

ISSUE NO.1.

Welcome to Chimaera, a brand new magazine of postal Diplomacy, Diplomacy variants and any other games that are playable by the postal medium. It is bought to you by Clive Booth, 71 Clara Mount Road, Langley, Heanor, Derbyshire. DE7 7HS. If you decide to go ahead and subscribe it will keep coming to you regularly, operating on deadlines of two to three weeks. The price will be the almost giveaway figure of 1/2p per sheet (1/2p per side) plus 1p plus postage per issue. Postage I will assume to be first class unless you advise me to the contrary.



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The magazine will for the main part carry only games and press plus anything else that you may wish to send me in the likes of articles sketches etc. It is unlikely that it will carry a lot or even a little of what is commonly known as chat as I have niether the inclination or the time to devote to it. My main aim will be to produce the 'zine regularly to time with a minimum of errors(GMing, typing and spelling). However, as time goes on I may be in a position to review and amend the chat situation (if you want it).



As you will already have noticed from this first issue, Chimaera is printed on a spirit duplicator which means I am able to manage sketches with relative simplicity. So if any of you would care to design me covers or to illustrate your press releases (!?) just send me your sketches, preferably of not too complex a nature, and I'll include them in the magazine. In respect of the covers I'm sure we could come to some sort of agreement regarding one or two free issues for your trouble?.

At the moment I have no players and the guaranteed circulation of this first issue is one (Me). Lists are therefore immediately open for the following games of Diplomacy and its variants.

In the first pair of brackets following the game is the number of players required and in the second pair is the game fee (see House rules).

DIPLOMACY REGULAR 2 season game year	(7)	(40p)
DIPLOMACY REGULAR 3 season game year	(7)	(50p)
Youngstown	(10)	(75p)
Abstraction	(7)	(70p)

Hmmm, 29 minutes and 52 seconds for the first page including corrections and interuptions. Not bad.

There are also openings for all other Diplomacy variants and if you'd care to suggest anything you'd like to see played in these pages I'll add it to the list. I do however reserve the right to reject any of your suggestions, particularly in the case of some of the more complex variants.

I have made preliminary enquiries in regard to possibly adopting one or two orphan games, so if you were unfortunate enough to be in a game that was orphaned and the other players are willing to pick up the strings, get in touch. There would be no game fee for orphan games adopted unless they were in the very early stages.

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So much for Diplomacy for the time being for I do not want Chimaera to develop into just another Diplomacy 'zine. I would like to start and play in these pages games of a different genre in fact any game on the market that is adaptable to postal rules. Rules for some of these games are, I know already kicking around so we may be able to use them but there are also other games on the market that you may like to have a go at postally. If you can think of any and can provide a workable set of rules we'll open a list for the game and give you a free game for your trouble.

Some of these games would I appreciate be being run on something of an experimental basis and therefore in respect of these I would attempt to keep the game fee as low as possible.

Perhaps you've even got a game of your own you'd like to try postally? If so I'll print the rules, draw up maps were necessary and see if we can't get a game started.

Games that I believe there are already postal rules around for are as follows and lists for these are now open.



OPEN MONOPOLY	(6+)	(30p)
4000AD	(4)	(30p)
KINGMAKER	(6+)	(£1)
MASTERMIND (all play GM)	(?)	(10p)
FORMULA 1	(6)	(30p)
RISK	(6+)	(25p)
GAME OF NATIONS	(4)	(50p)

Any more?

Just a thought, but if I were to print conference maps for each of the games being run in Chimaera both Diplomacy and the others, would you be interested in purchasing them? I would estimate the cost to be between 7p and 1p each (a single sheet with a map on each side). With a set of coloured pencils you'd find it much easier to just draw in the positions after each season than to keep setting up a board. If there's enough interest I'll see if I can't organise something.

Hmmm, Hmmm 31 minutes 35 seconds slowing down a little and still got the picture to do. Not good enough!

