

C H I M A E R A

THE FINAL ISSUE (102)

4th July 1983

This is the final issue of the postal games magazine CHIMAERA, a magazine which has in the past been produced 102 times by Clive F. Booth, 71 Clara Mount Road, Langley, Heanor, Derbyshire DE7 7HS with more than just a little help from his trusty canine friend, Boot the wonder-dog 'zine editorist. This last issue is costing you 30p just like all the others.

Well, this is it, the final issue of Chimaera. No joking this time, no changes of heart, it has finally after some eight years bitten the dust. Reasons I'm not going to go into, other than to say that the drive to turn this out once every four weeks is no longer there. Neither are a lot of the friends that I made over the years through the magazine.

I will continue to GM the Diplomacy games that are currently running, and I would like to think that I might be able to start some more if only as a guest GM in others peoples 'zine since I don't want to quit the hobby completely. All the present Chim games will transfer to a new magazine to be produced by Richard MORRIS and scheduled to appear for the first time over the weekend of the 13/14th of August. Diplomacy/Bourse players should send their orders to me by the deadline at the end of this issue.

Players in other games should send their orders to their GM's as normal, and then the GM's will forward their reports to Richard for publication rather than me.

All remaining Chim credits and deposits will be transferred to Richard and I'll try to remember to mark your credit balance on your envelope this time. Traders will have to contact Richard direct to ascertain whether he wishes to continue with the trade or not. A few editors will be receiving subs to their 'zines from me over the next week. No offence is intended to editors that I don't take out subs with, it's just that I can't afford too many..

If anyone is unhappy with the changeover to BOOJAM then Richard will return your outstanding sub. Any new subs or sub renewals should be sent to Richard.

To give you some idea of what to expect with BOOJAM, I can tell you that it is anticipated that it will be five weekly, games orientated and running games of RR, Sopwith, Diplomacy, Bourse and one or two others possibly including Pro-GoIf which has just finished it's first ever postal outing in Chim.

Richard's address is as follows, mark it well...

Richard MORRIS
1 Highland Ville
Lightcliffe
Halifax
West Yorkshire
HX3 8AC

(That'll teach all you that used to complain because my address was too long)

His telephone number is 0442-206139

That's about it, can't think of much else to say. Oh, the Chim D&D game, Evander, will continue to run though obviously there won't be any magazine for reports to go into. Only myself and the players will know what is happening.

So, I'll just wish the best of luck to Richard with BOOJAM, may it give him as much pleasure as Chim has given me, and then we'll get on with the magazine for the last time....

C I R C U S M A X I M U S

GM'd by Steve HOWE

Quote of the month:- "I have to type Chim every month, you can't expect me to read it as well...."

CFB

First things first, the four chariots you didn't know about can be revealed as follows:

<u>Colour</u>	<u>Driver</u>	<u>Dr</u>	<u>Car</u>	<u>Team</u>	<u>End.</u>	
Pink	Hittus Morus	0	0	2	2	(Brian Moore)
Silver	Cave Canem-Bootus	0	0	2	2	(Clive F. Booth)
Orange	Jehu Maximus	0	2	1	1	(Gareth Williams)
Red	Uglius Brutus	0	1	1	2	(Mike Vernon)

The drivers of the yellow and black chariots are revealed as Trevorus Brookingus and Norman Hunterum respectively. As for the drivers of Green and Blu no, Adrian, you may not call them brown and white - I'm easily confused.

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And now, the chariots are at the start ... a breathless hush falls over the Circus as Caesar rises, holds his purple hanky at arms length, drops it and ... THEY'RE OFF!!!!

Straightaway there's a scramble for the inside lanes, there's certain to be some violence here next turn, especially as there's limited room for evasion. The Blue chariot in particular (Adrian Bolt) could have problems if he moves early next turn - all moves are blocked except the costly e sideslip right.

