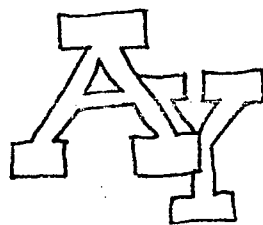


MASTER ATLAS OF FIJI

LIMNEY-FOOTAGE



MAP COMPANY

12½ pence cheap

Editor (and not very good typist) Marcus Umney-Poote, a slightly crazed and much maligned architect who lives at 3, Exeter Place, Guildford, Surrey with my wife, Audrey and two darling children (GET OFF!).

Besides editing the Master Atlas of Fiji, I also edit a magazine called Gallimaufrey of which this is the third issue. The cost, which no-one has yet had to pay, as no one has actually taken out a subscription, 12 $\frac{1}{2}$. No, surely to God this is unusual. From most of the comments put my way, most magazines are inundated with cries of 'Let me give you my money' and 'Please, give me a game in your marvellous magazine.' So far I have been distinctly unswamped by the response. Underwhelmed indeed. How about a few extra plugs and comments about how this magazine compares with some other. From what I've seen, the quality of production isn't that inferior and the English isn't that obscure, compared to other magazines. Give us a break guv!

Editorial I have been absolutely amazed, devastated by the lack of help or guidance that I have received from the hobby as a whole. Apart from willingness to meet in the 'pub for a drink, there is very little else that anyone seems prepared to do to help out an aspiring editor. The only exceptions to this are Richard Walkerdine and the much-maligned Richard Sharp. But both these gentlemen are very busy in various capacities within the hobby and can spare little time on advising rookies on how to start etc. Zilch! is what I get from the rest of you. I had envisaged taking part in some marvellous world-wide hobby spanning age groups, social class and cultural background. Instead I find an ingrown, snobbish and elitish sub-culture that deserves the epithet 'sub' in nearly every category including substandard. Apart from a very few publications, which includes Ethil the Frog, Mad Policy and Dolchstoss and

perhaps some other magazines which I don't as yet appear to have seen a copy, there are no magazines to which I would subscribe for actual cash. Their entertainment value is limited to the dry-as-dust star-written dull-and-boring-Christ-not-another-one strategic articles (I've only seen four, perhaps I misjudge on too small a sample?) and some of the most execrable pieces of writing I have ever seen in my life. Yes, I am referring to what is commonly called press, de press. One is not so much concerned with the one line messages that are meant to be cryptic, but which are almost completely arcane; nor is one concerned with the pleas of forbearance from some wretched turd who's just about to be wiped out of a rather expensive game. (Perhaps the rationale is, 'I can't play this game, so I might as well get my money's worth writing silly messages'. In sociological terms this might be called Mutually Redundant Communication.) One is concerned with those who write screeds of incoherent rubbish with the fond expectation that someone's going to read it. I am thinking particularly of the publication Albatross. Having read carefully through the Diplomacy press, I will not, as other editors have, itemise points of idiocy, but rather state that what is an illness in Diplomacy is a pandemic in Albatross. Policy statement: Gallimaufrey will only carry material which M. Umney-Poote, consider to be of sufficiently high a standard and general interest to be of value to my readers. In other words, I shall actually edit press and exclude crap from the 'zine. If this results in little boys wetting their knickers and running off to some other more tolerant editor, then good riddance. And so say all of us.

buy also the other A products:

"30 miles around FIJI"

"Sights to see around FIJI"

"FIJI nightlife"

Constructing a Dungeon made Simple? Simple? by Ken Bain.

So where was I? Oh yes, taking the first steps in wreaking terrible revenge on Steve Doubleday for insisting on filling me in every time I venture down his Dungeon.

Several slow ploughs through the D and D rules gave me some hints about how a Dungeon might be constructed and what it might contain- apart from fiendish devices of my own invention (heh! heh!). The volume on constructing a Dungeon told me to map out the levels and connecting passages between them. This I diligently did, only to discover as I constructed level one that I wouldn't be able to put all the passages and stairs in their previously mapped out positions. I've still got the level plan, but it serves only as a rough guide, awaiting developments of the various levels below one.

Next stage was to obtain a large sheet of graph paper and map out an entrance (very important!) and a series of interconnecting passages / rooms / blind alleys and whatever else I fancied. This I mapped on a scale of 1 centimetre to 10 foot, generally restricting myself to ten foot and five foot wide passages and doors 'cos I'm basically lazy and could foresee making difficulties for myself in running the thing if it got too varied. Interesting was the fact that the rooms tended to get bigger as I went on - only when you start do you realise how BIG an area is involved. Still, one way and another I managed to fill up the space with rooms, making sure to leave enough variable thickness walls to possibly confuse players. As a near afterthought, I made some passages run at angles other than forty-five degrees to each other complicated to GM, but also complicated to map!

