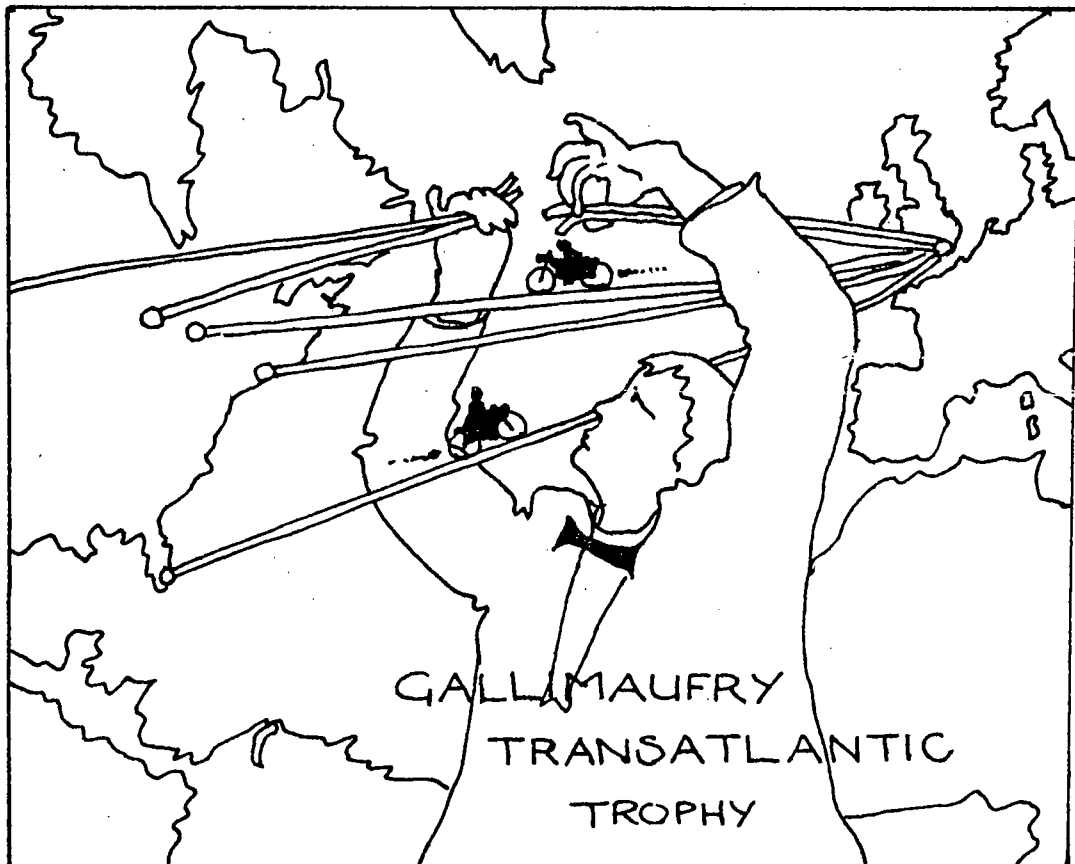


Recd 25-6-77

GALLIMAUFRY

ISSUE 5

STILL 12½P CHEAP



THIS ISSUE INCLUDES: A NEW 'FORMULA 1'
CIRCUIT — STRATIGICS AND A NEW GAME!

EDITOR: MARCUS LIMNEY-FOOTE
3, EXETER PLACE,
GUILDFORD, SURREY

DEADLINE
23RD JULY
LAST POST

JUBILEE GAME Spring 1901

Bairstow caught with knickers down....Cousins embarassed.

Austria (Richard Bairstow) A(Bud)-Ser; A(Vie)stands; F(Tri)-Alb.

England (Phil Jones) A(Lpl)-Edi; F(Edi)-NWG; F(Lon)-NTH.

France (Brian Creese) A(Par)-Bur; A(Mar)-Spa; F(Bre)-MAO.

Germany (Ken Bain) A(Mun)-Ruh; A(Ber)-Kie; F(Kie)-Den.

Italy (Andy Davidson) A(Ven)-Tri; A(Rom)-Ven; F(Nap)-ION.

Russia (Pete Cousins) A(War)-Gal; A(Mos)-Ukr; F(Sev)-Rum; F(StPsc)-GOB.

