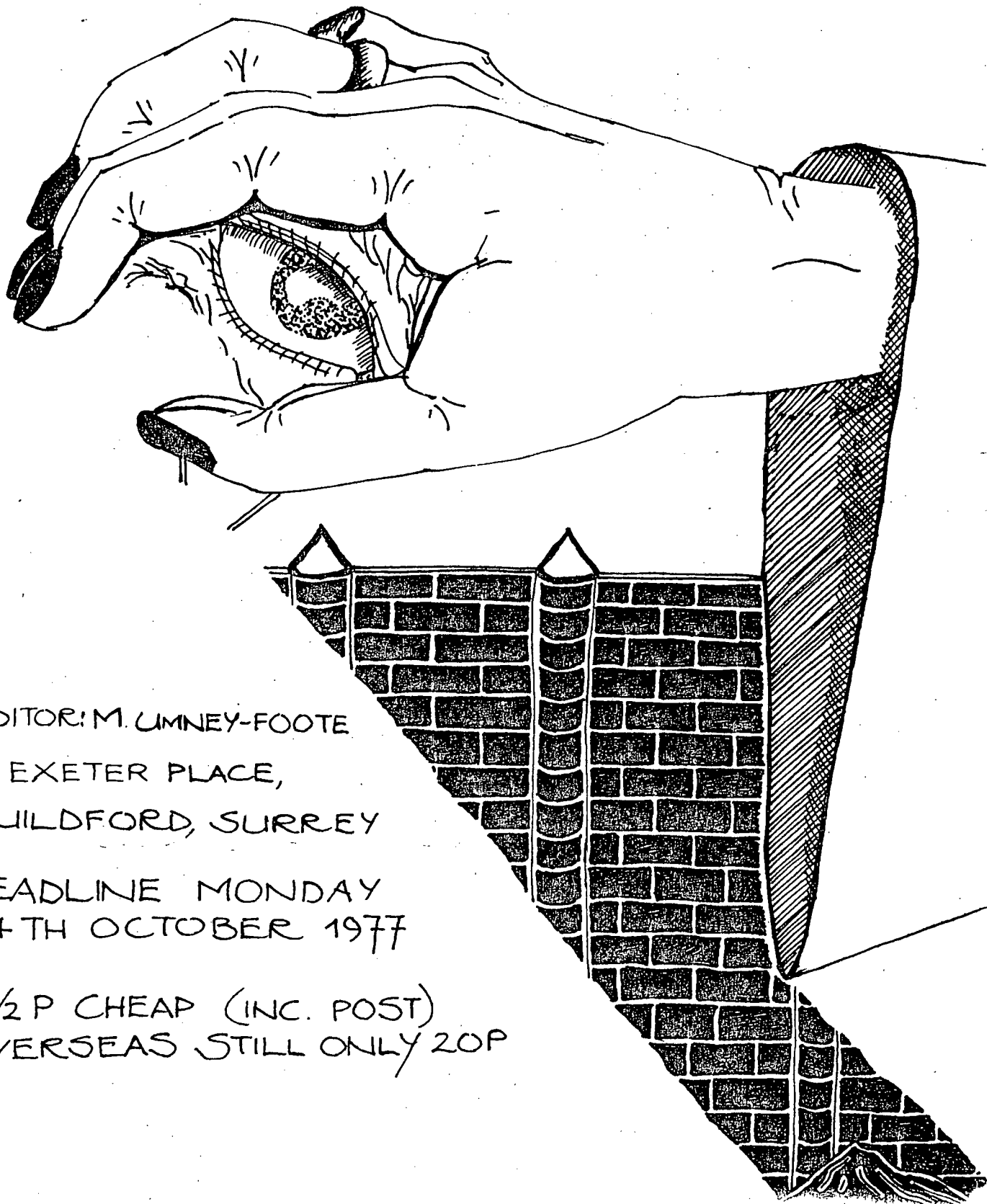


Ed 30-9-77

# GALLIMAFRY

ISSUE NO 8



EDITOR: M. UMNEY-FOOTE  
3, EXETER PLACE,  
GUILDFORD, SURREY

DEADLINE MONDAY  
24TH OCTOBER 1977

12½ P CHEAP (INC. POST)  
OVERSEAS STILL ONLY 20P

GALLIMAUFRY T.T. 1  
 RIDER: RICHARD  
 SHARP  
 FEE: £5,000  
 FAST-DRIVING, FAST-  
 LIVING FREELANCE

Here, as promised, is the description of Steve Doubleday's plans for running Gallimaufry Transatlantic Trophy Racing.

