

GALLIMAUFERY

ED. MARCUS LIMNEY -FOOTE #2

Editorial: I've squeezed the page of typing higher up and nearer the logo this time, so that I've got room to make all the necessary apologies for being late, this the second issue. The cost of this magazine is a ripped off 2/6....translate that for yourselves, oh! ye sons of metricated present-day decline. Speaking of this I'm afraid that issues of G will be on a long deadline. Six weeks in fact, with a turnround of one week. GMing Cities of Nowhen isn't going to be a quick job.

Reality: As Richard Sharp found out to his amazement, I actually exist. The people who I've so far met include Richard Walkerdine, Steve Doubleday, Pete Cousins, John Smith, Richard Bairstow etc. In other words, I exist and will continue to produce this magazine. Pete Birks had some very obliging remarks to make about the regularity of G, but I'm afraid that architects are not necessarily reliable. I noticed that after the initial response from those editors who were kind enough to mention G in their zines (is that right?) the response slowed down, and after R. Sharp's disobliging comments about my materiality, it disappeared. So come on chaps, give us an even break ...don't send me to Limbo.

Games: I've decided to run a simplified game of Cities of Nowhen; several ordinary games of Diplomacy and whatever else you can convince me to run.

Payment: Game fees are a standard 50P per player....please pay in stamps (8½P and 6½P or small denominations) or Postal orders... this is because my account is at present blushing. So I lose all cheques.

Games: Cities of Nowhen. It was intended that this was going to be a forty-nine player game, but I have been advised to cut this down to seven players. Waiting list: Paul Humphreys, J.J.Smith, Steve Pratt and Richard Walkerdine.....three more needed to complete the role call!

I had also intended to concentrate entirely upon Cities of Nowhen and not run any ordinary games of Diplomacy in the magazine. I have been prevailed upon to change my mind and I herewith open the list for a game of Standard Diplomacy. Waiting list: Derek Watson, Roger Brown, Richard Bairstow, Richard Walkerdine, Janet Tyler, Pete Cousins....but Richard might not be able to play because Claire's been ill and he'll need to nurture her for a while. ('nurture' reminds me of 'urges' in a gentler sort of way!)

.....Dungeons and Dragons! I spent last weekend playing Dungeons and Dragons! I'd read so much about it in the Diplomacy press, that I thought that I'd have to try it out. So I asked Richard Walkerdine where I could get a game.... Lo and behold, I could get a game in Guildford with Steve Doubleday, a fanatic wargaming young man. The game was more than a little perplexing to start with. I found it hard to get to grips with trying to remember that I had my sword in my hand and that that wasn't good against armour class two, whatever that is, and that a military pick would be better. (What is a military pick? ...metal toothpick? nosepick?). Even so the game became more and more engrossing as it went on. One of the other players purported to be creating a 'Dungeon' himself and said that he would be prepared to write an article from time to time. This was Ken Bain.

Cities of Nowhen

Due to popular demand and informed comment, Cities of Nowhen will not be on the grand scale that I had originally envisaged. Reduced from 49 players to 7 players; optional rules only to section C; No introduction of other optional rules unless there is a unanimous vote on the part of the players. Yawn! Still, if that's what Joe Public wants, then that's what Joe will get I suppose.

RULES:

1. The normal boards will be used, and there will be seven in use, each one linked to the other by an 'intertime' zone. Lateral movement will take place pretty much as usual. 'Intertime' movement is possible for units in touch with the ground, and such movement will take a complete season. This vertical movement can only take place between boards which are numerically adjacent. Therefore you can only move from Board 1 to the corresponding place on Board 2; from that space on Board 2 you can move to both Boards 1 and 3. The notation for this move is thus: A.Par(1) - Par(2); you can't move A.Par(1) - Pic(2).
2. Support and retreat is allowed through intertime.
3. The victory criterion (except where amended by the adoption of an optional victory rule) shall be 126 centres in total on any or all of the seven boards.
4. There shall be either seven or forty-nine players.

OPTIONAL RULES:

A. Unit production:

A.1. Each supply centre produces one Agricultural Unit (AU), one man-power unit (MU), and one Economic Unit (EU). The output has different components not entirely related to the terms given to it.

A. 2. Each season an army or fleet takes $\frac{1}{2}$ AU, $\frac{1}{2}$ MU and $\frac{1}{2}$ EU to maintain and each unit takes 1AU, 1MU and 1EU to build. (For the purposes of this game, a year is divided into two seasons; although there is an interseason building point corresponding to 'winter'.) Maintenance takes place at the beginning of each season, prior to any movement. A clear line of supply must be available between a unit and its sources of supply. Any unit which has declared itself hostile to units of another power will block the line of supply.