Turkey (Richard Walkerdine) A(Con)-Bul; A(Smy)-Arm; F(Ank)-BLA.

No retreats, no standoffs.

Press:

Reichstaffel, Berlin. Remilitarisation of the Rhine is but a step away from ensuring our internal security. The Kaiser expressed his hopes for detente with neighbouring powers and hopes that no idiot Austrian emperor is going to supinely lay down his heartland without a struggle (!!)). The Kaiser would like to extend his best wishes towards those whom he has been unable to contact and hopes that peace will be long-lived between nations.

Muffinhouse((Only press releases emanating from official sources will be published....please feel free to submit press with orders))

ORDERS { MOVES, RETREATS CONDITIONAL UPON OPPONENTS
ORDERS AND PROVISIONAL BUILDS FOR AUT'1901

DEADLINE 23RD OF JULY DEADLINE * * *

The Jupiter Effect by John Gribbin and Stephen Plagemann. MacMillan, 136pp. Index. Bibliography

I found this book on the Geology shelves of my local library and was intrigued by the title. Astrology and earthquakes? I thought-load of rubbish. But on delving into it a little, I found it wasn't - yet it was. Let me explain - the authors propose that in 1982, a massive earthquake will hit Los Angeles due to movement along the well-known San Andreas fault. They claim it will be triggered off by the very unusual state of affairs in the Solar system (it occurs every 179 years) at that time i.e. when all the planets will be in conjunction or in one line.

It is not astrological crankism that is the meat of the book, however, but a lengthy scientific exposition of how the gravitational effects of the planets on the Sun affect sunspot activity, hence atmospheric movements on the Earth, and hence, eventually, the occurrence of earthquakes. The trail from planetary gravitation to earthquakes is long and involved, however and arguments are steadily built up to make the connection.

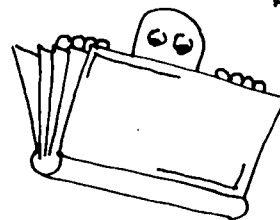
Here, unfortunately, I found the book somewhat awkward to follow and arguments often skimmed. This is not to say I think there is nothing in the evidence presented, for some of the graphs given really do speak for themselves; it's just that the authors had the habit of saying "as we have proved in Chapter.."

((continued on next page))

BOOK REVIEWS

BY

ROBERT
ALAN



((continued from page 1)) ...effect

when "proved" is far too strong a word for what they have shown. Furthermore, there are arguments which are not always easy to follow, though largely due to the need to introduce technical terms when dealing with the many different areas of scientific knowledge touched upon. But perhaps my brain just isn't suited to deal with such variety, though I still think that explanations are a little lacking.

The ultimate prediction, as stated above, is that a disastrous earthquake will hit Los Angeles and possibly San Francisco in 1982. These areas are seismically inactive at present and as any geologist would confirm these are the areas where stress is building up as the rest of the fault moves by a form of constant creep ((Andy Davidson?)) with associated minor earthquakes. The last earthquakes in Los Angeles and San Francisco were 1857 and 1906 in each case....and they were bad enough. Geologists are waiting for the big crash as it is, but the civil authorities seem to have been suffering permanently from the California sun. What other explanation is there for building at least one dam across the very line of the fault - a line very well-known and mapped. Thus, apart from the danger of fire after a 'quake, (as in 1906) there is the danger vast of flooding as well. Buildings are also more than likely to collapse especially in an earthquake of the intensity envisaged by the authors of this book. And 100 years of built-up strain being released in one massive movement is a lot of energy. This coupled with the appalling planning in California could result in tens or even hundreds of thousands of casualties when the fault is 'triggered'. Will that be in 1982 when the 'superconjunction' occurs? For the sake of the inhabitants of Los Angeles, may the theory proposed in this book be faulty - though even then it will only be a matter of time before the fault eventually slips and Los Angeles discovers whether the earthquake-proof buildings really are - hopefully with better results than Nicaragua's.

'robert alan'

GALLIMAUFREY TRANSATLANTIC TROPHY RACING

The game will be played in two parts, rather like Totopoly. The first part of the game will involve the purchase and finagling of various bits of racing equipment, riders, mechanics and transport. The second part of the game is a race. In the extended version the second and first parts will be followed one by the other.

