

This is the ninety-seventh issue of the wonder 'zine CHIMAERA, a magazine of postal games and games playing. It appears once every four weeks and costs thirty pence an issue inclusive of postage at surface rates to anywhere in the world. It is edited and produced by Clive F. Booth, Wellington Station, 71 Clara Mount Road, Langley, Heanor, Derbyshire DE7 7HS, United Kingdom.

For the ninety-seventh time welcome to CHIMAERA, and may I first of all apologise for the shorter than normal deadlines this issue. It's all due to me being unable to read calendars and when I worked out four weeks from the last deadline to the next I somehow only counted three.... Easily done, I did the same thing a couple of years ago if you remember ... Anyway, since we really need to be on the four week schedule so that it fits it nicely with my rest day rota the next deadline will be a five week one to get us back into line. Always assuming I read the calendar correctly that is.

This short deadline has caught me on the hop too and this is going to be an even briefer issue than the brief ones of recent. In fact you're not going to get very much more than game reports simply because I haven't got time to go producing anything else. I don't even know what we're going to fill the rest of this page with ...

Any suggestions?

Dum - de - dum - just talk amongst yourselves and we'll be at the bottom of the page before you know it.. I saw a nice letter in a magazine a couple of weeks back, it went like this:-

" I see from an article in The Daily Telegraph dated December 29 that the subject of police officers having their name displayed on their uniform is again being discussed. A point was made that officers with 'odd' names would be the subject of some ribaldry from the public.

May I say that I cannot wait to have my surname displayed over my left bosom. My day may have come.

W/Supt Marj. PETTIT

Nice eh? It made me chuckle anyway. Do you think policemen should have their name on their uniforms? And if so, why? The usual prize of no prize will go to the best answer.

Somebody keeps sending me little cards through the post again, white this time as opposed to the pink ones I used to get a few years back. I suspect that the same person is responsible. This time each card carries a thought for the week from someone called Herr Doktor Ludwig von Heidelberg.

As an example I'll quote you this week's thought which is:- 'Any law enacted with more than fifty words must contain at least one loophole'.

No, I didn't think that thought was very good either but let's have a little competition to see who can find the silliest or most pointless law still in existence. I was told once that there was still a law in existence from medieval times which states that every man between the age of 16 and 60 years, of sound body must do a minimum of one hours archery practice a day.

Knock, knock.

"Yes?"

"Excuse me, sir, but are you registered disabled?"

"No"

"Are you between 16 and 60 years of age?"

"Yes"

"Have you done your hours archery practice today?"

"Eh? Of course not."

"Then I am arresting you and"

Unfortunately I haven't been able to find confirmation that that law does still exist, but I'll bet there are some strange ones forgotten but still around. It'd be interesting to think what would happen if the police service went on a work to rule and strictly enforced every law wouldn't it?

Have you noticed how low on games we're getting in Chim of recent? What we could do with is some reliable volunteers to run a couple of interesting ones, nudge, nudge...

E V A N D E F

The Chimaera I&C game

The new player on Evander, Allen MARSDEN, has taken on the personality of a gnome fighter called Tog McAlvinson and along with a dwarven thief called De Oriel, a human fighter called Joe Sawyer, an elven magic-user called Hazelsprite and a half-elven cleric by the name of Cedric Wayman he has journeyed from their hometown of Eyntown on the southern coast of Angara into the Central Mountains of the island in search of the semi-mythical 'Byren's Mine' and the treasure it is believed to conceal. They've arrived at the believed site of the mine entrance, but so far Tog has refused to let his fellows enter in spite of their impatience to do so. Instead he's spent the morning having a good search of the area and then after lunch back at the camp they've set off again, this time to have a look at a small stream and a perpendicular face of bare rock in a shallow valley nearby. However, as they re-entered the valley they found a group of what appeared to be five orcs making their way down into the valley in front of them.