POSITIONS

1st Mad Max III (Clive F. Booth)	ES,4,10 (S4)
2nd Victor Ludorum (Gareth Williams)	ES,3,9
3rd Hittus Morus (Brian Moore)	ES,8,9
4th Uglius Brutus (Mike Vernon)	ES,5,8 (S2)
5th Brainus Morus (Brian Moore)	ES,2,7
6th Trevorus Brookingus (R. Morris)	ES,7,7
7th Normanus Hunterum (R. Morris)	ES,8,7
8th Cassius Strato (Mike Vernon)	ES,3,6 (S4)
9th Green (Adrian Bolt)	ES,1,5
10th Blue (Adrian Bolt)	ES,2,5
11th Cave Canem-Bootus (C.F.Booth)	ES,1,3 (S5)
12th Jehu Maximus (Gareth Williams)	ES,3,1

Not that the positions mean a lot at this stage. Remember, speed is worked out at team speed plus driver modifier plus D6 if straining (four chariots strained in turn 1, as noted above along with the die roll), less D6 on this turn only. The square given for position contains your horses - the chariot is one square behind.

Next turn the fun really begins, blood, mayhem, violence, crunching of bones, and that only the hot dog stand. Please send in your orders next time i]

- i] Team speed
- ii] Whether straining
- iii] Movement orders
- iv] Any attacks (whether of the type 'Attack X' or 'Attack anyone in my way'. Remember to state ram or whip attack, against car or horses.)
- v] Defence orders. (e.g. 'Take any attacks from light chariots, attempt to evade attacks from medium or heavy chariots, preference for swerving', or whatever.)

Queries: "Are you playing first past the post or best pair wins?"

Up to you. Personally I'm inclined to let each player work out his own tactics - and rationalise how he really won the game.

Order of movement next turn is:- Black, Silver, White, Mauve, Green, Blue, Yellow, Orange, Red, Grey, Brown, Pink

Finally, some press, which appears to have escaped from the Diplomacy section.

MEANWHILE

I can see the charioteers beginning to line up on the starting grid. There, in the back rank, in lane 5, is Uglius Brutus, wearing red; chosen, as he told me earlier "Cos the blood don't show".

Did he, I asked, expect to be injured?

"Naah, mate - their blood!"

And in front, one lane nearer the inside, I can see Mad Max III, looking a little nervous perhaps,

but who can blame him with Uglus right behind him? He's wearing brown; also, so rumour has it, for reasons of camouflage!

CAVE CANEM-BOOTUS - ALL

Come on, play the game, you're supposed to get out the way when I've got the blue light on.

***** Steve HOWE, 19 Tyrone Road, Thorpe Bay, Southend *****

WORLD SUPERCARS

Devised and GM'd by Chris BULLOCK

<u>OLD CROCKS</u>	<u>MV 68</u>	<u>MV 69</u>	<u>MV 70</u>
7 Brian Moore	Winner		
1 George Foot	2nd place		
6 Alan Harvey	B47	3rd place	3 BW left
3 Howard Wilcox	B41	4th place	3 BW, 1 EW left
2 Alan Parr	C33	B39	B47 5th place 1 TW 2EW left

ORIGINAL OLD CROCKS SPECS

<u>Owner</u>	<u>Driver</u>	<u>Start speed</u>	<u>Acc</u>	<u>Dec</u>	<u>Top speed</u>	<u>Brakes</u>	<u>Tyres</u>	<u>Engine</u>
1 George Foot	Battered Foot	20	60	60	160	4	4	4
2 Alan Parr		20	60	60	160	4	4	4
3 Howard Wilcox	Amy Lase	20	60	60	160	4	4	4
4 Alan Harvey	Eccles	20	60	60	160	4	4	4
5 Phil Whitehead		0	60	40	160	5	5	4
6 James McKaigue		20	40	40	160	5	5	4
7 Brian Moore	James Capra	40	40	40	160	4	5	4
8 Richard Scott		40	60	40	160	4	4	4
9 Nick Morrell		20	60	60	160	4	4	4
10 John Walker		0	40	60	160	6	4	4
11 Tom Kirby	Cardinal Hulme	20	60	40	160	5	4	4
12 Paul Oakes	Garston Geriatrics	20	40	40	160	4	6	4
13 Mervyn Bleach		20	60	60	160	4	4	4
14 Dave Thorby		40	60	20	160	4	5	4

THE ROLL OF HONOUR

<u>Owner/Driver</u>	<u>Overall Position</u>	<u>Points</u>	<u>Pos. in Grand Prix</u>	<u>Rally X</u>	<u>Old Crock's</u>
George Foot	1	22	1	1	2
Alan Harvey	2	16	3	2	3
Brian Moore	3	15	5	4	1
Howard Wilcox	3	15	2	3	4
Alan Parr	5	10	4	5	5

+ 9 others who failed to complete the races.