The first part starts with each player being nominated a character. That character can be used to do a number of things....be a rider etc. Each player's character will have amassed a fortune from some source or another...circa ten thousand pounds. This will be enough to make a start, but racing is not a cheap sport, and support will be necessary from other sources. Sponsors are variable in the benefits they can provide, and some can be a nuisance. Motorcycles and riders vary both in cost and effectiveness.

The second part of the game is the race itself. This is based on Formula One except for the following general differences: the spin-off speeds vary with the tyres, rider's dexterity, motorcycle handling, weather conditions; in general spin-off speeds marked on the track are a guide only....each rider will get a practice lap before the race which will determine grid position; other factors, such as hidden tactical capabilities gained through mechanical expertise.

Included in this issue, the last three loose pages in fact, is a racing circuit to go with Gallimaufrey T.T. It can also be used for Formula One and is numbered ready for postal play.

Editorial Because of the need to keep three pages for the map, no oafish burble.

read upside down.

If you're reading this, you've got the page the wrong way up....or you can

The beginning of the end. A review of 1901 and all that by Marksman.

When efficiency, regularity and reliability are being discussed in Diplomacy circles, 1901 and Mad Policy compete for top spot. 1901 wins through the simple expedient of being published three weeks to MP's four. But, apart from Mick's occasional forays into sarcastic commentary, the 'zine has very little else to recommend it.

I had often thought that 1901 although exemplar in many respects, was only par in others. Taking issue 78, I proceeded to analyse the number of column centimetres devoted to different subjects. Obviously one's personal interests are going to influence one's assessment of a 'zine, but I think most people would agree that the material generally of interest to all readers (and by implication material of interest to readers other than the games in which they are playing are the editorials) letter columns and miscellanea such as drawings. Most game reports and the associated press are rather boring for the non-involved:-

1901 and all that.

Game reports	39.7%
Game press	20.6%
Spacefillers	1.4%
Space and linear seperators	<u>13.2%</u>
- uninteresting material subtotal	<u>74.9%</u>
Letter column	12.9%
Drawing	3.5%
Editorial comment (inc. waiting lists etc)	<u>8.7%</u>
- interesting material	<u>25.1%</u>

For those of you who like playing games in a magazine that offers you a speedy turn-around with faultless gming, then there is no doubt that 1901 is the 'zine for you. Unfortunately little of Mick's sarcastic and witty self is showing through, so there is very little variety within the 'zine. Even the press and letter column are devoted to the games.

What makes a good 'zine? What sort of criteria can we use in establishing an agreed standard for judgement? The major problem is that we are all working from a subjective judgement. I prefer to have a nice mixture of game and non-game related material. This is one of the reasons I trade with Gallimaufry. Although it is still in its formative stage its consistent attempts to broaden the area which it covers (A3 size next issue), make it a constant delight and challenge to the rest of the hobby.

MARKSMAN.

((ed. Well, I must admit that I don't agree entirely. The issue concerned was 78, which was a low point for Mick. Take, for a more typical example, issue 80, whose editorial was a real joy to read. I've had this review of 1901 for some time! And I certainly think that 58 lines calling me an oaf is well worth reading.

The only annoying aspect of the review was that referring to frequency. The first issue and second issue had a long genesis.. there were no games involved.))

"BULLDOCK LEAD TO SLAUGHTER"
15th MAY 1977
SUNDAY TIMES
BUSINESS NEWS

STRATICS

0. Apart from the exceptions listed below, the standard rules of Diplomacy⁰ will be used. The variant Stratics uses the normal board.

1. Every unit will have a total of two movement factors (2MF) to use in any one movement season. They cannot be transferred to the next season. Conflict is determined by the number of movement factors, rather than units, involved.

2. Movement takes place in the normal fashion except that a unit may move one or two spaces. When moving two spaces, it moves to each new space with the power of one movement factor (1MF). When moving one space, unless specifically ordered, the unit is assumed to be moving with the power of two movement factors (2MF). Units can make only one other move when moving one space and that is a reserving order. The reserving order is so that when moving one space, the unit so ordering, if forced out of the square it is going to and has to remain in its square of origin, then it can hold out attacks of 1MF.