Weberon, the half-elven cleric and alter-ego of Brian MOORE has a mountain of problems at the moment. His two expeditions into the mine have already left him with one member of his party dead and the rest of it appears to have broken up around him. Gensys, his magic-user, has been so badly injured that she has lapsed into unconsciousness and along with the dwarf Relegan has been abandoned to her fate in the mine. Weberon, Gondar and Lingum managed to break free from some underground cells of the orcs where they were held and eventually made their way back into the outside world. Kaled, the thief, also escaped with them but she didn't hang around and they haven't seen her since they left the cells. Gondar has just walked out on Weberon leaving him alone on the mountain with Lingum who is also threatening to walk out as soon as they make it back into town ... oh, and as an added problem for Weberon the only possessions he now has to his name are the Y-fronts and vest he stands up in and a rather tatty horse blanket.

The third player, George NORTH and his alter-ego, the hobbit thief Alsatia said farewell to the strange David character he was talking to on the mountain in the last issue and sent him on his way. He then set forth for Stonebridge with an intent of re-equipping his party but very soon found that his route was blocked by a dwarven army encamped in a shallow valley near the mine. Alsatia immediately turned his party around, not wanting to get involved with the army, and set them off in the other direction hoping to find another way around the mountain that may lead to Stonebridge. By evening it seemed they were getting somewhere, but no sooner had they commenced to make camp than they were surprised to hear the sounds of someone else making camp lower down the slope drifting up to them. Peering into the gloaming they were able to make out about twenty men farther down the slope also setting up a camp and apparently oblivious to their presence. The situation has developed from there through one or two misunderstandings so that we have at the moment got Alsatia and his four companions hidden on the hillside whilst ten of the men from below are apparently searching for them with weapons drawn!

F R O - G O L F

GM'd by Clive F. Booth

Augusta, Georgia and the players are about to tee off from the seventh in the 1st Chimaera Open Championship. First to the tee is the match leader Steve HOWE (all square) and he opts to play his drive standard. He hits a long one straight down the centre of the fairway leaving himself a pitch to the green for his second shot. The pitch drops right on the edge of the green, 46' from the hole, but the long putt proves to much and he has to settle for a par 4.

John LAMBERT (1 over) follows him to the tee and plays safe with his drive. It's a weak one going medium left and into the trees and leaving him with a difficult short iron second shot. John again plays safe and this time he sees the ball bounce onto the green and roll to a halt 23' from the hole. There's a chance for a birdie three but his putting lets him down and he too has to settle for a par 4 on the hole.

Gary AMES (2 over) also plays safe at the seventh and his drive gets him a lie of medium length in the centre of the fairway. A short iron second shot gets him onto the green and just 18' from the hole, but then his putting lets him down and the ball stops rolling teetering on the edge of the hole. He taps it in for another par 4.

Brian MOORE (3 over) is another player opting for the safe shot, but even so he makes a disastrous one and he finds himself off into the trees on the left needing a difficult medium iron shot to get out. He gambles on the shot and disaster strikes yet again as he hooks it badly and goes even further into the trees. His third shot needs a very difficult chip indeed and it will take a good shot to get him out of trouble. Amazingly he pulls off the shot and the ball arcs towards the green before coming to rest 13' from the hole. He taps it in for a fortunate par 4.

Last to the tee on the seventh is Richard MORRIS (3 over) and he too plays the safe option. He drives the ball straight down the centre of the fairway to medium length and finds himself needing to take a short iron for the second shot. It's a bad shot but it does just manage to get him onto the green 48' away from the hole. His first putt misses but the second sinks it easily for a par 4.

There's no change to the leader board as they step up for the eighth and first away is leader Steve HOWE. He plays a standard shot getting an excellent length but slicing it slightly to the right. His second shot needs a fairway wood which he also plays standard but which drops just short of the green. The third shot is a very good pitch that takes him onto the green and just 7' from the hole leaving him with an easy putt for a 1 under par 4.