As you can see from the first card each card will be numbered. This is to prevent wearisome forgery. It is also the key which I will use to help me determine what bonuses and penalties accrue to each racing combination. The effect of each rider's ability is to alter his spin-off speed and his survival chance. In the case of Richard Sharp, his ability is naturally good, but his way of life is such that it will vary a lot from day to day. Spin-off speed varies in the range of Plus 40 m.p.h. to Minus 20 m.p.h. depending on whether Richard has been playing

RIDER: JOHNNY  
 CECCOTTO  
 FEE: £25,000  
 INTERNATIONAL  
 GOOD REFLEXES.

Poker the night before or not. The other effect of his lifestyle is to undermine his health. In the event of a spin-off injury (which is a basic chance of one in three) he will suffer such injury that will put him out of the rest of the race 1:6, such injury that will put him out of the next race 2:6 and such injury that will kill him 1:6.

Johnny Ceccotto is an international. His spin-off amendment varies in the range of Plus 40 m.p.h. and Plus 60 m.p.h. However, his lifestyle is pretty dramatic and there is a 1:6 chance that he won't turn up for a race because his Venezualan mistress has knackered him the night before the race is due to start.

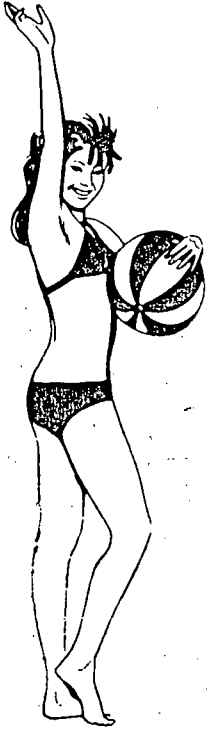
GALLIMAUFRY T.T.  
 PLAYER CARD NO.1  
 YOU ARE RUDI SCHMIDT  
 CAPITAL = £100,000  
 MEDIOCRE DRIVER

On the left is the player card that each of the players gets before the start of the race. It denotes the nationality of the player, which might of might not have an effect on the attitude of sponsors. All trans-actions have to be reported to me when they involve money.

Other cards cover the availability of Motorcycles, Tyres, Fuel and Mechanics. Sponsors will also be distributed through the medium of cards. Advertisements will be posted through pages of Gallimaufry under a page called Racing Press, which Marcus has undertaken. I will forward him a list of Manufacturers who can be approached along with the other advertisers.

Here is a list of the available Motorcycles, with various bits of information:  
 Osprey. 497 cc twin. In racing trim costs 4,000 knicker.  
 Koln A.G. 489 cc horizontal twin, 6,000. Racing version with dreaded 4 valve/cyl!  
 Yoritomo F.M.C. 496 cc 4-stroke 4-cylinder. Well-supported by parent company  
 York M.D. 'Blue Streak' A co-operative venture in-line 500 twin.  
 Honshu 492 cc two stroke. An older version selling cheaply is still in the mart.  
 Motobeligue. Economy racing at £2,000 a bike!

Waiting List: Ken Bain, Richard Walkerdine....4 places left on the Start Grid!



Editorial: An apology is due for some of the production glitches last issue. First off I must apologise for the faint scuff marks that ran down the side of the page. (Cries of pain as the side of the page is taken to some mysterious Hospital for Badly-Printed 'Zines....terminal cases of Albatross have kept this particular establishment in business....latest news is that the board of governors are thinking of naming a ward Cormorant in anticipation....the Geriatrics Dept. sadly is overworked. Here we have the pitiful site of once great 'zines, household names like Mad Policy and 1901, broken down and decrepit, being made comfortable before they slip into their final sleep.... the Hospital has refused to comment on the ghoulish case of Ethil the Frog who refuses to die....) Secondly I must apologise profusely for the non-erasure of (and here....t!) a two line passage on page 6. Thirdly I must apologise to all of you who were confused by the inclusion of an errata slip re NGC 197; the readjudication and this season's moves appear in the game dept. but for everyone I think I ought to say that where the Post Office conspires to ruin a player's chance of success by taking four days to deliver a first class letter 12 miles, then I feel that it is right to readjudicate the game. On the other hand I must insist that you allow at least three working days before the deadline for the letter to arrive. This issue's deadline is a Monday, so I shall readjudicate a game if the orders are posted first class mail before the Thursday of the previous week - in this case the 19th October postmark will ensure this.

