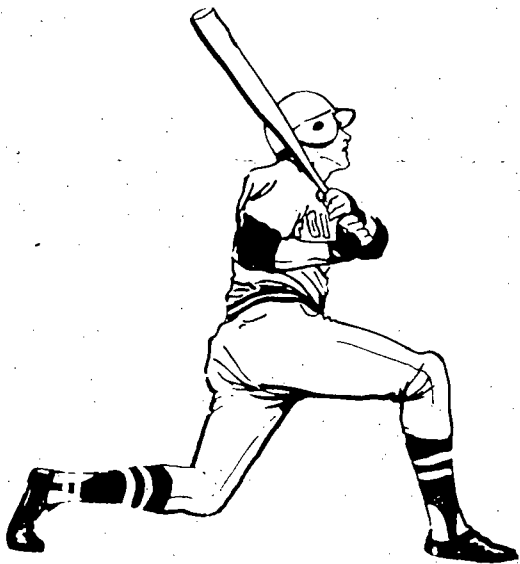


ERRATA SLIP:
NGC 197 - Late orders from France after
the 'zine was printed. Players notified
See next issue for why they wer accepted.

M U-F

GALLIMAUFRY

STILL 12½P CHEAP
(OVERSEAS ONLY 20P)



ISSUE NO. 7

"I DIDN'T KNOW IT
WOULD GO THIS FAR!
BUT I'M GLAD IT'S A
HIT!"

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

* DEADLINE * 23RD SEPTEMBER 1977 * DEADLINE *

THIS ISSUE: THE BROTHERHOOD OF PAIN —
3RD LEVEL STEVE AUSTINS RUN AMOK

EDITORIAL



Well... here we are again, after the usual hectic 24 hours activity. I am in the fortunate position of having too much to print and articles and other contributions are being held over for inclusion in issue 8. Many thanks to Steve Doubleday, once again, for having continued aiding me with his drawings and other contributions. However, for those editors with offset litho 'zines who complain about not being able to draw, the illustration on the cover and that on Page 5 are off the Letraset illustration sheet AAL03, cost 96P. Steve and I both apologise for the lack of illustration, we lacked the time to get together to set up the pages. Even the editorial heading is my own work @shudder@ Colophon is on the cover, games statements on page 8.

Contents - contents - contents

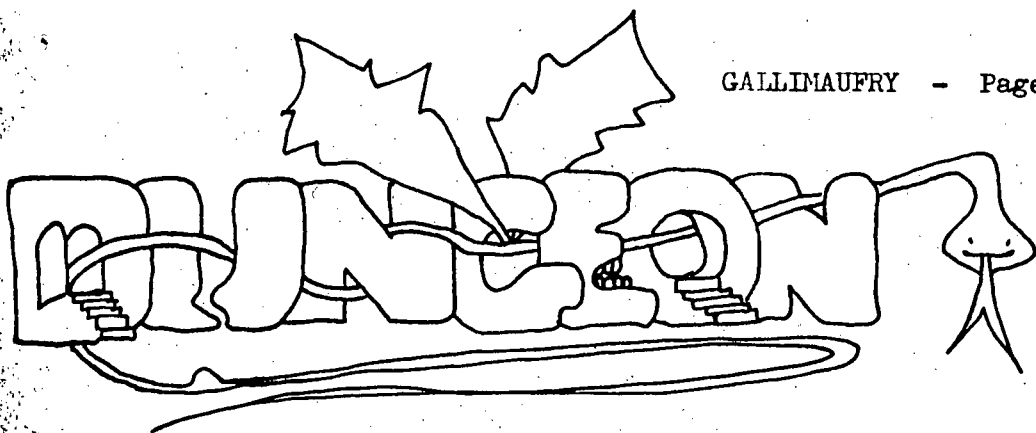
- Page 1. Editorial. Including zinecomment and letters.
- Page 2. Dungeon. Bionic men and armourers! Also includes Tarot Card news and a Dungeon Date!
- Page 3. Argo a science fiction story by Brian Creese
- Page 4. Argo journeys on.
- Page 5. Gallimaufry T.T. Latest news from a new participatory form of motorcycling game.
- Page 6. Dungeon continued from Page 2.
- Page 7. Jubilee game and NGC 197
- Page 8. NGC 197 cont. Pub of the Month Der Bierbrunnen. Games statements, Standby comment, next issue.