Well done everyone and thanks for the game

SORCERER'S CAVE

GM'd by Brian MOORE

The overall view from your comments was that the killing of the Sorcerer should be around 200 points, though some said it should be 500 and others that it shouldn't be changed. So I decided to award 200 points for killing the Sorcerer and his minions, no points for the Sorcerer, but give a bonus of 500 points in the form of two petrified people, namely a Hero EX300 and a Woman Hero EX 200. Naturally, you'd need some means to reanimate them like Holy Water or a Wizard with a Magic Staff. To make things tougher still, a Medusa would be in there, along with two apprentices, Gold Dragon ST15, Demon, Gem W100, White Dragon, Spectre and a special Earthquake spell, broken by any party entering the Sorcerer's den. This was all decided before I did any adjudicating this month.

Why do I tell you all this? Because Keith LOVEYS has done it!! He has killed the Sorcerer and

and his allies, plus freed the Hero and Woman Hero!! Last turn saw him stuck on an island in the Vipers Pit on level 11. He decided to teleport away with his teleport scroll right into the Sorcerer's Den! He used Lotus Dust to reduce the Sorcerer in strength, then killed him, Lotus Dust to reduce the Gold Dragon to half strength and killed it, Holy Water to destroy the Medusa and his wizard freed the Hero and Woman Hero, which were friendly after despatching the others.

So what I need to know now is how you want the game to finish. Do you want it to stop now, with the scores as they are in the League Table? Or do you want to spend turns working your way back to the surface, picking up your allies as you go? Or do you want me to try to get you back to the surface picking up as many allies as I can, so that the winner is the party back at the surface next month with the most points, not necessarily Keith with his high lead over most of you? For this last option you can give me rough movement orders for the parts you've explored to date, and I'll do my best to follow them.

The death of the Sorcerer has had two or three effects. The special Earthquake spell I mentioned earlier will cause the area two areas behind your party to collapse, so you must either get out quickly or plan your route carefully. Movement will of course be simultaneous. Further, the teleport to take you from one side of the cave to the other no longer functions. Your artefacts will still function, but as they were the Sorcerers and he's dead, it won't function on a die roll of 1. No magical creatures will appear from now on, other than those that exist already.

The decision to keep going, or finish next turn, rests with you, the players.

LEAGUE TABLE

1st Keith Loveys	1742	97	8th Mike Vernon	810	109
2nd Alan Harvey RETIRES	993	75	9th Nicholas Clifton	739	120
3rd Richard Morris	966	90	10th Jeremy Bamford	710	116
4th Sandy Peters	959	115	11th Alan Gent NMR	701	71
5th Len George	937	86	12th David Bolton NMR	624	95
6th George North	904	93	13th Richard Turner NMR	302	52
7th Charles Burrows	865	133	14th John Lambert NMR	330	62

Alan HARVEY has requested that due to pressures at home he be allowed to retire from the game as it takes too much time. I don't know why Alan and David have NMR'd, but John LAMBERT is about to (or has) emigrated and Richard hasn't sent orders for a while now.

And that's the lot for this month.

***** Brian Moore, 17 Westway, Hall 1'th'wood, Bolton, Lancs BL1 8SS (0204-58228) **

P R O - G O L F

GM'd by Clive F. Booth

Into the last two holes of the Chimaera Open at Atlanta, Georgia and Richard MORRIS comes to the tee at the seventeenth defending a two stroke lead at 3 under. He opts to gamble his drive but fails on the gamble (1-5) and sees his ball disappear into the mounds. Steve HOWE, the chasing player, rubs his hands in anticipation, could this be the chance he has been waiting for? Richard, not to be shaken, opts to gamble on his next short iron shot from the mounds and this time he does so brilliantly (5-6 +6 -3) with the effect that the ball goes bouncing across the green to come to a stop just 1' away from the hole. Richard taps it in for a birdie 3 and what must surely now be an unassailable lead.

Undaunted Steve HOWE follows him to the tee and with the pressure on he too opts to gamble. It's a good one (5-6 +6) and the ball goes a good length down the fairway coming to rest in the centre. It's a short iron for the second shot and again Steve gambles with it. It's an absolutely brilliant shot (6-6) and like Richard his ball comes to rest just a foot from the hole. He taps it in for a birdie 3 to stay two strokes behind the leader.