Then, 'twas done! I had an empty Dungeon, or a first level anyway. That's when I realise the hard work started - filling it up. Numerous readings of rules and taxing use of my fairly limited imagination got some ideas brewing so I embarked upon stage one. One mistake I avoided (and which most people would avoid, I expect) was trying to fill every room. I've since discovered that empty rooms are very valuable for wasting players' time - in fact in one trial run down part of my Dungeon, Steve spent so much time searching an empty room, that the third monster to wander in done for him. Revenge..... (dissolves in to maniacal laughter).

The method of filling rooms was a combination of dice throws à la 'monster determination table' (I still chortle at that for some reason) and personal whim - the purpose being to make sure I was putting in monsters that were neither too heavy nor too light. The heavier ones make the game a bit more spicy. Add a few traps here and there (not too many) and a few useless items (Anyone want an Airfix model of the 'Cutty Sark'?) and things should just about be interesting enough - but you'd better ask a player if it is. Of course, there's only been one person so far, but there will, I hope, be more one day. Which means I'd better get my finger out I suppose - there's still about 2/3 (5/6) of level one empty - and I've only filled the simpler bits so far. Most of the special rooms are still to come. But then that's where the fun begins.....

"MASTER ATLAS OF FIJI" ACKNOWLEDGEMENTS: The publishers are fairly grateful for the grudging cooperation and bungling aid given them in the production of this Atlas. They would to all like to express their thanks to: The Engineers and surveyors of Smoleusk, The Fiji chiefs and their wives, Flash Gordon, ABBA, London Transport, NASA Mariner IV, President Nixon and John Stonehouse; but they can't. The WGC didn't help much and neither did the IDA. Where, for example, is my Novice Cannibals Leg..... Spare Rib.... Thigh of Sharp...

Cities of Nowhen revisited. This issue I shall extend the list of possible rule amendments. This is in response to Bob Brown's plea that the original scenarios are not deleted from the range of choices available to future GMs and that players with their names down for the current game should have the opportunity to vote on which optional rules should be included. At least, I think that that's what 'If you don't include all the rules, I won't play' means. I still think, especially in view of my editorial comments, that I should err in favour of starting with the quality of the present candidates rather than waiting for all the riff-raff to join.

Waiting List (50P cheapo, cheapo!): Paul Humphreys, J.J.Smith, Steve Pratt and Bob Brown....only three more to find. If you chaps can possibly find some of your mates to play, I'd be grateful....having a games magazine without a game is like childbirth without a baby, messy, painful and fruitless.

Cities of Nowhen RULES: Optional.

Nuclear Devices: Treble centres (and centres whose output is above a multiple of three) can build Nuclear Devices. The power of such devices will vary with the number that a player has built. His research scientists will force him to upgrade his military potential! Unfortunately the costs get more and more expensive also. (Nuclear Device - ND). There are differences twixt this and issue one's version.

Table 2.

Level of Nuclear device;	Effect;	cost of ND	; Permanent effect
1st	halts 2 yrs. yield	3AU; 3MU; 3EU	any units wiped out
2nd	" 4 " "	4AU; 3MU; 3EU	as 1st and 1 radiation factor
3rd	" 6 2 "	4AU; 4MU; 3EU	as 1st and 3 radiation factors
4th	" 8 " "	4AU; 4MU; 4EU	as 1st " 5 " "
5th	permanent devastation	4AU; 4MU; 5EU	as effect, and 4th level
6th	" " "	4AU; 5MU; 5EU	as 5th level, and 7 radi'n fac.
7th	" " " " " " " " " " " "	5AU; 5MU; 5EU	" " " " 9 " "
8th	" " " " " " " " " " " "	6AU; 5MU; 5EU	" " " " 11 " "
9th	" " " " " " " " " " " "	6AU; 6MU; 5EU	" " " " 13 " "
10th	" " " " " " " " " " " "	6AU; 6MU; 6EU	" " " " 15 " "

Radiation Factors: These exist permanently on any level and move like units according to the table below. When in position at the end of an Autumn move in a supply centre, they halt output. When in concentrations of 6 or more, they permanently devastate a centre. Permanently devastated centres are impassable to all units except for certain exceptions. Their moves take place after unit moves.

Table 3

Radiation factors:	Chance to move:	Chance of Mutations/Devastation:
RF	CoM	CoM/D
1	nil	6:1/nil
2	nil	6:2/nil
3	6:1	6:3/nil
4	6:2	6:4/nil
5	6:3	6:5/nil
6	6:4	Devastation
7 and more	6:5	Devastation

Interpretation is necessary. The chance to move, the volatility of the radiation factors increases as they increase in a centre. The first listed number is the sort of dice to be thrown, the second listed figure is the number of chances, the odds, of movement taking place. If the throw indicates that movement takes place, then the GM throws a six-sided die and, always leaving two radiation factors in the original province, the number of pips showing indicates the number of factors to move. The Gm then either puts the names of surrounding provinces into a hat, or calculates odds and throws for all the factors as a group using percentile dice. Obviously this is only a rough approximation and in some instances it will be more convenient to use a six-sided die.