WILL HAVEN..."and why not trade? G6 was a considerable improvement on G5 - if you keep up such a rate of progress I would be foolish not to sample your delights...

Incidentally, what is the maximum number of pages you can cope with? 7 is, you know, rather small, particularly if you are going to start up any more boring old games. Also, no mention of game fee or deposit...?

Muffinhouse: The maximum no. of pages that I can cope with is ca. 8. The reason for this is that Richard Bairstow is photocopying this for me, but if he is debarred by circumstance from so doing, I shall have to go back to sneaking into our general office and ripping copies off...if I have to do that, then I have to keep the 'zine down to manageable proportions. Quality would also suffer if I attempted to do too much. Game fee is 50P, no deposit. Maximum of three games of Diplomacy!

ZINECOMMENT: Zines received during period elapsed since last issue. New Statsman Mick Bullock, 14 Nursery Ave, Halifax, W. Yorks. HX3 5SZ. Incomprehensible collation of various game statistics and hobby statistics. Great if you like that sort of thing, I don't. 1901 and all that emanates from the same source. Almost worth getting for the wierd newspaper report about a women's son that was crushed by a cross as she weeded the graveyard...the article was headed 'God moves in mysterious ways' ! Mad Policy sadly, inconsolably folding. Rats maintaining its usual high standard. Cormorant I actually found amusing. Given half a chance this half good zine might turn into something wholly worth trading with. But now we come to Bellicus...Marksman tells me that this will be the next 'zine to come under his scrutiny. Produced by Will Haven, 4, Victoria Street, Chorley Preston. Good, always interesting. The fact that Will is homosexual is quite irrelevant to the quality of the 'zine; probably gives him greater sensitivity.



The indefatigable Steve Doubleday has provided us with another insight into the strange world of Asphodel. His third level bionic sub-class makes its appearance!

When thinking as to what should be in this issue's page, Marcus reminded me of an encounter he'd had with an unassuming chap dressed in black and sporting a laser finger! As well as having its headquarters on the third level, the Brotherhood of Pain can be used a subclass, provided you have technologists (another class!) in your dungeon.

Bionic Men (SubClass of Fighting Men) Basic Requirements: Intelligence must be no lower than 7; Strength no lower than 11; Wisdom no lower than 11; Constitution must be no lower than 15. Alignment is variable.... when encountered in the Dungeon as a monster, the Brother will be 5% Lawful, 50% Neutral, 45% Chaotic.

Level.	Title	Hit die	A.C.	Additional 'grafted' on extras.	Xp points
1.	Novum Initiate	1	8		0
2.	Initiate	1 & 1 pt.	8	Iron elements grafted into left hand...6 plus 1 points of damage..unaltered Combat Table	3,000
3.	Initiate Primus	2	7	Chitinous growth on body. Left eye replaced for a sonic radar beam, can see in v. bright light & dark	6,000
4.	Initiate Secundus	3	7	Sonic beam is modulated so that Hypnotic beam is emitted. 70% chance success -5% for each level above 1st	12,000

(Continued on Page 6)

This issue's page is being increased to let Steve detail other happenings in his Dungeon. I appreciate that many of you might wish to see something different in Gallimaufry. But unless you write and tell me that you want something different, or give me something else to print instead, I have no alternative.
- Marcus.

For those who are interested, I plan to run a special trip down the Dungeon on November 20th. Barring Ken Bain, Brian Creese and Richard Bairstow...none of the others who have been down the Dungeon will be allowed down. So there is room for five more dungeoneers.

Tarot Cards. Once, when embarked upon a trip down Eric Willis's Dungeon, I had the great pleasure of having to draw Tarot Cards. Each card had a different result. Eric shamefacedly admitted though that his cards were not related to any occult significance. Well...I sat and wondered about how Tarot Cards would be introduced into the Dungeon and eventually came up with a very long series of interpretations and instructions. I'm hoping to get these printed.



Argo by Brian Creese.

The project had captured the imagination of the entire planet. Not in a hundred hundred years had such a thing happened. The excitements, the speculations were as intense as in those early days of man's first steps into space.