John LAMBERT gambles on his tee shot and hammers an excellent one long and straight down the middle. His second shot with a fairway wood is a disastrous one for him and the ball goes flying into the trees leaving him with a short iron third shot to try and retrieve the situation. He plays it standard and it's an excellent one landing on the green and just 6' away from the hole. The putt looks easy but somehow he doesn't hit it hard enough and it runs out of steam just a foot from the hole. He taps it in for a par 5.

Gary AMES opts to play safe again and he sees his ball sliced to the right bounce straight into a fairway trap. For his second shot he has to take a long iron and play a lay-up shot which sees him near the green still needing a pitch to get there. He plays the pitch shot but luck is against him and after bouncing on the edge of the green the ball rolls back onto the fairway. His fourth shot, a chip, is much better and it gets him onto the green and 4' from the hole. Gary completes his recovery by tapping it in for a par 5.

Brian MOORE plays his drive at the eighth safe and although it goes straight enough the length is poor. His second shot has to be a lay-up shot with a fairway wood and he plays a goodish one to get him at least in sight of the green. He pitches for the third shot and sees it land right on the very edge of the green for a 46' putt. He lines up the putt - and with the best putt we've seen in the competition so far he sinks it! A birdie for Brian.

Richard MORRIS undoubtedly the unluckiest player on the course opts to gamble with his tee shot and once again sees his gamble fail. The ball flies off into the trees leaving him with a 'save' and then a fairway wood shot. He gambles on the fairway wood shot and plays a good one to take him to near the green. He chips from there but bad luck strikes again and he can only get the ball onto the edge of the green still 50' from the hole. He putts and misses then putts again to sink it for a one over par 6.

So after eight holes the leader board reads as follows:

HOWE (-1) ; LAMBERT (+1) ; AMES (+2) ; MOORE (+2) ; MORRIS (+4)

Stats for holes 9 and 10 are as follows:

9th Hole (Par 4 435 yards)

The Carolina Cherry hole. This should be an easy par for most pros, since the fairway widens extensively about 200 yards out. The green is not difficult to hit. A good hole to gamble for a birdie.

1. Tee Drive

2. Second shot

<u>Tee result</u>	<u>Lands</u>	<u>2nd shot uses</u>
SL	Trees	LI(-5)
SC	Fairway	LI
SR	Trees	LI(-4)
ML	Trees	MI(-3)
MC	Fairway	MI
MR	Fairway	MI
LL	Fairway	SI
LC	Fairway	SI
LR	Fairway	SI
TROUBLE	Rough	SI(-6)

3. Third shot

<u>2nd shot res</u>	<u>Lands</u>	<u>3rd shot uses</u>
SL-Ch	Sand	Sd
ML-Ch	Sand	Sd
All other Ch	Near Green	Ch
All P	Near Green	P
TROUBLE	Sand	Sd

(Consult only if still off green or second shot resulted in Trouble)

4. Additional shots

<u>Prev. shot res</u>	<u>Lands</u>	<u>Add. shots use</u>
Sd	Sand	Sd
SL-Ch	Sand	Sd
ML-Ch	Sand	Sd
All other Ch	Near Green	Ch

(Consult only if still off green)

10th hole (Par 4 485 yards)

The Camelia hole. An apparently simple hole that is actually very tough to birdie due to its unusually long length. Although the tee shot has nothing to fear, the second shot to the green is fraught with dangers and will be critical.

1. Tee: Drive

2. Second shot

Tee result	Lands	2nd shot uses
SL	Fairway	FW
SC	Fairway	FW
SR	Fairway	FW
ML	Fairway	LI
MC	Fairway	LI
MR	Fairway	LI
LL	Fairway	MI
LC	Fairway	MI
LR	Fairway	MI
TROUBLE	Trees	MI(-6)

3. Third shot

2nd shot res.	Lands	3rd shot uses
SC-P	Sand	Sd
SR-Ch	Sand	Sd
All other P	Near Green	P
All other Ch	Near Green	Ch
TROUBLE	Trees	P(-4)

(Consult only if still off green or second shot resulted in Trouble)

4. Additional shots

Prev. shot res.	Lands	Add. shots use
Sd	Sand	Sd
SR-Ch	Sand	Sd
All other Ch	Near Green	Ch

(Consult only if still off green)

Press

NO DATELINE

Nick Faldo's wife decides that it would greatly enhance their marriage if she learnt to play golf, but feels that she cannot trouble him for lessons. So she goes to a golf pro. at her local course and asks for tuition. She has an abysmal time; her hold is all wrong and the ball only dribbles off the tee whenever she is lucky enough to connect.