(3 adjoining provinces 6:1, 2&3, 4&5, 6 - 4 adjoining provinces 100:01-25; 26-50

Cities of Nowhen continued RULES: Optional

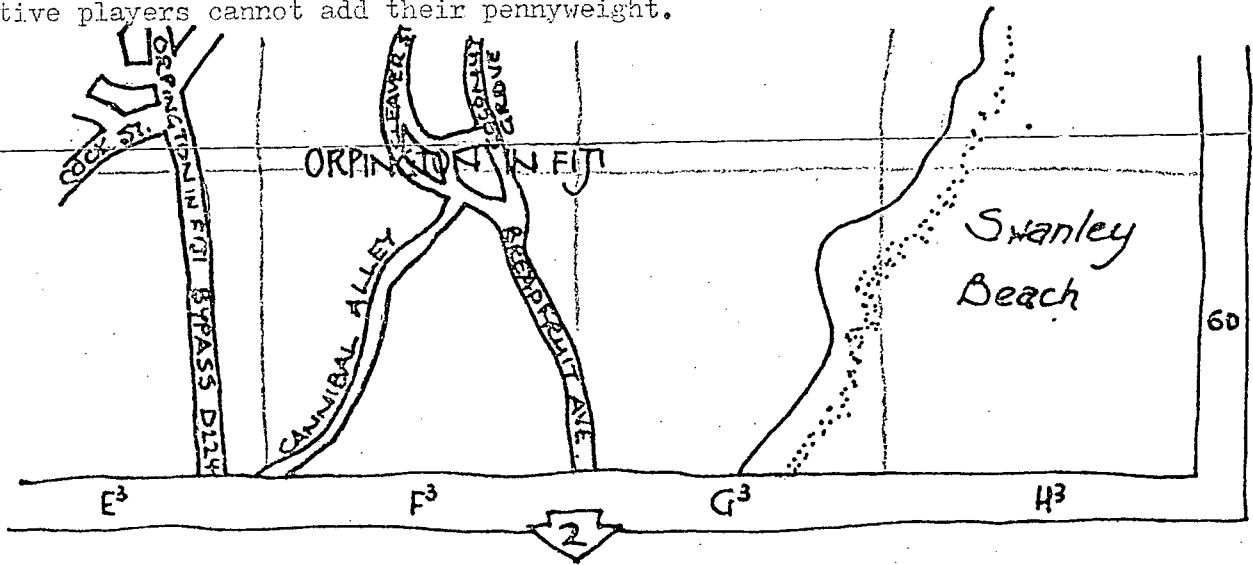
Radiation Factors: Cont.

51-75;76-00 - 5 adjoining provinces 100:01-20;21-40;41-60;61-80;81-00 - 6 adjoining provinces 6:1;2;3;4;5;6 - 7 adjoining provinces 100:01-14;15-28; 29-42;43-56;57-70;71-84;85-98....99 & 00 rethrow)

Mutant populations. These are created by radiation factors. They act as guerilla units and require no regular supply. They interfere with supply and stop output in any centre they hold. If they hold a centre at the end of an Autumn season, then that centre is without output and the mutants can move the 'tainted' supply around until they have enough to create a regular unit of their own. They do have one rather important restriction, in that MP s must move through an area with a radiation factors in it at least once during a game year. 'Tainted' supplies are indistinguishable from normal supplies and if used as normal supplies by a capturing power, then units wretch their way to uselessness for that move. Units built with tainted supplies will find themselves not a unit by the amount of supply which is 'tainted' and they will remain in the incomplete fashion until their requirement is made up. It is preferable to have an extra player to run the mutants, but the GM will run such a creature, by making the mutants moves random according to a predetermined pattern. (I.e. the mutants will attempt to aggregate supply to build a unit, and infiltrate 'tainted' supply into human supply lines etc according to a random throw!) Mutants are universally hostile and will do their worst to bugger things up for human beings...they are also extremely ugly, guerilla units are undetectable and have no military value.

Underground Shelters. Underground shelters can be excavated and sealed from the outside world (including sealed through the use of airlocks! from radiation factors). They can be excavated at a cost of 5AM; 5MU; 5EU. They can be turned into supply centres in the same manner as normal centres. (see E. Yield Increases above). Underground centres can be built under adjoining spaces by other underground centres! If there is an underground centre in a corresponding centre on the board above or below, then interboard movement is possible for singles units. Units in underground centres are invisible, and underground centres are only detectable when there are no units in them and when the detecting unit is in a space to which the underground centre is joined. It costs 1MU to breach an opening from an underground centre up to an unconnected land surface.

Well, that is that for the moment. I would like suggestions as to what other improvements or complications you would like to see. Spacecraft and radiation-proofed units are some that I would like to see, but while the waiting list is still open, there is no reason why players and prospective players cannot add their pennyweight.



Marcus Amney-Foote