A.3. Stockpiling of Output units is possible (SU), no more than six of such being able to stack outside the home country. They may also be stockpiled in 'created centres' (see E.2.). Captured units of Output can be moved towards the home country at two spaces per move. Once the units have reached a Home or 'created' centre, units can be built or supplied in the normal high speed manner.

A.4. Units in a non-maintained condition are dissolved. Each separate supply must be specified in a situation where there is not enough units to support an army or a fleet, or the units to be disbanded must be specified.

B. Yield increasing:

B.1. Yields from centres can be increased in the following manner. N.B. That this also applies to non-supply centres and that when such are raised by one output unit in each category they become 'home' supply centres.

B.2 Table 1.	Initial cost	Cost for 2 years at end of each year.
To raise yield of a ladd space LAU:	2 <u>2</u> U, 2 <u>2</u> U & 1 <u>1</u> AU	2 <u>2</u> U/yr
" " " " " " " 1 <u>1</u> U	2 <u>2</u> U, 3 <u>3</u> AU & 1 <u>1</u> U	2 <u>2</u> U/yr
" " " " " " " 1 <u>1</u> U	2 <u>2</u> U, 1 <u>1</u> AU & 2 <u>2</u> U	2 <u>2</u> U/yr

Foreign centres so treated will become home centres also. Ownership of such centres is determined in the case of non-supply centres by the nationality of the last unit to pass through it, irrespective of season. Ownership of foreign supply centres is determined in the standard fashion.

C. Multiple Units:

C.1. Double units can be built and will take double the maintenance requirement of a single unit, as well as requiring double the building costs. Once the double unit is built, it is indivisible. (Although see C.4. for one exception to this).

C.2. Treble units take three times the requirement to build, but only double the requirement of a single unit to maintain. The treble unit is indivisible. (See C.4.)

C.3. Units cannot be built above the threefold level.

C.4. Multiple units can, if they are not moving themselves, support other units. This support may be split into the constituent numbers of units of which the multiple unit is a multiple. A double unit can give two single unit supports. When attacked, the last-specified support will be broken. A single unit attack will break half a double unit support and a third of a treble unit support.

C.5. Multiple units have the capability of moving to a lower or upper board and also moving one space sideways. Multiple units may only support onto squares immediately above or below them.

Examples 1) A.Par(2) - Par(3) succesful
A.Par(2) - Pic(3) unsuccessful

2) 2A.Par(2) - Par(3) succesful
2A.Par(2) - Pic(3) succesful
2A.Par(2) supports GERMAN A.Pic(3) unsuccessful.

Game reports. Movement will be resolved board by board. If there are seven players then each player will have the same country on each level. Players are asked to vote, when they send in preference lists (I'll ask Richard Walkerdine to resolve them, he's explained them once, but I'm still not certain what he's on about!), as to whether they would require a separate report as to supply position for each of them, or not.

Waiting list. Paul Humphreys, J.J.Smith, Richard Walkerdine, Steve Pratt.

Publicity. I would be grateful if those editors who have given ambivalent reports on Gally and Cities of Nowhen could tell me what other improvements might be necessary, or if they could report their approval on the current rule amendment! Humph!

I was a human being until I discovered Dungeons and Dragons by Ken Bain

Using his amazing powers of persuasion, Marcus has persuaded me to write some articles for Gallinauftry on Dungeons and Dragons - well it would have to be, as I know nothing about any other games except Totopoly and Mine a Million and certainly have no ideas on Diplomacy as I've never played it. Still, I'm always partially open to persuasion....

As you've probably gathered, I'm not a dedicated games player by any stretch of the imagination, yet I was persuaded to go down Steve Doubleday's Dungeon and after that I was hooked - to D and D any rate. The reasons must be numerous and complex, I suppose, but I think it's mainly the fact that for a few hours you can become someone else. Not act, but become, as the character you obtained from throwing three dice six times is all that you have to keep you alive once inside the realm of the fantastic (in its literal sense) known as the Dungeon. So the nine-to-five plus evenings and weekends human character suddenly becomes (?) an ugly, weak, stupid but extremely wise and dextrous elf. The transition is, I admit, hard to take at first, but after you've been killed off a few times you get some idea of what you can and can't do! A basic hazard when starting in Steve's Dungeon is that he believes the best way to learn is to do it. Having read the rules, I must disagree slightly, though I admit it's impossible to remember them all before playing - you just have to go down in a state of partial ignorance and gradually build up.