Painstakingly the golfer tries to show her where her grip is wrong but to no avail.

He hits upon a solution. "Try holding the club, er, um, as you would, well, hold your husband - you know what I mean?" he said after some embarrassed silence.

She follows his advice and her next four shots are perfect drives landing near the pin each time. "Excellent" he says, "Very well done indeed, now if you could just take the club out of your mouth"

WORLD SUPERCARS

Devised and GM'd by Chris Bullock

Score so far: George 16, Alan H 11, Howard 11, Alan P 4, Brian 3

RALLY X	Mv 57	Mv 58	Sod	EW	TW	BW	OLD CROCKS	Mv 57	Mv 58	Sod	EW	TW	BW
1 George Foot	1st place						7 Brian Moore	M10	M13	60	4	5	2
4 Alan Harvey	2nd place						1 George Foot	M 6	M10	60	4	4	1
3 Howard Wilcox	X40	X 5	100	3rd place			4 Alan Harvey	T17	T21	60	4	4	1
7 Brian Moore	S16	S20	60	3	5	4	3 Howard Wilcox	S16	S20	60	2	4	1
2 Alan Parr	T14	T17	60	3	4	4	2 Alan Parr	T11	T15	60	1	3	4

As this gruelling rally gradually comes to a close Angie O' tension easily takes third place (giving him 5 pts more), leaving Bo Duke (Brian) and Alan Parr to come out of the hairpins and through Finish Corner. Well done lads.

With only half a lap to go, it looks as though James Capra (Brian) in his Cortina Mk 1 will win this race, although Battered Foot (George) is very close behind him. There is still quite a battle going on between Eccles (Alan H) and Amy Lase (Howard) as they come out of the hairpin.

GRAND PRIX ORIGINAL RACE SPECS

Owner	Driver	Start speed	Acc	Dec	Top Speed	Brakes	Tyres	Engine
1 George Foot	Fleet Foot	40	60	40	180	4	4	3
2 Alan Parr		40	60	60	160	4	4	3
3 Howard Wilcox	Billy Rubin	20	60	60	180	4	4	3
4 Alan Harvey	Neddie Seagoon	60	60	20	180	4	4	3
5 Phil Whitehead		40	60	40	180	4	4	3
6 James McKaigue		20	20	40	180	4	5	5
7 Brian Moore	Clark Kent	60	60	40	160	4	4	3
8 Richard Scott		60	60	20	180	4	4	3
9 Nick Morrell		20	60	60	180	4	4	3
10 John Walker		20	40	40	180	5	5	3
11 Tom Kirby	Wart	40	60	40	160	5	4	3
12 Paul Oakes	Garston Gargantuan	20	40	60	180	4	5	3
13 Mervyn Bleach		40	60	60	160	4	4	3
14 Dave Thorby	Daredevil	60	40	60	160	4	4	3

Press

GM

Apologies for not meeting the last deadline but Christmas was a bit hectic, and we are also planning on moving house.

HOWARD

Please publish the original race specs.

GM

As soon as each race is complete.

BRIAN

Now these games are drawing to a close, I hope you will run more of the same, as I've really enjoyed playing it.

GM I'm open to suggestions for types of race.

GM

In order to finish a bit more quickly I now require three moves per turn.