Gary AMES is next up and he too gambles successfully like the others (5-5 +1). He gets a good lie to the centre of the fairway leaving him to play a short iron second shot. He gambles that too, but this time his luck runs out and he fails on the gamble (1-3). The ball disappears into a sand trap. With his third he digs the ball out and drops it onto the green but still a huge 26' from the hole. He outts and misses, then sinks it for a one over par 5.

Last to go is Brian MOORE who, like the others, opts for the gamble on his drive. It's a good one (4-6 +1) and he gets a good lie on the fairway needing to take a short iron for his second shot. Again he gambles, and again it is a good one equally up to the standard of the first two players (5-5 +5). The ball comes to rest on the green just a foot from the hole. Brian taps it in for a birdie 3.

The final hole of the championship now and with Richard MORRIS sitting comfortably on a two stroke lead he opts to play his drive safe (2-4 -2) choosing MC which gives him a second shot requiring a medium iron. This time he gambles - and disaster strikes (1-5), the ball plops into a bunker and half buries itself in the sand. With his third shot Richard manages to dig it out and get onto the green, but he is still some 13' from the hole. (2-4). He putts and misses (1-3) and finally sinks it for a one over par 5.

That leaves Steve HOWE the opening he was hoping for, if he can get a birdie on this hole he will tie the scores and take the match to a play-off. He gambles his drive and it is a superb one (4-6 +5) leaving him to play what should be an easy second shot onto the green. His fortunes look good. He takes a short iron for the second and plays it standard only to make a hash of it and slice his ball into the rough (1-5). His third shot needs a chip and it's another bad one, could it be that nerves are getting the better of him on the last hole? The ball makes it to the green but only to the very edge still a massive 50' from the hole. He putts and misses, then taps it in for a 5.

Gary AMES gambles his drive and although the gamble is successful (3-3 +4) he still finds himself in a fairway trap. He takes a short iron and gambles his shot to get clear, but this time fails the gamble (1-5) and finds himself in a bunker. He digs it out (1-3) and onto the green, the ball coming to rest 33' from the hole. He putts and misses (3-4) then sinks it for a 5.

Last man to play in the championships is Brian MOORE and he opts to play his drive safe (4-5 -3). He doesn't state a preference for thesecond shot and so the GM has to select a medium iron. He plays the shot standard, but it's a poor quality one, and the ball is sliced into the sand trap. He does, however, recover beautifully (5-6) and the ball rolls onto the green coming to a halt 2' from the hole. He taps it in easily for a par 4.

So, at the end of the first, and last, Chimaera Masters Tournament the scorecard reads as follows:

	Hole	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOTAL
	Par	4	5	4	3	4	3	4	5	4	36	4	4	3	5	4	5	3	4	4	36	72
Richard MORRIS		6	5	4	4	4	3	4	5	3	38	3	4	3	3	4	4	2	3	5	31	69
Steve HOWE		3	5	5	3	4	3	4	4	3	34	4	6	4	4	3	5	3	3	5	37	71
Brian MOORE		4	6	3	4	5	4	4	4	4	38	5	4	3	5	3	7	2	3	4	36	74
Gary AMES		4	4	5	3	5	4	4	5	4	38	4	3	5	5	4	4	2	5	5	37	75

Congratulations then to Richard MORRIS who, with a superb inward 9 holes, becomes the first Chimaera Open Champion.

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DIPLOMACY GAMES

JUNE 1981DP SPRING 1913

AUSTRIA (Charles Burrows)
 FRANCE (Mike Close)

A(Mos) st*, A(Lvn)-War
 F(BAL)-GOB, F(Ber)-BAL, A(Kie)-Ber, A(Mun)-Sil, A(Pru) s Austrian
 A(Lvn)-War, A(Bur)-Mun sby A(Ruh), F(GOL)-Tus, F(Mar)-GOL sby
 F(Spa-SC), A(Gas)-Mar, F(Por) s F(MAO), A(Bre) shows off by going
 to Norway, being conveyed by F(MAO), F(ENC), and F(NTH).