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Now, of course I'll need a set of house rules, so here they are:

THE CHIMAERA HOUSE RULES

1. The 1971 Diplomacy rulebook will be used in respect of all Diplomacy and Diplomacy variant games run in the magazine, except where amended before the commencement of the game or in the published rules of the variant.
2. Waiting lists for available games will be printed in each issue of the magazine. Immediately any list is full the names, addresses and countries drawn by each player will be published and the game will commence with the next issue. Preference lists, if submitted will be used in the allocating of places. If no lists are submitted places will be allocated by lottery.
3. A game fee as published in the magazine will be charged to each player at the commencement of the game and will be deducted from the players outstanding credit.
4. Players must always have a positive credit figure. The amount of credit you have outstanding after each issue will appear beside your name on the address label. If it is a red figure you owe me money and unless it's forthcoming that may well be your last Chimaera.
5. I reserve the right to refuse any player admission to a game without making public my reasons.
6. A deadline for the receipt of the next set of orders will be published in each issue of Chimaera. Orders received by any means before 5.00p.m. on that day will be accepted. Unfortunately I am not on the telephone at home but if you need to ring orders through I can be contacted at the office on Ilkeston 4271. I have no objection at all to you ringing orders through to this number as long as the call is kept as brief as possible. I would prefer written orders and will accept no responsibility for any errors that may occur due to me transcribing your word.
7. Any clearly understandable, unambiguous order will be accepted. Illegal and illegible orders will be ignored and the affected units will all stand. Orders that fail will be underlined. All orders must bear the signature of the player concerned.
8. Any clearly understood, unambiguous abbreviation will be accepted. If the order is ambiguous the unit will stand or if I interpret it incorrectly due to an ambiguity in the abbreviation the published order will stand. Your fault, so make your orders clear.
9. If a player fails to submit retreat orders where necessary the piece concerned will be retreated by the GM by some random method. If a player fails to submit removal orders where necessary removals will be made by the GM on the basis of units in non-supply centres first, then farthest from home, fleets before armies.

10. If a player misses a set of orders for any season the letters NMR denoting 'no moves received' will be printed alongside the name of the player concerned and all his units will stand. Moves will be requested from a standby for the next season and if the original player misses again the standbys orders will be used. From then on the standby will control the country and the original player shall have no further claim to it.

Standbys shall pay no game fees. Standbys will be requested for each game before its commencement and their names will be published in the magazine.

11. Each players address will be published in the magazine prior to the commencement of any game. Any alterations to that address will be published immediately they are brought to the editors attention.

12. In the unfortunate occurrence of there being an error in the GMing of any game, players are asked to bring this to the attention of the GM as soon as possible after publication of the magazine. Wherever possible all players directly effected by the error will be advised or alternatively the game will be held over for an issue to allow the situation to be corrected.

13. The decision of the GM is final.

14. The correct pronunciation is KY-ME-RA. Any other will be frowned upon.

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And that I think is just about it for this first issue of Chimaera, don't think there's anything else to say.....Oh yes, if you're wondering why this magazine is littered with drawings of 'Boot' I'll tell you.

There are three reasons:

1. To prove I really can cope with (simple) sketches in Chimaera.
2. 'Cos I couldn't find a picture of a Chimaera (if you can, send it please).
3. I like Boot the wonder-dog racerist.
4. (Sorry, four reasons) They fill the pages nicely, making it look as if you're getting more than you really are.

Four reasons, though not necessarily in that order. My apologies to Dennis Collins for pinching his sketches, hope he doesn't mind. What the eye doesn't see the heart doesn't.....

By the way, must admit I traced them, I can't draw but they're not too bad are they?

I hope after reading this lot that you might be prepared to subscribe and play in the magazine. If so I shall look forward to hearing from you, if not I'd still like to hear from with perhaps your thoughts on were I've gone wrong?

by

CWe



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