***** Chris Bullock, Cwm Road, Aberbargowd, Mid Glamorgan CF8 9BN *****

Steve HOWE passes comment on the physical F.R.P. game 'Treasure Trap' mentioned in the last issue and goes on to say: "... just imagine travelling to this castle place dressed as a pseudo-viking fighting man, or in a pointed hat and wizard's beard ... It's embarrassing enough travelling to a band gig in full gear by train (I belong to a highland pipe band, by the way, and you don't half get some funny looks when you pass through the ticket barrier in kilt, plaid, feather bonnet, etc. with a set of pipes under your arm ...)

Ho, ho I can just imagine it - and I'll bet too that the city gent you select to sit alongside just keeps looking out of the window and pretends you're not there

Another anonymous item to come flapping through the letter box this last month is a clipping from the Daily Telegraph of January 13th 1983, but which is recognisable from the hand-writing of the accompanying 'No Comment' as originating with that arch trouble maker, Ray Miller, the cheekie chappie - or was that Max Miller? No matter. The cutting is headed 'HARD TIMES' and reads as follows:

Thieves have taken 450 hassocks from
Heanor Parish Church, Derbyshire, so the
congregation now prays sitting down, to
avoid kneeling on the stone floor.

No comment from me either other than to say that it isn't strictly correct. Journalist's licence I suppose, but they weren't taken from the Church they were taken from a wooden hut behind an Estate Agents office - oh, and the Church wasn't even being used for worship at the time they were stolen, it was in the middle of a re-building programme. Still, you can always get a better story if you alter the facts slightly can't you? I've done it often enough myself in Chim

Peter Calcroft (I know it's Calcrafft but I like to niggle him when he flies off the handle in one of his silly tantrums), has attacked Tom TWEEDY in the latest issue of DIB DIB DIB with one of the silliest diatribes I've seen in years. All Tom said was that the stats weren't appearing very regularly and Pete, good ol' Pete, bounces back with such gems as "... I'm not running the stats for me, for the people who help me or 'for the hobby' .. " It seems to me that he's saying he's not keeping the stats for anyone that might be interested in them. Duh.

I thought Pete had grown up since our exchanges in Chim but apparently not. I just hope Tom milks the situation as much as he can so that we can have more of the same hilarious reading supplied by Pete.

Oh, and by the way, I too am fed up with sending copies of Chim regularly and getting nothing in return - so there.

I've had one or two promises of bits and pieces for the 100th issue of Chimaera, now just three months away, but I'll need a lot more if we're going to make it into a real bumper edition. Don't you be the one that's left out!

Two new games have been acquired at Wellington Station, Yaquinto's 'MYTHOLOGY' and Nova's 'THE HAMMER OF THOR'. Both games look good though the production quality of 'THOR' leaves a lot to be desired. Unfortunatley I haven't got around to playing them yet inspite of having had them in my possession for three months!

Also arrived during the last month is a copy of M. C. Lothlorien's game for the Dragon home computer, 'TYRANT OF ATHENS'. Very disappointing indeed I'm sorry to say and the fact that it only costs about half of what a TRS-80 program costs is reflected in the quality. Shame.

SORCERER'S CAVE

GM'd by Brian Moore

My apologies to all you cave explorers, but this report has had to be held over for this month due partly to late orders and also due to my wife being in hospital for a couple of weeks, leaving me no time to type up a full report as usual.

As of today, 25th January, I'm still waiting for orders from Len GEORGE and Jeremy BAMFORD. I have orders on file for the rest of you and the report will be out next time.

I seem to have had no comments about the Crystal Ball artefact so the change that has come over it is now in effect. Remember, the Crystal Ball will now let you see where a party is, or was before it moved in the current turn. On a roll of 1 it will, however, fail to reveal anything.

Most artefacts seem to have a 'fail' roll. Just wait until you see what will happen when the Sorcerer is killed. Which reminds me, the Quest to kill the Sorcerer is a quest that you are ALL on while the other quests are ones you can take besides, one at a time, the choice is yours. Some of you have requested the Kill Sorcerer as your 'minor' quest when it is really the 'major' quest of you all.