GERMANY (Richard Bass)
 ITALY (Tom Tweedy)

A(War) s Italian A(Sev)-Mos*, A(Boh)-Sil
 A(Sev)-Mos sby A(Ukr), A(Tri)-Bud, F(BLA) st., A(Tyr)-Mun,
 A(Ven) s A(Pie), A(Pie) s F(TYS)-Tus, F(Nap)-TYS, F(ION) s F(Nap)-TYS,
 F(WMS)-MAO, F(Naf) s F(WMS)-MAO, F(Tun) unordered, F(TYS)-Tus

Retreats: Austrian A(Mos)-Lvn; German A(War)-Gal

+++++ GAME END PROPOSAL: 1st FRANCE/ITALY 3rd AUSTRIA/GERMANY Votes for next season.

Press
FRANCE - ITALY

Hey Tom! You wouldn't be thinking about borrowing one of the German supply centres "because it would be a shame to waste a build" would you?

GAME COMMENTARY 3 - FRANCE

Mike Close has played a steady but sure game, remorselessly gaining control of centres. His friendly quiet style contrasts remarkably with the tweedy flamboyant, back-stabbing method. However, he will probably be denied victory by being forced to take the harder route through central Europe.

NGC 147 SPRING 1903

AUSTRIA (Chris Charles) A(Vie)-Tri sby A(Ser), A(Bud) s Turkish A(Bul)-Rum
ENGLAND (Ray Miller) NMR!!!! F's NWG, NTH* & A's Lon, Bel all stand.
FRANCE (Richard Bartle) F(ENC) c A(Pic)-Wal, A(Pic)-Wal, A(Par)-Pic, A(Bur)-Bel, A(Gas)-Bre,
GERMANY (Ian Winstanley) A(Mun)-Ruh, A(Hol) st., A(Kie) s A(Hol), F(SKG)-NTH, F(BAL)-Den
ITALY (Russ King) A(Tun)-Alb cby F(LOS), A(Tri) st., A(Ven) s A(Tri), F(LOS) s A(Tun)-Alb,
F(TYS) s F(WOS).
RUSSIA (Allan Marsden) F(Swe) s F(Nwy), F(Nwy) s German F(SKG)-NTH, F(Sev) s A(Gal)-Rum,
A(Ukr) s A(Gal)-Rum (no such unit), A(War)-Gal, A(Gal)-Rum,
A(Rum) unordered*
TURKEY (Steve Howe) A(Bul)-Rum sby F(BLA), A(Con)-Bul, F(AEG) s A(Gre)

Retreats: English F(NTH) disbands; Russian A(Rum) annihilated.

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TAG HILL - FRANCE

I don't understand your reference to A(Gre). What was wrong with it?

Press

GERMANY - MECCA

Why should we place bets with someone who can't remember to list odds for Turkey?

TURKEY - RUSSIA

Your units keep moving, so I suppose you're still alive, so why don't you write to me? Or Austria? Or Italy? I did want to ally with you, honest, but I hate wasting stamps.

TURKEY - FRANCE

So I'm aggressive. This doesn't explain why you told Italy the truth. You can't make a living conjugating verbs.

CHRIS TALBALL, COURT SEER

Russia's lot is a lot.

Germany's lot is sanity surrounded by insanity.

France's lot is a secretary who can't type

Austria's lot is not a lot.

Turkey's lot is a Georgian piece of furniture.

England's lot is luck.

Italy's lot has a wife who's a pillar of salt.

Clive Booth's lot is not a happy one, happy one.

KING OF KINGS AVENUE - DUCHESS OF DUKE STREET

How are your profiteroles? [well it looked like 'profiteroles' - ed.]

RUSSIA (GOVERNMENT)...

... wishes to apologise - again - for his appalling lack of communication in this game.

Anyone with a working knowledge of polymer modified stainless steel fibre reinforced granite who would like to take a monthly trip to Hong Kong off my hands, please contact me. Next month may be worse, 'cos I've got holidays as well. All I can suggest is that if you write and give me your 'phone number, I'll contact you when I can. Phone now operational, incidentally.

TURKEY - MECCA

Not taking bets on me huh? Very nice.

TURKEY - FRANCE (AGAIN)

Would you like your copy of Deathtrap Equalizer back?