For the first time the fundamental philosophy of space travel was examined. Ordinary people were being asked and the answers were being listened to. For the project, the plan which was being formulated, would need the co-operation of every man, woman and child on the face of the Earth. 'Freedom' came the answer; freedom from the skirts of Mother Sol; to establish beyond the limits of the life of the Solar system the continued existence of the human race.

So a giant starship was built: she was sleek and frail, built beyond the crushing girdle of Earth's gravity; slow to accelerate, she would build up a speed close to that of light itself; 250 souls would live and die, providing the gene pool that would establish under another sun the human race. The ship would be automatic except for the need to make decisions. A group of 20 taken from the top 10% to lead. The others would train themselves and their children towards that day that they would find a suitable home.

Argo, huge and questing, 250 seeds of man on board, fell away from the known space of the Solar system into the depths of interstellar darkness.

The child was puzzled. She sat within the room, the air thick, stuffy and strange with the smell of ozone. She didn't fully understand why she and her parents had to attend the rituals. This was a holy day. The priest was dressed in baggy trousers and a thick overgarment called a jacket. It was an endless distraction amongst the meaningless words. Why wear such things in the warmth of Argo? The priest shed droplets of sweat as his agitated movement matched his exhortation....

'Remember the Earth from which we came, the Earth to which we travel and give thanks to the Computer which guides us through the vasty darkness. Let us hear the Computer....'

The strangely garbed man mumbled to himself and pressed the button marked 'Status report'....

'On course.. Deneb 17 approaching.. course matching approach and deceleration commencing T-Date plus 47.. After Launch Date 381 years, standard Earth, 0 days.'

....

They reverently closed the door marked 'lab'... the priest left within to conjure at his instruments. The child, Hai Lu, followed her parents. Only one phrase stuck in her mind '..the vasty darkness'. According to the priest and so her parents repeated this was Space. She imagined this demon, poised all round her world waiting to break in. It didn't seem real. Her parent's friends, calling themselves Realists, did not believe the True Religion of Earth. They felt that the religion was just a tool in the hands of the elite. Her parents were unsure and prided themselves on being open-minded. They had daring friends who preached revolution. Argo was a free society and should be self-determinant. Others laughed at this.. the priests and magicians and their henchmen had met rebellion before with magic weapons that killed by sound and fire.. Others accepted the death dealt from these weapons day by day 'for the Preservation of the Gene Pool'. They were the justice-givers and the food-givers and the Computer spoke to them. Hai Lu's parents were merely listening to oritios. The order was established and they felt they were lucky.

The girl reverently listened to the oft-repeated litany which preceded her lessons. They were on a mission of discovery; a divine mission led by the priests and magicians to a fiery orb, they would land on a ball of rock and travel over its surface creating a new life for the human race. They were the children of children of children whose parents had walked beneath the light of Sol itself. She, Hai Lu, was honoured by the nobility of purpose

(Continued from Page 3 - Argo by Brian Creese)

which permeated her thoughts. This sustained her in spite of the rejection by the priests for service in 'control room'.

Gradually her thoughts of mythical Earth faded and her daily tasks and loving husband seemed more real than any unseen Star or hidden Space. The rituals were ridiculous and the senseless adherence of grown men and women to forms of dress that were inefficient was nothing short of evidence of instability. It was obvious to Hai Lu that the Argo, her world, was in the hands of a mad elite. Argo had to be made safe for decent, hard-working people to live in without fear of the silent fire and noise of death. In the ship the darkness grew in the hearts of men and few came to attend the rituals of the True Religion of Earth... and then a meeting was properly attended.