3. Unlike normal Diplomacy, where a unit has committed itself to movement and is stood off, it has no effective defence against an attack on the province from which it is moving....unless it has used one of its MF to do so! N.B. Another unit can only support a reserving order if that order has been made. (i.e. Normal Diplomacy : ENGLAND A.Pic-Par : FRANCE A.Bel-Pic; A.Bre-Par no movement takes place. In Stratics, however: ENGLAND A.Pic-Par(2MF)@ : FRANCE A.Bre-Par; A.Gas-Bur(1MF)-Pic(1MF). @..The English Army is annihilated. The 1MF move to Picardy is effective and the English Army has no retreat space.. where a unit has moved through a space, it bars that space for retreat by an enemy unit. In the following example the army isn't destroyed: ENGLAND A.Pic-Par(1MF) & A.Pic res(1MF) : FRANCE A.Bre-Par(2MF); A.Gas-Bur(1MF)-Pic(1MF) The fluidity of the situation, in Stratics, can be shown by the following option which England has: ENGLAND A.Pic-Par(1MF)-Bre(1MF)@ : FRANCE A.Bre-Par(2MF); A.Gas-Bur(1MF)-Pic(1MF).....((in all these examples, there is a German army in Belgium! Sorry)).....in this example, England's retreat @ could be to Bre!)

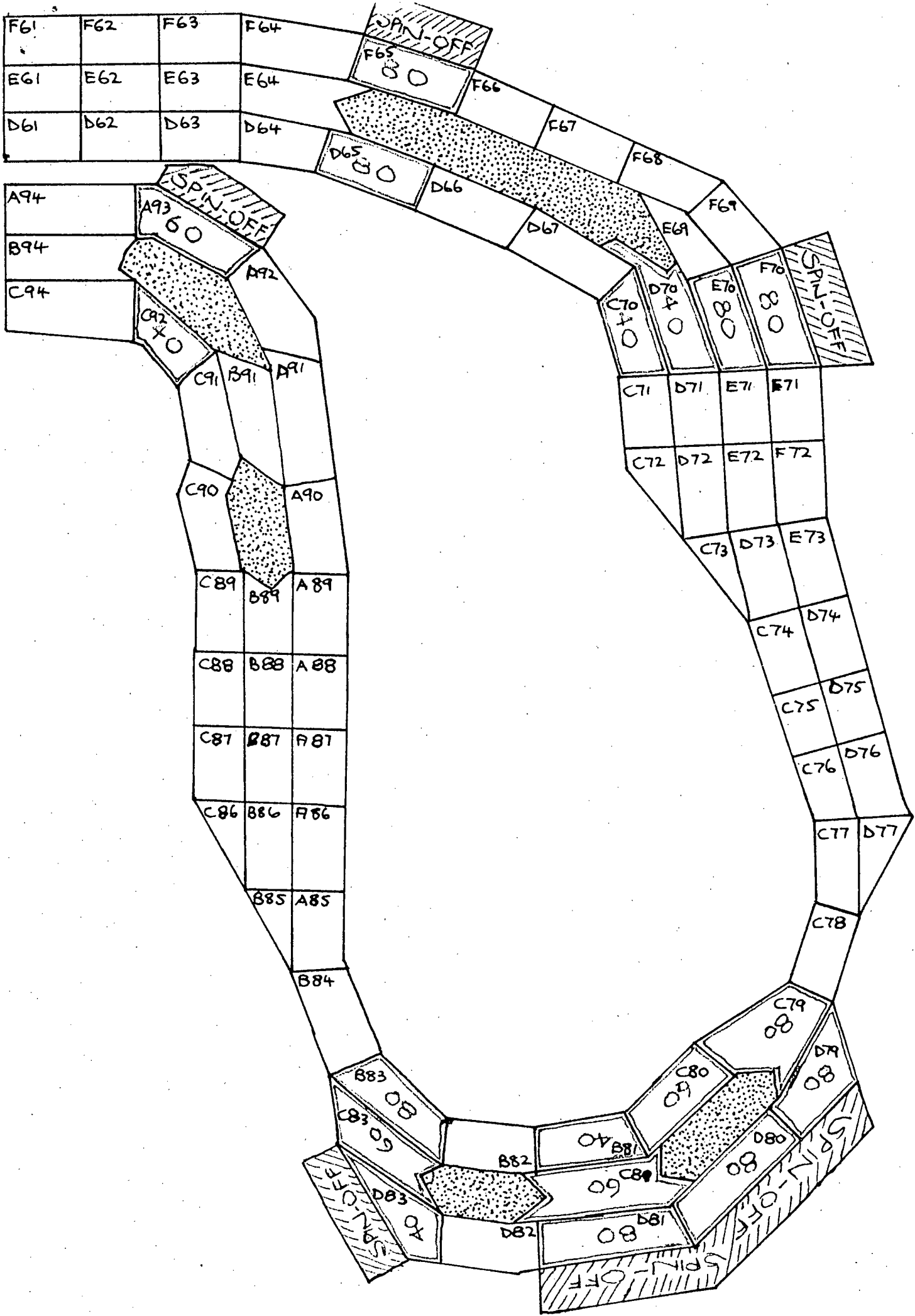
4. Where a unit doesn't move, it may: support; reserve its position; or convoy. Examples: A.Par (s) A.Bur(2MF) : A.Par (s) A.Bur(1MF); A.Par (s) A.Pic(1MF) : A.Par (s) A.Bur(1MF); A.Par (res)(1MF) : A.Par (s) A.(Spa-Gas)-Bur(1MF); A.Par (s) A.Pic(1MF) : A.Par (s) A.Spa-Gas-Bur (2MF) : A.Pic-ENC-Wal(2MF)... ..those of you who are observant will have realised that this refers to a convoy! : F.ENC (c) A.Pic-ENC-Wal(1MF); F.ENC (res)(1MF) : F.ENC (c) A.Pic-ENC-Wal(1MF); F.ENC (c) A.Bel-ENC-Lon(1MF) : F.ENC (c) A.Bel-ENC-Lon(1MF); F.ENC (s) (A.Bel-ENC)-Lon(1MF) : F.ENC (s) F.NOR(1MF); F.ENC (c) A.Bel-ENC-Lon. As can be seen, the versatility of each piece allows many more movement possibilities.