MIZAR SPRING 1907

ENGLAND (Laurence Parrott) F(Lpl)-IRI, A(Bel)-Hol, F(NTH) s F(ENC), F(Nwy)-Swe, F(ENC) s F(Lpl)-IRI
FRANCE (Mike Hanns) F(Mar)-Spa-SC, F(Bre)-ENC sby F(MAO), A(Bur)-Ruh, A(Hol)-Kie sby A(Mun) & A(Ber), F(Tus)-GOL
GERMANY (Jeremy Bamford) NMR!!!! A's Den, Kie*, War* stand.
ITALY (Gareth Williams) F(TYS)-WMS
RUSSIA (Cliff Kennedy) F(Swe) st., A(Pin) s F(Swe), A(StP)-Mos, A(Ukr)-War sby A(Gal), F(Bul-EC)-BLA*
TURKEY (Nicholas Clifton) A(Con)-Bul sby F(BLA), A(Bud)-Vie, A(Sev)-Ukr, A(Ank)-Con, F(Smy)-AEG, F(ION)-TYS sby F(Tun), F(Nap)-Rom sby A(Ven), F(Adu)-Nap.

Retreats: German A(Kie) annihilated, A(War) disbands; Russian F(Bul)-Rum

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Press

THE TURKS ...

... deny that they are 15 years old or that they would ever harm a hair on the head of any friend of theirs.

OFFENDED NOSTRIL - WORLD

The subtle smell of decaying kebab is sweeping across a divided Europe, it is about time that the health inspectors did something about it.

NEWSFLASH

The Imperial Russian High Command announced today the execution of a Turkish spy who had been tampering with the woutward transmissions of their orders, from now on there will be no more mxis!!..kes99?!

MIZAR DIPLOMACY BOURSE

	<u>Pnd</u>	<u>Frn</u>	<u>Mrk</u>	<u>Lra</u>	<u>Rub</u>	<u>Pst</u>	<u>Dlr</u>
National Parasitical Bank	0	0	0	0	0	0	0
Laurence Parrott	0	705	0	0	0	-500	0
Juno Entreprises	0	1076	0	0	-500	-500	0
S&C Currency Services	0	371	0	0	-500	0	0
Thatcher-Howe Enterprises	-500	0	0	0	500	-500	1254
Turkish National Bank	0	-500	0	0	-499	617	0
John Rayns	0	0	0	0	0	0	0
Adolf GmbH	0	0	0	0	0	0	0
Grafite	0	0	0	0	0	0	0
Barbican Investments	0	0	0	0	0	0	0
Retief	400	0	-500	0	0	0	-41
Counterfeit Holdings & Exchange	0	0	0	0	0	0	0

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OLD VALUE	1.24	1.90	0.91	0.39	1.41	2.68	1.00
NET TRADE	-100	1652	-500	0	-999	-883	1213
NEW VALUE	1.23	2.06	0.86	0.39	1.32	2.60	1.00

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HOLDINGS

								<u>Value</u>	<u>Score</u>
National Parasitical Bank	1941	3782	3501	612	500	2442	0	20437.10	809
Laurence Parrott	0	4566	0	0	0	3760	4	19186.00	778
Juno Enterprises	0	2929	0	0	2263	3404	1	17872.30	744
S&C Currency Service	0	567	0	0	1594	4961	1	16171.70	686
Thatcher-Howe Enterprises	1500	3000	0	0	500	2650	1266	16841.00	636
Turkish National Bank	0	1888	0	0	731	3868	1	14912.00	620
John Rayns	500	1000	900	500	995	3001	0	12760.00	526
Adolf GmbH	7000	0	2500	1000	1000	0	3127	15597.00	495
Grafite	1100	500	1101	2251	2612	1600	5	11820.60	483
Retief	400	2300	1600	0	175	1200	7	9964.00	394
Barbican Investments	2000	1505	500	1500	500	1000	463	10298.30	390
Counterfeit Holdings & Exchange	0	601	500	0	4500	1	668	8278.66	333

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DEADLINES

Diplomacy - to me (Clive) by first post, Friday, 5th August 1983
(1st deadline for BOOJAM is weekend following)

Bourse - to me (Clive) as above

Others to GM's by Friday, 5th August 1983

And that's it.

This is the way Chim ends,
Not with a bang but a whimper.

'Eye

Clive & (Boot)

Nearly forgot TREASURE HUNT, which, inspite of threats from Brian that it was going to start getting very tough, doesn't appear to have arrived this time. I'm sure normal service will be resumed in BOOJAM.

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