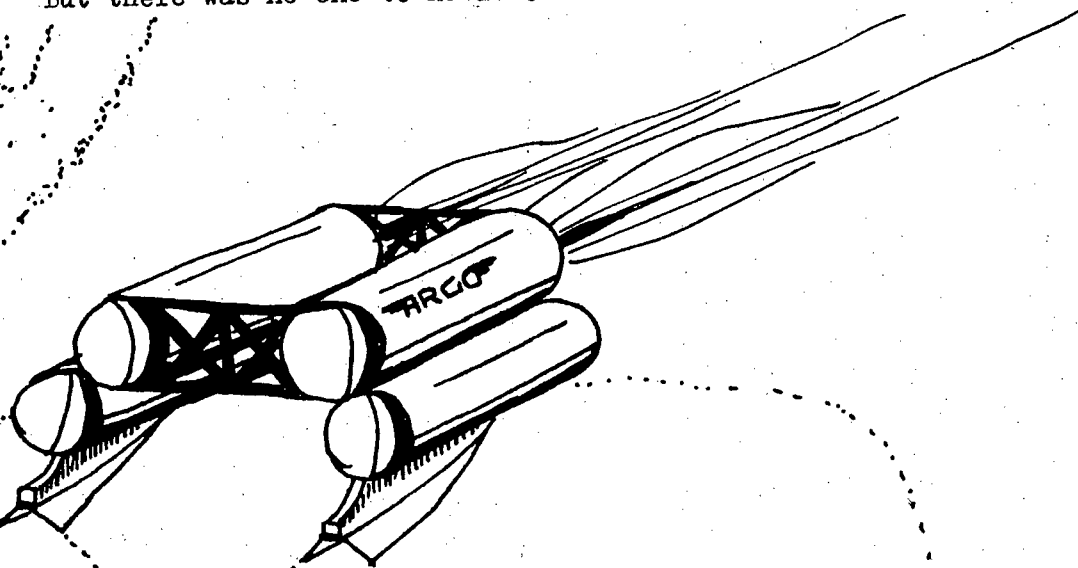
This happened after the 'termination' of Hai Lu's youngest daughter who had squinted in jest at a young magician. The people entered the lab and filled the corridor outside.. the ritual began, but the mob arose and Hai Lu led them through to the magician's complex, to the heart of their power where dwelt huge machines of sorcery; flashing lights and walls of darkness; walls of technology that made the console of the rituals seem foolish. Amongst these symbols of power the last of the magicians was brought to an end. Others had already been terminated.

They were still sufficiently in awe to seal the quarters and fortress of the magicians and priests against further disruption.

Starship Argo had reached the second star system target, the first had been bypassed on the instructions of the Captain-priest. The second target star had been reached and now the decision to end the long journey could be made. The starship computer recorded the absence of decision and reprogrammed itself for the third target star.

On Earth, 393.46 years later, a message control computer console flashed the decision across a screen. The obsolete equipment continued to flash the message at two hour intervals. Other obsolete instruments registered the path of the Argo on a two-dimensional map.

But there was no-one to notice.



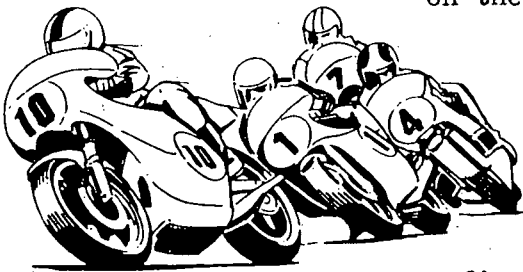
GALLIMAUFREY TRANSATLANTIC TROPHY RACING. - Steve Doubleday

Many of you must be wondering what has happened. Well, it's much easier to talk about what one wants to do, and much harder to actually produce a nice, readable, coherent set of rules. Speaking of which, the map which went out with issue 5, I drew very nicely. But there were a number of oversights. First things first. Where the corners have decreasing speeds marked, the player throws dice for the lowest speed only. (e.g. 80 m.p.h. C78, C79, C80, B81, traverses 3 separate safety speeds, but the player only throws the dice once, for space B81.) Spin-off points haven't been marked on two of the corners. Here follows a necessary alteration to the map and an instruction as to which spin-off point cars and motorcycles have to retire to! ...C79, D79 - S79...C80, D80 - S80...B81, C81, D81... that's the first corner done. The second corner is more complicated. The spin-off points for the 100 m.p.h. safety speed are extensions of them... therefore E19 is next to S19 etc. The 80 m.p.h. speeds are as follows: D19 - S19; D20 - S20; D21 - S22; D22 - S23; D23 - S25; D24 - S26; D25 - S28; D26 - S29; D27 - S31. My apologies to all of you who've been puzzling out how to use the map! One further house rule, is that cars entering corner D19 - D27 have to throw dice if over safety speed every time they a) land on a space on the corner, b) have to change lane, c) if they increase their speed. Spaces joined by a point, do connect...as in C12 and D13.

