY bumps into Courtney 1 south of Grantham and is taken prisoner.  
 GREYSTOKE Earl of Salisbury, Bishop of Carlisle moves with Percy to Conisbore where together they lay seige to the castle.  
 HASTINGS moves to 1 south of Warwick.  
 HOLLAND Earl of Westmerland moves to 1 SE of Hereford.  
 HOWARD moves to Corfe with Talbot where the two of them set about Beaufort.  
 MOWBRAY Duke of Norfolk moves to 1 west of Ludlow.  
 NEVILLE Earl of Warwick stays with his captor.  
 PERCY Earl of Northumberland, Bishop of Durham moves to Conisbore with Greystoke and the two of them successfully lay seige.  
 POLE Duke of Suffolk moves to Wingfield.  
 ROOS moves to 1 east of York.  
 SCROPE moves to Tattershall but before he can get through the castle gates to safety, Bouchier's men are upon him. He is taken prisoner.  
 STAFFORD Duke of Buckingham, Chancellor of England moves to Berkeley where he lays seige to the castle. The castle falls and Berkeley is killed in the chaos that ensues.  
 STANLEY sails on Le Rose to ...  
 TALBOT moves to Corfe with Howard and helps him jump on Beaufort. Talbot is by the way, Earl of Shrewsbury, Warden of the Cinque ports.

LE CHRISTOPHER moves to 2 north of Penzance.  
 LE GEORGE stays at Corfe.  
 LE LUCAS sails to 1 south of Carisbrook.  
 LE MARGERAT sails to Boston.  
 LE MICHAEL stands at Beaumaris.  
 LE ROSE moves to 1 west of Douglas with Stanley on board and drops anchor. The evil captain and his crew gather around the nervous Stanley and the captain says "Now, my Lord, how would you like to volunteer for submarine duty?"  
 LE SWAN stays in Colchester.  
 LE TERNITY stays in Corfe.

BATTLES:

Courtney v Grey  
 Beaufort v Talbot & Howard  
 Bouchier v Scrope  
 Stafford seige at Berkeley  
 Greystoke & Percy seige at Conisbore

RESULTS

Grey taken prisoner.  
 Beaufort killed.  
 Scrope captured.  
 Castle falls - Berkeley killed.  
 Castle falls.

PARCE CONTROLS CONISBORO O.K.

END OF TURN ACTION.

ships at sea - Le Christopher to Penzance, Le Lucas to Carisbrooke, Le Rose to Douglas.  
 Madam's Revolt - Mowbray to Framlingham, Bouchier and Scrope to Lynn, Courtney and Grey to Thetford.  
 French raid - Talbot to Pevensy with Le George.  
 Present Revolt - Stafford to Leeds.  
 Battles appearing this time are Berkeley at Ockhampton, Clifford at Conisbore, Beaufort at Corfe.  
 Please, please, please detail EXACT routes taken by nobles otherwise they will find me. Are you listening? Where the hell is the cartoon editor got to this issue?

'Hyperion' the magazine of the super-complex HyperEconomic Diplomacy is in circulation again. The game has now been taken over by Martin Feather at The Department of Artificial Intelligence, University of Edinburgh, 2 Hope Square, Edinburgh EH8 9NW, Scotland. The last issue arrived about three weeks ago and consisted of pages and pages of computer print out.

If you're interested in playing there is likely to be a vacancy for a Chairman of the EEU. If you'd like to learn more get in touch with either myself or Will Haven.

The EEU is the Eastern European Union and it was formed in 1914 by the amalgamation of Serbia, Albania, Rumania and Bulgaria but now unfortunately the committee are finding they do not have the time to devote to the affairs of state and a Chairman/Co-ordinator seems to be the answer. If you think you could cope with a game that involves industrial units, agricultural units, fishing fleets, research units, population, banks and even produces its own newspapers, then this could be what you're looking for. Remember, write to Will or myself.

Lemming Express should now start to appear again more regularly with Jon handing over the general editorship to Bob Howes and then just doing the duplication himself. Bob is to be assisted by other sub-editors in Stuart Dagger, Paul Segal and Willy Haughan and although I'm sure they will do a very fine job and I'm really looking forward to seeing Bob's first attempt at producing a 'zine, it isn't going to be Ellie. Ellie is dead, I think we'll see a completely different 'zine now under the same name, but nonetheless it'll probably be a good one. Fingers crossed that the multi-editor idea works out.

Oh, I hate it when you get to the last page and you're trying to find something to fill it with, tell you what, a couple of people have asked for the Soccerboss fixture list in advance so here goes with the next few league matches:

<u>Division 1</u>		<u>Division 2</u>	
Bolton Wanderers	v West Ham United	MPBU & BBLU	v Allfrens United.
Brentford	v Everton	Ilford Town	v Workington Reds.
Leeds United	v Newcastle United	Luton Town	v Satans Bastards
Manchester United	v Ipswich Town	Peover Celtic	v Derby County.
Watford	v Liverpool Youth	Sporran Academicals	v Walton Cloggers.
*****			
Bolton Wanderers	v Watford	MPBU & BBLU	v Sporrans Acads.
Everton	v Ipswich	Workington Reds	v Derby County.
Liverpool Youth	v Brentford	Walton Cloggers	v Ilford Town.
Newcastle United	v Manchester United	Satans Bastards	v Peover Celtic.
West Ham United	v Leeds United	Allfrens United	v Luton Town
*****			
Brentford	v Newcastle	Ilford Town	v Satans Bastards.
Ipswich Town	v Liverpool Youth	Derby County	v Walton Cloggers.
Leeds United	v Bolton Wanderers	Luton Town	v MPBU & BBLU
Manchester Utd	v West Ham United	Peover Celtic	v Allfrens Utd.
Watford	v Everton	Sporran Academicals	v Workington Reds.
*****			
Bolton Wanderers	v Manchester United	MPBU & BBLU	v Peover Celtic
Brentford	v Ipswich Town	Ilford Town	v Derby County
Everton	v Newcastle United	Workington Reds	v Satans Bastards.
Watford	v Leeds United	Sporran Acads	v Luton Town
West Ham Utd	v Liverpool Youth	Allfrens Utd	v Walton Cloggers.
*****			
Ipswich Town	v West Ham United	Derby County	v Allfrens United
Leeds United	v Everton	Luton Town	v Workington Reds
Liverpool Youth	v Bolton Wanderers	Walton Cloggers	v MPBU & BBLU
Manchester United	v Watford	Peover Celtic	v Sporrans Acads.
Newcastle United	v Brentford	Satans Bastards	v Ilford Town.

Now, due to popular demand we're going to try our hand at an index. I don't know why you're so bothered about knowing your way about, where's your spirit of adventure?

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Articles, cartoons, reviews, in fact practically anything you can think of, are wanted for the next and future issues. A free issue of the copy in which your piece appears in respect of articles and reviews and that can't be bad can it? This issue goes free to Ian McLaren (who gets the next one free too, if I remember. Remind me Ian) and to Carl Jennings (so what's new?). Thanks fellers.

DEADLINE FOR ISSUE 16 IS FRIDAY 7TH MAY 1976.  
SOCCERBOSS, KINGMAKER, FORMULA ONE, - 1 WEEK EARLIER  
I.E. 30TH APRIL 1976.

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This is the 15th edition of Smoinaght ormi jagh ass y raad which is a gamman lioran.

It has come from Clive F. Booth of 71 Clara Mount Road, Langley, Heanor, Derbyshire. DE& 7HS. UNITED KINGDOM.

(Gaelic, dumm, the first bit. Don't you know anything?)

(Thanks Mike)

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