***** Brian MOORE, 17 Westway, Hall I'th'Wood, Bolton, Lancs BL1 8SS *****

DIPLOMACY GAMES

KRUGER 1981ED AUTUMN 1909

Last issues game end proposal was rejected by two votes against, one for and one fail to vote.

ENGLAND (Allan Marsden) A(Yor)-Lon [it's a Fleet], A(Pic)-Bre sby F(MAO)
GERMANY (Mike Hanns) A(Rum)-Sev, A(Bud) st., A(Tyr)-Ven sby A(Tri), A(Pru)-Lvn, A(STP)-Mos sby A(War), F(BAR)-STP-NC, F(Nwy) st., F(Den)-Swe, F(NTH)-Lon, F(Bel)-ENC, F(Hol)-Bel, A(Bre)-Par, A(Spa)-Por
ITALY (Aparchy) F's TYR, AEG, Bul-SC & A(Ven) all stand.
RUSSIA (Alan Dickinson) A(Mos)-STP sby A(Fin), F(NWS)-BAR, A(Sev)-Mos, F(Por)-Spa-SC
TURKEY (James Mills-Hicks) A(Arm) s German A(Rum)-Sev, A(Sev)-Bul sby F(Con)
Retreats: Italian F(Bul-SC) and A(Ven) disband; Russian A(Sev) disbands.

WINTER 1909 adjustments

AUSTRIA (Bud) = 0: OUT!
ENGLAND Lol, Edi, (Lon), +Bre = 3: N/C
GERMANY Ber, Kie, Mun, Den, Bel, Par, Spa, Mar, Vie, StP, Rum, Hol, War, Swe, (Bre), +Bud, Lon, Ven, Tri, Sev, Nwy = 20: WINS!!
ITALY Nap, Rom, Tun, Gre, (Ven), (Tri), (Bul) = 4: bu 2
RUSSIA Mos, Por, (Sev), (Con), (Nwy) = 2: lose 2
TURKEY Smy, Ser, Ank, +Bul, +Con = 5: bu 2

TAG HILL

Congratulations are in order for the German commander, Mike. If anyone would care to supply final statements before the next deadline we'll include a final report in that issue.

Press

NOBODY - GERMANY

If I'd been playing Germany, and France dropped out, and then Austria dropped out, and then Italy dropped out, I think even I would have done well.

TURKEY - RUSSIA

What a pity you had to learn the hard way ... bet you wish you had never written that letter now ...

STRATEGIC STUDIES INC. - THE WORLD

The Moronic Twat of the Year award has been given to the English Commander for his unfailing skill at making childish errors in planning and appalling mistakes in writing out his orders. Never in the history of postal Dip has one person cocked up so many orders for so few units with such astonishing regularity.

RUSSIA...

... wonders how he managed to finish fourth in a game with only three players

JUNO 1981DP AUTUMN 1910

Each of last issues three game end proposals was rejected by 1 vote for, 2 against and 2 fail to votes.

AUSTRIA (Charles Burrows)	A(Mos)-STP, A(War)-Ukr, A(Gal)-Sil, F(Sev)-RUM
FRANCE (Mike Close)	F(Nwy) s Austrian A(Mos)-STP, F(Den) s F(Kie), F(BAL)-Ber sby F(Kie), A(Bel)-Hol sby F(NTH), A(Bur)-Ruh, A(Mar)-Bur, A(Gas)-Mar F(MAO)-WMS sby F(Spa-SC), F(TYS)-Nap
GERMANY (Richard Bass)	A(Mun)-Bur, A(Hol)-Bel*sby A(Ruh), A(Ber)-Kie*, A(Vie)-Bud
ITALY (Tom Tweedy)	F(Ank)-Arm, F(BLA) s A(Rum), A(Rum) s A(Ukr), A(Ukr) s Russian A(STP)-Mos, F(AEG)-ION, F(WMS) st., F(Tun) s F(WMS), F(Tus)-Rom, A(Pie)-Mar, A(Ser)-Tri
RUSSIA (Mike Vernon)	A(Mos)-STP [no such unit], A(STP) stands unordered*

Retreats: German A(Hol) annihilated; German A(Ber) disbands; Russian A(STP) disbands.