Well, grovel, all I can say is that it is well worth all the trouble of marking the board up...I would advise doing this in red biro. Tactic cards are usable only once a move ∴ your incredible cornering will only work for one turn round D19 - D27!

In two issues time, you should have received sufficient of the rules to begin playing. The first phase of play will involve the obtaining of players. Those who wish to play will be restricted to six. Each player will receive a set of cards. These will be riders, sponsors, motorcycles, managers etc. To race, each player has to obtain, either through deals with other players (private or through Gallimaufrey) or through deals with sponsors (chats with the GM - Steve Doubleday!), a maximum of three riders and motorcycles entered for each race. Remember you cannot race a motorcycle without things like tyres.

Timetable: Waiting lists open as of now. There will be one game only. If, when the list closes (either when it reaches the maximum of six or when the list closes on the deadline of the ninth issue. (Probably October



23rd). I will then get Marcus to distribute the first cards to those lucky players who have signed on. The cost will be £1 per player plus any postages incurred. These postages will only be incurred during races.. this is because races will take place as quickly as possible. There will be a total of three races. You have already received the first of the three maps with issue

five. That circuit is the Guildford circuit. The first phase continues all the time, with players bargaining all the time. The rules will be given sporadically...racing takes place under Formula One rules, except that the spin-off speed is a variable quantity dependant on speed of motorcycle, skill of rider, adhesion of tyres, weather conditions and a day factor (in other words the rider's variable will vary depending on his quality and state of digestion). In any case, printed spin-off speeds are guides rather than actual spin-off speeds. Players receive approximate information on all riders. Next issue will contain examples of rider characteristics, bike characteristics, tyre characteristics and how they affect racing. Specimen cards for each will be illustrated, so that players have the information needed to write out their orders! After all, I wouldn't like to blindfold ride round a racecourse!

Level	Title	Hit die	A.C.	Extras implanted	Xp Points
5	Initiate Tertius	4	5	Exo-skeleton-moves twice as fast as a first level fighter	24,000
6	Magister Novitiate	4 plus 1	5	Laser finger, (50% chance of hitting a man-sized object, 1-10 damage, body supply of charges is 10, thereafter each melee bound drains one hit point if used.	50,000

(and here below is the necessary class that complements and provides

^tThe armourer class or technologist class was originally the conception of Eric Willis. From that germ of an idea has sprung a fundamental part of Asphodel. Armourers require at least an intelligence of 13, a strength no lower than 12, a dexterity no lower than 13. They can be of any alignment. On the world of Asphodel successive invasions and levels of technology and magic of differing types and natures has left the world with a strange mixture of arcane knowledge. The possibility of being able to interpret and understand weapons depends on a die roll for each weapon and the level of the knowledge necessary. This will also depend on how far the armourer has progressed. Armour Class 4, Chain mail only.

- Technological Level Civilization Type of weapon
- I Native; Feudal weapons (as represented in D & D purchase chart).
 - II Ziggurat; 20th Century; Rifles, machine-guns, explosives.
 - III Afternoon Culture; Star wolves; Biological weapons, plant weapons.
 - IV Martian; Denebian; Energy weapons.
 - V Venusian; Molecular weapons, inertia weapons.
 - VI Star Kings; Astro-weapons, Valence weapons.
 - VII Viarmen; High Druid; Magical weapon lore, Old world weapons.