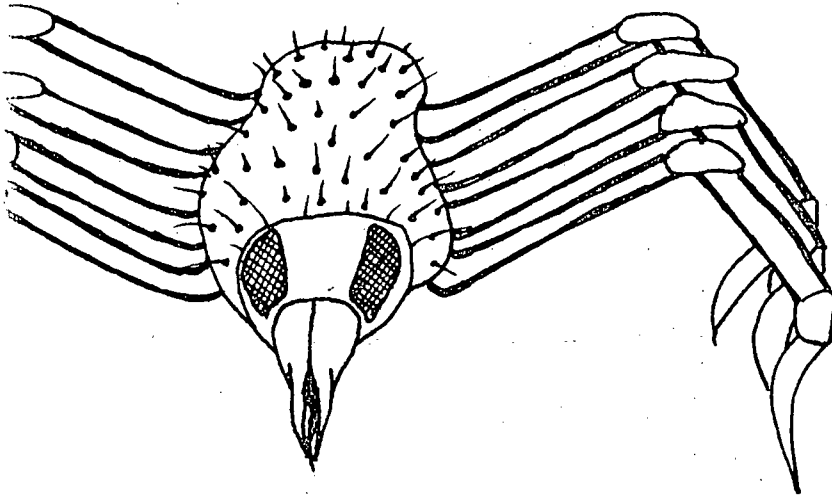
There's no fool like an old fool There can be no doubt that the expression of opinion in Ethil the Frog 8 Lettercol by Nicky Palmer and John Piggott about the Grunwick Dispute is superfluous to a games magazine. Not that John hasn't a perfect right to express an opinion howsoever he wishes. Not that John hasn't a perfect right to print anything in his 'zine whatsoever. But I, and like the old fool that I am I'm going to enter into the fray, think that we have all seen sufficient ill-informed jackass comment about that particular dispute. The situation is now so hopelessly confused by the passage of time and the publication of such bigoted political comment from left and right that a satisfactory conclusion is now very far from possible. It is also obvious that John's position '...If you accept the commonly agreed notion that non-union shops have a better record of productivity than union ones..' is not only wrong but facile. Reader beware! When anyone says 'Everyone agrees..' or 'We all know that..' you are almost certain to be listening to someone who is arguing from little knowledge and who is also quite likely employing a specious argument as well. I shall not go into further detail. Speaking of old fools.... it also seems to me that most of us were schoolchildren at one time; accessible to those fits of grandiose and foolish desire where one attempts to impress upon others how clever or wonderful we were. It ill becomes any of the senior figures in the hobby to clamp down on newcomers and young people who can provide us with a fresh perspective. Stability is a prerequisite not a substitute for growth.



P.M. "The British Secret Service never bugged me - all the others did tho!"

# BATTLE OF THE RING AND THE RETURN OF MARTIN EDWARDES

GALLIMAUFERY Page 4



two.

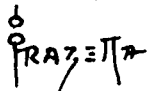
The equipment list did not include the two dice that come with the game - a small point, but important, as those who have bought Conquistador with only one of the two dice needed will testify. As for the pieces, the buyers do not, unfortunately, receive die cut counters - but it is a cheap game, and more expensive games have not had their counters die cut, either. Die cutting is only possible with a printer who has a die cutter, and no printer was willing to get one for just one game.

As for play, the two player game is, I admit, a failure. However, some people have enjoyed the game enough to make suggestions about this. The future games will include these as the usual errata slip that seems to accompany all games nowadays. There will also be some suggestions that have been made about expanding the scope of the game. For those who've got the game, however, I give the errata below:

1. Saruman should be played by whoever does not possess the ring. The man-orc armies and the Saruman unit can never take the ring.
2. Remove the three North-Easternmost Orc armies and the Northernmost and Southernmost of the man-orc armies from the initial set-up.
3. Place two blank counters and the Ring face-down on the Shire. They are moved separately and only revealed when captured.

It's a pity that Steve did not review the game in the three player version, as this is the form in which it was designed. Unlike Steve, I don't find it difficult to get three people together. The game has received the most play-testing that I could give it, two years in fact. The two player version has received very little.

When played by three the game becomes a battle of Diplomacy, since it has to be two against one, and everyone wants to be part of the two. However it is possible for the one to resist the two without too much trouble, so the inevitable but boringly long deaths of Diplomacy don't occur. And there is a possibility while three remain in the game there is a possibility, if not a certainty that one of the two players will find it necessary to change sides. It's unusual for anyone to be wiped out completely. Finally, for those thinking of buying the game, don't be put off by Steve's review, as others have taken a different view of the game; notably Clibe Booth in Chimaera. It's not Drang Nach Osten, but it is a simple, enjoyable fast-played wargame for three!