-----multiple convoys: Where the convoy employs more than one fleet, all fleets bar the last in the chain have to utilise both movement factors. Note the full specification of army route.

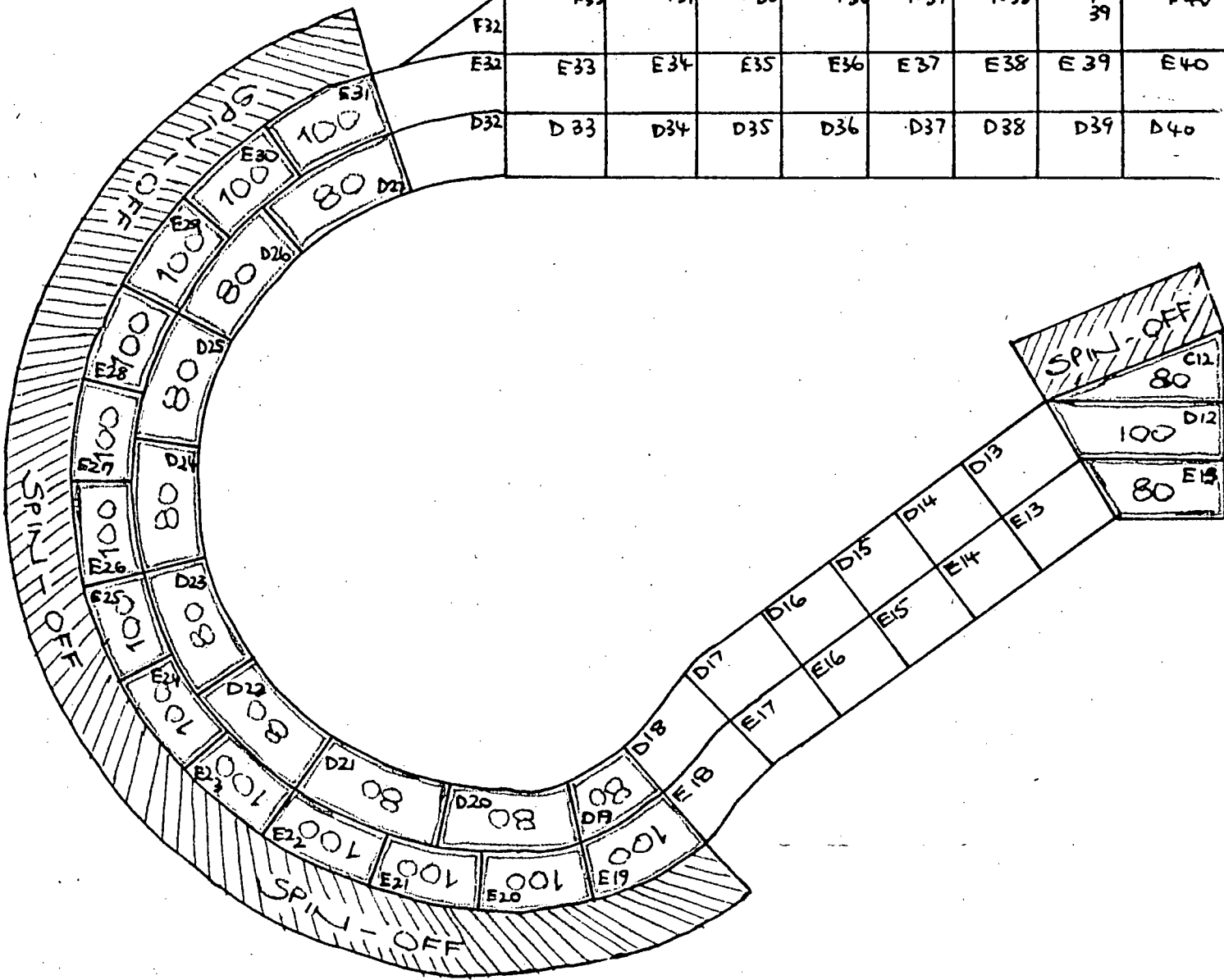
ENGLAND: A.Pic-ENC-NOR-NWG-BAR-StP(2MF); F.ENC (c) A.Pic-ENC-NOR(2MF); F.NOR (c) A.ENC-NOR-NWG(2MF); F.NWG (c) A.NOR-NWG-BAR(2MF); F.BAR (c) A.NWG-BAR-StP(1MF); F.BAR (s) A.(NWG-BAR)-StP(1MF). If the convoy is stood off or a fleet dislodged, which would happen with a one movement factor attack, then the army retreats to the point of origin...if this is occupied, then it is annihilated. The army is also annihilated if a unit has moved through its point of origin.

5. Starting positions are optional. Each country decides how many of each type of unit it builds and where it starts. The first move and the placement of pieces is written together and thus enables ANSCHLUSS!

No-one is safe from being stabbed! A GALLIMAUFY variant. (M.Umney-Foote)



F32	F33	F34	F35	F36	F37	F38	F39	F40
E32	E33	E34	E35	E36	E37	E38	E39	E40
D32	D33	D34	D35	D36	D37	D38	D39	D40



F41	F42	F43	F44	F45	F46	F47	F48	F49	F50	F51	F52	F53	F54	F55	F56	F57	F58	F59	F60
E41	E42	E43	E44	E45	E46	E47	E48	E49	E50	E51	E52	E53	E54	E55	E56	E57	E58	E59	E60
D41	D42	D43	D44	D45	D46	D47	D48	D49	D50	D51	D52	D53	D54	D55	D56	D57	D58	D59	D60

										A1	A103	A102	A101	A100	A99	A98	A97	A96	A95
										A2									
										B1	B103	B102	B101	B100	B99	B98	B97	B96	B95
										B2									
										B3									
										B4									
										B5									
										B6									
										B7									
										B8									
C11	C10	C9	C8	C7	C6	C5	C4	C3	C2	C1	C103	C102	C101	C100	C99	C98	C97	C96	C95
D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D103	D102	D101	D100	D99	D98	D97	D96	
E11	E10	E9	E8	E7	E6	E5	E4	E3	E2	E1	E103	E102	E101	E100	E99	E98			

PITS

1	2	3	4	5	6
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START
FINISH