The whole nature of the game is fascinating and can be fairly fast-moving, despite the GM having to control a constantly increasing number of factors. Expeditions vary according to the attitude of the leader. The first one I went on we spent ages at every place searching, floor, walls, ceiling, dead monsters and anything else we saw. We didn't actually find anything mark you.... After we were all wiped out, I lead the next one down (we were all novices) and decided that ACTION was the best policy. I, the thief, and two fighters, plus an Indian and two fighter hirelings crashed into a room containing two magic-users and three fighters and set about them for any treasure they had. Melee turn after melee turn came and went as we hacked at them and they hacked back. I was the first to go and almost everyone else quickly followed. Finally, one blacksmith fighter hireling fled the room leaving ten dead bodies behind him. Short game that! Still, it made more sense than the time when I (a neutral illusionist) and a fellow with a lawful sword went to great pains to drag two paralysed friends and loot out of the Dungeon - only to argue about the division of the spoils. I blasted him with my wand of cold and he chopped my head off leaving our now revived partners to reap the rewards. Humph!

Thus I'm now a confirmed D and D addict-so confirmed I'm now designing a Dungeon of my own. But perhaps I should leave that for the next issue - it'll give me something to write about and act as a spur to get ion with it. And, who knows, you might even find it useful to read of my problems and feel like constructing one of your own as in D and D the more Dungeon owners the better. It's also a way of getting back at the people who keep killing you off - where are you off to Steve?

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Footage: Thanks Ken for the article, and thanks also to Steve Doubleday once again for a very enjoyable trip into his fantastic world. If anybody else has some interesting experiences to relate concerning Dungeons and Dragons, I'd be pleased to print them here in Gallinauftry. Ken's supposed to be going down Steve's Dungeon as a Triffid?, but that's probably already happened.

In times to come
-an almanac of 1977.

February: Victor Logan wins a Diplomacy championship.

March: Will Haven elected secretary of the National Games Club and Dolchstoss becomes a subzine to Bellicus. Ron Rayner starts a new subzine to Gummiballs.

April: A Mr N. Palmer of Denmark wins the pools and asserts that it will not change his lifestyle, truthfully. Chimaera folds and Gummiballs gets two more subzines.

May: Mick Bullock's "Who's Queer?" shows Will Haven out in front. Paul Humphreys retracts remarks about Chimaera and assures his readers that it's safe to play in. Ron Rayner starts a new subzine to take Chimaera's Soccerboss league in a new subzine called Footballs.

June: Martin Hammon gets an adjudication right (but gets the retreats wrong). Doug Wakefield's new Mercator Seventeen rules come out. Send £5 for all four volumes. ((Send £4 for final Cities of Nowhen! ed.))

July: W.G.C. convention is held in a Chorley telephone box. Will Haven elected after Special Extraordinary Meeting, voting taking place by a show of hands. Will described it as 'very touching'. Eric Willis folds Leviathan, Ron Canham staples it.....

August: Clive Wardley stuffs it into envelopes.....

September: and Gary Porter sticks the stamps on. George North wakes up. Fiat Lux exposed, quick flash in the news; anonymous man arrested by Amersham police. Picky Palmer is the new anonymous contributor to Bellicus. New sexy variant zine starts up...features 'Railway Ribalds', 'War of the Pansies' and 'Erection X'.

October: Sexy variant zine folds.. Ron Rayner rehouses it in a new subzine 'Sticky balls'. Karma League amalgamates with the Football League.

November: David Barnes and John Smart beat Liverpool...well known Dippy editor runs amok in Halifax high street. Doug Wakefield publishes the Shorter Oxford Mercator Variant, retailing at £26 a volume.

December: David Wheeler fails to score against Erith Academicals. Greatest Hits folds, rehoused in Gummiballs subzine Load of Balls. Command Paper 2684 14th December 1977 legalizes monopoly of Dippy zines. Ron Rayner is quoted as saying that "1977 saw more 'balls' than any year previous' ...also 'more Rayners than any year previously'. The Horns held over to 1978.

February's right.....

Pete Cousins
Pete Cousins.

From: Marcus Umney-Foote, 3, Exeter Place, Guildford, Surrey.

DEADLINE: 28th MARCH 1977. All contributions, eventhose I don't understand, like the one above. Letters welcome, I will even accept cheques, if forced.

Marcus