A HOBBIT after the  
style of 



A review of Patrick Woodroffe's 'Mytho-Poeikon' (published by Dragon's World, 1976, £3.95) and 'The fantastic art of Frank Frazetta' (published by Pan Books, 1975, £2.95)

Obviously a publication such as Gallimaufry stimulates interest in such matters as illustration and artwork. Hopefully readers of G have been happy with the standard of drawing and copying. I make no bones about the fact that I am primarily a copyist. Marcus also pointed out last issue that several professional aids for offset litho and photocopy 'zines are available from Letraset. Other companies produce children's transfers which can be used.

I first came across Patrick Woodroffe's highly original style on Brian Stableford 'Day of Wrath'... I was not particularly impressed.. but later came his excellent series of covers for Michael Moorcock's and Roger Zelazny's books especially

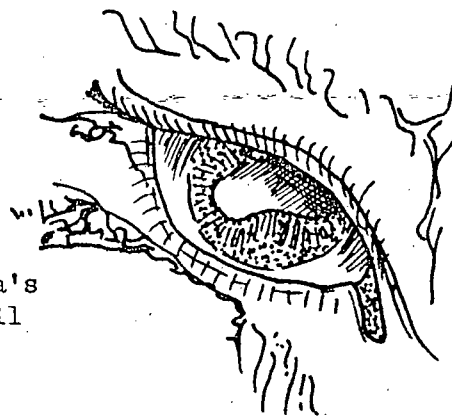
'Guns of Avalon' where Woodroffe's 'Devil's

Eye' motif appears ((see below)). Woodroffe has an unusual style. Where he has been limited in the number of images that he can introduce into one of his paintings, the effect is one of real power. The haunting malignancy and violent otherness of the imagery is derived from Woodroffe's own imagination. He has allowed that dark and twisted tangle of subconscious images to have a life of its own. When he does concentrate on the essence rather than the peripheral images which accompany either the book or his thoughts, then his work has as much power as Roger Dean's. The printing is excellent, on the same level as 'Views' which is a collection of Roger Dean's work.

Frank Frazetta's work has inspired in me a tremendous sense of inadequacy ever since I saw the cover on one of Robert E. Howard's Conan books. It appears under the title of 'Man-ape' in 'The Fantastic Art of Frank Frazetta'. The appeal of Frazetta's work lies in the lushness of his colours and the graceful accurate lines of his figures; the visualisation. Frazetta has as much detail as Woodroffe, but it is all subordinate to the central image, whereas Woodroffe's images sometimes seem to be fighting for the onlookers' attention. Most of all one marvels at the movement in Frazetta's work. Woodroffe's art is static, for all its richness, power and interest.

Steve Doubleday.

A DEVIL'S EYE after  
the style of Patrick  
Woodroffe



"Italy solvent, but doesn't order."

Austria (Dave Rich) NMR 2 F(Ven); A(Tyr) stand in disorder @<sup>1</sup>

England in civil disorder. A(Yor)

France (Roger Sterry) A(Hol)-Kie; F(Lon)-NTH; F(Bre)-ENC; A(Spa)-Mar; A(Pic) supports A(Par)-Bur; F(Mar)-GoL; A(Bel)-Ruh; F(Lpl)-Cly

Germany (Mike Alloway) A(Ber) supports A(Bur)-Mun @<sup>2</sup>

Italy (Brian Wernham) NMR 2 F(TYS); A(Rom) stand in disorder @<sup>3</sup>

Russia (Chris Day) F(Sev) mutual support F(Rum); A(Gal)-Boh; A(War)-Sil; A(Bud)-Vie; F(StPnc)-Nwy; F(Den)-HEL; A(Swe)-Den; A(Mun) supports A(Pru)-Ber.

Turkey (Richard Jarvinen) A(Ser), A(Tri), F(BLA), A(Bul) stand; F(ION)-ADR; F(Gre)-ION.

Notes: @1 This is the second miss, after the third you are out. @2 is a retreat to Gas. @3 as 1. Brian wrote to me and I sent him issue 7 on 14/9/77 first class post. No orders forthcoming. I am not an NGC GM, so I know not!

Press: France-Turkey - Richard, is there is any way I can help you in Italy or even Austria please let me know. It may help you to deploy more troops in your defense against our common adversary. ((I think that means build!))

Draw Proposals Votes next issue please. <sup>1</sup>1. France and Russia, <sup>3</sup>3. Turkey, <sup>4</sup>4. Germany, Italy and Austria/<sup>11</sup>all equal, with a restart and replacements.