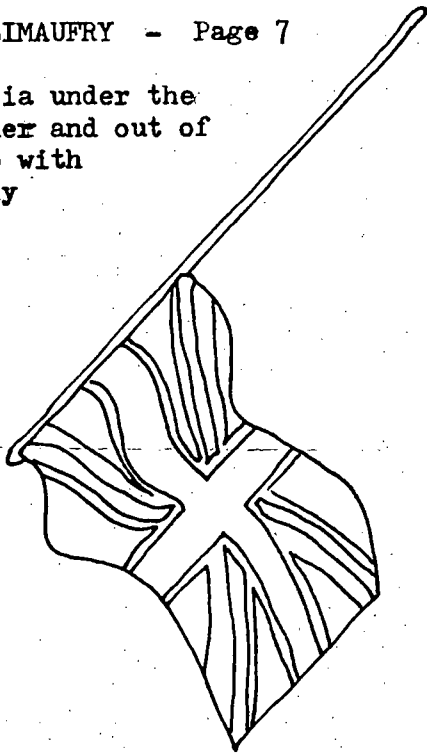
Level.	Title.	Experience Points.	Hit Dice.	Extra abilities
I	Smith	0	1 x 4-sided	
II	Engineer	3,000	2 x 4-sided	
III	Armourer	6,000	3 x 6-sided	
IV	Bioarmourer	12,000	4 x 6-sided	
V	Technologist	24,000	5 x 6-sided	
VI	Technocrat	50,000	6 x 6-sided.	May hire 10-60 followers.
VII	Athenian	100,000	6 x 8-sided	
VIII	Spartan	200,000	7 x 8-sided	
XI	Master Armourer	400,000	8 x 8-sided	
X	Armour-Lord	800,000	8 x 8 plus 2.	May hire 60-360 followers.
XI	Armour-Lord 2nd level	2,000,000	8 x 8 plus 4.	
XII	Armour-Lord 3rd level	3,000,000	9 x 8-sided.	May hire 100-600 followers

At each level, each armourer will have a chance to identify, repair or copy each weapon that they see, or are asked about. This will vary with their intelligence dexterity and level. Add 5% chance for every point over 15 on intelligence and for repairing and copying add 5% for every point over 15 (if identified!).

Level (tech- (char- acter)lst	Identification							Repairing/Copying						
	I	II	III	IV	V	VI	VII	I	II	III	IV	V	VI	VII
100%75%	0	0	0	0	0	0	0	R 80%	0	0	0	0	0	0
2nd.....	- 80	75	0	0	0	0	0	R 85	50	0	0	0	0	0
3rd.....	- 80	75	0	0	0	0	0	R 85	55	45	0	0	0	0
4th.....	- 80	75	15	0	0	0	0	R 90	55	50	0	0	0	0
5th.....	- 85	75	50	0	0	0	0	R 90	60	50	40	0	0	0
								C 60	20	15	5	0	0	0

Steve says if you need to know the higher levels, to contact him

Russia under the
hammer and out of
step with
Italy



Press: Kiel The Kaiser looked out of the window of his hotel bedroom. His jubilee walk-about was rather tiring, but the people deserved it for their unflinching support. He watched the fleet getting up steam.

"I think I'll have kippers for breakfast today" he mused. // Versailles The Republic views with alarm the build-up of power in the Mediterranean. France wishes only for the peaceful co-existence between Mediterranean states and will strive to achieve this without aggression.

And now! The ridiculous NGC197! Autumn 1903....Quiescent powers and bankrupt players.

AUSTRIA (Dave Rich) F(Ven); A(Tri); A(Tyr); A(Bud) stand unordered

ENGLAND (Anarchy) F(NTH); F(NWG); A(Yor)

FRANCE (Roger Sterry) A(Ruh); A(Par); A(Mar); A(Bel); F(ENC); F(Wal) stand unordered

GERMANY (Michael Alloway) F(Den); ~~F(Bur)~~; A(Ber) stand unordered

ITALY (Brian Wernham) A(Rom); F(TYS) stand...player bankrupt . non-subscriber

RUSSIA (Chris Day) A(Swe) supports F(BAL)-Den; F(BAL)-Den; A(Gal) supports A(Rum)-Bud; F(Sev)-Rum; A(Sil)-Mun; A(War)-Pru

TURKEY (Richard Jarvinen) F(ION)-TYS; F(Gre)-ION; A(Ser) supports A(Alb)-Tri; F(BLA) supports A(Con); A(Con) supports A(Bul); A(Bul) supports A(Ser).

Retreats and Comments: All solid underlinings are dead units except for Turkey's. The dotted underline denotes something wrong...in this case there is no A(Con).

Builds and Supply Centre Chart on Page 8.

JUBILEE GAME

Spring 1902. 77EH.