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WINTER 1910 adjustments

AUSTRIA War, Mos, Sev, Vie, (Rum), +STP	= 5:bu 1 A(Vie)
FRANCE Bre, Par, Mar, Spa, Por, Lon, Ldl, Edi, Den, Nwy, Swe, Hol, +Ber, +Kie, +Nap	= 15:bu 3 A(Par), F(Bre), 1 owed.
GERMANY Mun, Bud, Bel, (Ber), (Kie), (Tri)	= 3:N/C
ITALY Rom, Ven, Tun, Smy, Gre, Ser, Con, Bul, Ank, (Nap), +Rum, +Tri	= 11:bu 1 A(Ven)
RUSSIA (STP)	= 0:N/C OUT!!

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TAG HILL

The only game end proposal I have this time is that there should be no more game end proposals... \$1 deposit refunded to Mike Vernon.

Press

AUSTRIA - ITALY

I did half guess. After all you'd only given your word! Also you laughed when you put down the phone!

MEANWHILE - DIE

1. France/Germany/Austria/Russia 5. Italy. O.K.?

NAPLES

The crowds lined the quayside and cheered heartily as the liberating fleet sailed gracefully into the harbour. The French sailors could easily see how the city had suffered during the horrific years under the dictatorship of the tyrant Tweedy. The age of slavery and subjection was finally over, the people rejoiced.

Later that day, the French Admiral presented the Mayor with a live chameleon, the French symbol of peace. By the end of the week, pictures of chameleons had appeared in the windows of houses around the city, on badges and T-shirts, on stickers on motor cars.

TO SMILEY

Ah George! I got your message - the information has been planted, but I'm not sure what good it will do. The contact was none too bright - he even punctured his thumb with the drawing-pin!

FRANCE - ITALY

You call that sulking? Now I've really given you something to sulk about!

CHAMELEONS - MEANWHILE

Welcome back! The Chameleons in support of Meanwhile (CHIM) have been campaigning for your release for some time!

MIZAR AUTUMN 1904

AUSTRIA (Anarchy)	A(Tri) st. *
ENGLAND (Laurence Parrott)	F(NAD)-MAO, F(NTH)-Bel sby A(Hol) & F(ENG), F(BAR)-STP-NC sby F(Nwy)
FRANCE (Mike Hanns)	F(Por)-MAO, A(Bre)-Gas, A(Bur)-Mun, A(Bel)* & A(Ruh) s German A(Kie)-Hol,
GERMANY (Jeremy Bamford)	F(BAL)-Lvn, A(Den)-Swe, A(Kie)-Ruh, A(Mun)-Bur*, A(Tyr) s Austrian A(Tri)
ITALY (Gareth Williams)	NMR!!!! F(TYS) & A's (Aou), (Tun) st.
RUSSIA (Cliff Kennedy)	A(Boh) s French A(Bur)-Mun, A(Vie)-Tyr, A(Bud)-Gal, F(Rum) st., F(GB) & A(Lvn) s A(STP), A(STP) st.
TURKEY (Nicholas Clifton)	A(Syr)-Smy, F(ION)-ADR, F(EMS)-ION, F(Gre) s F(EMS)-ION, A(Ser)-Tri, A(Alb) s A(Ser)-Tri

Retreats: Austrian A(Tri) disbands; French A(Bel)-Bur; German A(Mun)-Sil

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WINTER 1904 adjustments

AUSTRIA (Tri)	= 0:N/C OUT!
ENGLAND Lon, Ldl, Edi, Bel, Nwy, (Swe), +Hol	= 6:N/C
FRANCE Bre, Par, Mar, Spa, Por, +Mun	= 6:bu 1 F(Bre)
GERMANY Ber, Kie, Den, (Mun), (Hol), +Swe	= 4:lose 1 F(BAL)
ITALY Nap, Rom, Ven, Tun	= 4:bu 1 owed.
RUSSIA Mos, Sev, STP, War, Vie, Rum, Bud	= 7:N/C
TURKEY Ank, Con, Smy, Bul, Ser, Gre, +Tri	= 7:bu 1 F(Con)

Press

PRESS WRITER - CONFUSED

Of course, I could be wrong ...