GALLIMAUFREY JUBILEE GAME! Autumn 1902 77 eh....

Russia and Italy under the hammer, Austria doing his best to get there too!

Austria (Richard Bairstow) A(Ser)-Tri; A(Bud)-Vie; F(Gre)-ION.

England (Phil Jones) F(BAR) supports A(Fin)-StP; F(NWG)-Nwy.

France (Brian Creese) F(GoL)-Tus; F(MAO) convoys A(Gas)-NAF; A(Bel) stands; A(Mar)-Spa.

Germany (Ken Bain) A(Mun)-Tyr; A(Sil)-War; A(Hol)-Kie; F(BAL)-Den; F(Swe)-Den.

Italy (Andy Davidson) F(TYS)-Tus; F(ION)-TYS; F(Tun)-WMS; A(Tyr)-Pie; A(Tri) stands.

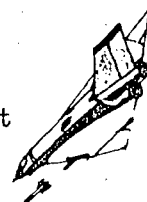
Russia (Pete Cousins) A(Gal)-Boh; F(StPsc) stands; A(Mos) supports A(Sev); A(Sev) supports F(Rum); A(Ukr)-War; F(Rum) supports A(Sev).

Turkey (Richard Walkerdine) F(AEG) supports AUSTRIAN F(Gre)-ION; A(Bul)-Rum supported by F(BLA); A(Arm)-Sev.

Retreats Italian F(ION); Russian F(Rum) and F(StPsc) sunk.

Builds and supply centre count on next page.

Press Paris 'Backstabbers will be prosecuted'  
Vienna 'Bloody Wops never attack you when you want them to!'



John Piggott

## Supply Centres and Builds.

Austria owns (3) Gre, Ser, Vie stasis

England owns (5) Lon, Lpl, Edi, Nwy .. gains StP. Builds F(Lon), F(Edi)

Germany owns (6) Den, Kie, Mun, Ber, Hol .. gains Swe. Builds A(Ber)

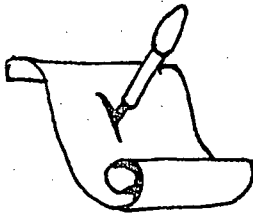
France owns (6) Par, Mar, Spa, Bre, Por .. gains Bel. Builds F(Mar)

Italy owns (5) Tun, Tri, Nap, Rom, Ven stasis

Russia owns (4) War, Mos, Sev, Bud .. loses Rum, StP.

Turkey owns (5) Smy, Ank, Con, Bul .. gains Rum. Builds F(Smy)

-oOo-



## LETTERS:

Steve Doubleday. Thanks to Marcus for letting me see Martin Edwardes reply to the review I did of his game Battle of the Ring. I don't know quite how to start. I must admit that I am guilty of the heinous crime

of believing what Martin prints on the rulesheet and not being able to guess about the amendments which might, or might not make the two-player game more playable. I'm not a mind-reader and the copy I reviewed was sent for review to Richard Sharp .. I think it unfair of a game designer to send someone a review without a covering letter and then complain because the reviewer hasn't taken into account later developments. The information about dice and price was that given to Richard Sharp. That I think takes care of the points of information ....though doubtless the comments that follow will be replied to with 'feighnights' once more!

The two player game is a failure... with or without alterations! Refer to the article on page 4. 1. What happens when neither side possesses the Ring? Neither side controls Saruman, therefore the two player game takes place without the orcs of Saruman. Cute. 2. Does help the military balance and is the only one of these suggestions that shows signs of rationality. 3. Fine, except that 1 above presupposes that neither side gains control of the ring, so that the decoys are moved by neither side.

I still haven't played the three player game and I haven't been overwhelmed by people offering to play me at the three-player. Come to think of it I've been distinctly underwhelmed by people hammering at the door, ringing me at 5 a.m., don't you dare Walkerdine.. asking me to play them at the two-player.

As far as the three-player game is concerned, I need only quote Martin to give you some highlight to his muddled thinking. 'However it is possible for one to resist two without too much trouble, so the boringly long deaths of Diplomacy don't occur.' ...what does he mean? That you can never be wiped out? I wouldn't know...not only have I never played the three-player game... I've got a feeling I never will.

DEADLINE: Monday 24th October 1977. Don't leave it 'til the last minute!

All contributions gratefully received. Crossword next issue. Gallimaufrey TT. No waiting lists for Regular or variants. No more subscribers wanted. Let's keep this the elitist 'zine' that I want it to be.