AUSTRIA (Richard Bairstow) A(Ser) supports A(Vie)-Bud; F(Gre)-ION

ENGLAND (Phil Jones) F(NTH) stands; A(Nwy)-Fin; F(NWG)-BAR

FRANCE (Brian Creese) A(Bur)-Bel; A(Par)-Gas; A(Spa)-Mar; F(Por)-MAO; F(Mar)-GoL

GERMANY (Ken Bain) F(Den)-Swe; F(Kie)-BAL; A(Mun)-Tyr; A(Ber)-Sil; A(Hol) stands

ITALY (Andy Davidson) F(Nap)-ION; F(Tun) supports F(Nap)-ION; F(Rom)-TYS; A(Ven)-Tyr; A(Tri) supports A(Ven)-Tyr

RUSSIA (Pete Cousins) F(GoB)-StPsc; A(Mos) supports A(Sev); A(Ukr) supports F(Rum); F(Rum) supports A(Sev); A(Sev) supports F(Rum); A(Bud) supports@ ITALIAN A(Tri)-Ser

TURKEY (Richard Walkerdine) F(Con)-AEG; A(Bul)-Rum; F(BLA) supports A(Arm)-Sev; A(Arm)-Sev

Retreat: A(Bud)-Gal.

NGC 197 continued from Page 7.

Austria 2 owns Ven, Vie ..lost Tri, Bud. no change

England 3 anarchic centres

France 6 owns Bre, Mar, Par, Spa, Por, Bel. no change

Germany 3 owns Ber, Kie, Hol ..lost Mun .. no builds ordered

Italy 3 owns Rom, Nap, Tun. no change .. no builds ordered

Russia 10 owns War, Mos, Sev, StP, Rum, Swe, Nwy ..gained Den, Bud, Mun
.. builds F(StPnc), F(Sev) and A(War)

~~Turkey 1 owns Con, Ank, Smy, Bul, Gre, Ser .. gains Tri ..no builds ordered.~~

Muffinhouse I really don't see much point in continuing with this game. I'm quite prepared to offer Richard and Chris a free game each to compensate for being shortchanged on this game. Which, I suspect, is more than the NGC would be prepared to do! I propose a two-way 1st place between Turkey and Russia and the rest placed nowhere.

Press Otto to Joe: I assume our vorking permits are in order.

Pub of the Month: Der Bierbrunnen from Richard Jarvinen. Der Bierbrunnen - in Leonberg (near Stuttgart), near the Rathaus on Eltingerstr. (So what if it's a German pub! How many of yer bloody English pubs do you think I get to visit, twits) The town doesn't have muchh to offer and the pub itself is no great shakes as to decor, paraphenalia, artifacts, etc., but then I go to a pub to drink. It offers five of the greatest beers I've ever got drunk on. First, Dinkelacker (the local), of which there are two varieties, Privat and Pils. Pils, of course, is much stronger, heavier and a little more bitter. I like the Privat (which our Eurocon friends will soon get to sample, if my smuggling act works out O.K.). Then there's Schlösser Altdorf, a dark gold, mild sort, for those that like that sort of thing. And Löwenbrau (of Munich, none of those flat imitations which haunt the surrounding area) is always good. Fourth in line is Bitburger Pils, thought by some to be the Pils. And finally, my favourite, Budweiser (and definitely not the American substitute!), which is as cool, clear and crisp a beer which you could hope to find anywhere. I think it's from Czechoslovakia, but my mind wasn't 100% clear when I asked. All, of course, vom Fauss (from the barrell, you illiterates!). Zum Voll!

Games are 50P each. Except fro Gallimaufrey T.T. which is £1 plus running costs. Regular diplomacy: Richard Bairstow, (Chris Day, Richard Jarvinen, see NGC 197)

Standby policy etc. Although I am willing to bow either to popular vote or experienced opinion, I am, on the whole, anti-standby. Therefore I shall allow each player a total of three misses of orders. These can be consecutive, but it is important for you to realise that this is all you are allowed per game. The reasoning is, of course, that any ruler of his nation that buggers off with his Prime Minister's mistress is likely to find his country in civil disorder (Quite probably following his example, though not with the P.M.s mistress!

DEADLINE @ DEADLINE @ SEPTEMBER 23RD 1977 @ DON'T MISS IT! @ ONCE ONLY OFFER!

Contributions for publication gratefully accepted, though they have to reach me a week before the deadline for inclusion in that particular issue (i.e. by September 16th for issue 8.)

Next issue: Will include a review of two art books produced by Frank Frazetta and Patrick Woodroffe, a reply to Steve Doubleday's review of Battle of the Rings by designer Martin Edwardes and the variant 1938. Til we play again, Marcus.