ROME - GERMANY

Moral indignation is jealousy with a halo.

RUSSIA - CONCERNED

I should imagine a good many seasons after you Jeremy, if at all.

MOSCOW - BERLIN

Remember Stalingrad!

MIZAR DIPLOMACY BOURSE

	<u>Crn</u>	<u>Pno</u>	<u>Frn</u>	<u>Mrk</u>	<u>Lra</u>	<u>Rub</u>	<u>Pst</u>	<u>Dlr</u>
National Parasitical Bank	-498	-500	380	-500	-500	0	1000	0
Adolf GmbH	0	0	0	0	0	0	0	0
Juno Enterprises	0	500	500	0	0	-500	1486	-2750
Grafite	0	0	0	0	0	0	0	0
B.S. Currency Service	0	-500	-318	-500	0	-500	1774	1
Thatcher-Howe Enterprises	0	-500	500	-500	-500	0	500	485
Turkish National Bank	0	-500	700	0	0	-500	652	0
John Rayns	0	0	0	0	0	0	0	0
Laurence Parrott	0	-500	0	0	0	0	800	-301
Barbican Investments	0	0	0	0	0	0	0	0
Counterfeit Holdings & Exchange	0	0	0	0	0	0	0	0
Retief	0	0	0	1610	0	-500	-500	0
+++++								
OLD VALUE	0.23	1.75	1.13	1.00	0.82	1.75	1.47	1.00
NET TRADE	-498	-2000	1762	110	-1000	-2000	5712	-2565
NEW VALUE	0.19	1.55	1.30	1.01	0.72	1.55	2.04	1.00

HOLDINGS

	<u>Crn</u>	<u>Pno</u>	<u>Frn</u>	<u>Mrk</u>	<u>Lra</u>	<u>Rub</u>	<u>Pst</u>	<u>Dlr</u>	<u>Value</u>	<u>Score</u>
National Parasitical Bank	0	2918	1230	3000	2000	1466	1500	0	15924.20	656
Adolf GmbH	0	3000	2000	1000	3000	0	2000	787	15287.00	600
Juno Enterprises	0	750	1500	0	0	3967	1934	0	13206.70	548
Grafite	0	1100	500	1101	2251	2612	1600	5	12405.30	524
B.S. Currency Service	0	1500	0	0	0	2594	3274	1	13025.70	500
Thatcher-Howe Enterprises	0	4000	2000	2000	0	0	500	764	12604.00	475
Nicholas Clifton	0	900	2000	0	0	1500	2281	0	10973.20	438
John Rayns	0	500	1000	900	500	995	3001	0	11008.30	425
Laurence Parrott	0	0	1500	0	0	0	4760	1378	13038.40	423
Barbican Investments	0	2000	1505	500	1500	500	1000	463	9919.50	395
Counterfeit Holding & Exchnage	0	400	601	1000	1	3000	501	848	8932.06	345
Retief	0	500	1000	2610	0	1175	0	1000	7532.35	276

Dealings in Austrian Crowns has now ceased.

NGC 147 SPRING 1901

A double deadline is in operation for this game. I have heard from all players with the exception of Austria and Italy. We commence next time, with or without them.

CHIMAERA DEADLINES

Diplomacy to me (Clive) by first post, Tuesday, 8th March 1983

Pro-Golf to me by first post, Tuesday, 1st March 1983

Others to GM's by first post, Friday, 25th February 1983

1829 reports are not enclosed this time as they have not yet been received. Presumably due to the very short deadline last time.

Nothing at all heard from the Whitehead's 'In off the Post!' team again. If nothing is heard by the next deadline I will reluctantly have to announce the game folded.