

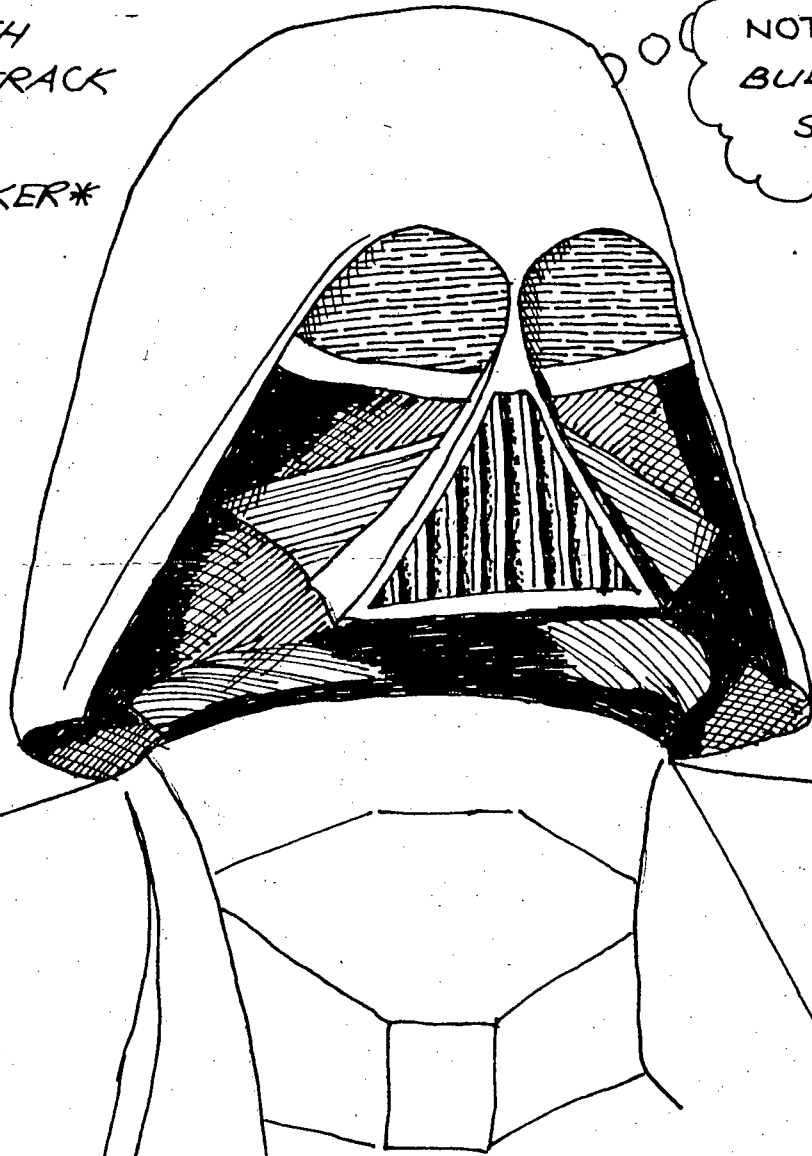
GALLIMAUFRY¹⁶

12½ P CHEAP (20P OVERSEAS)

24.5.78

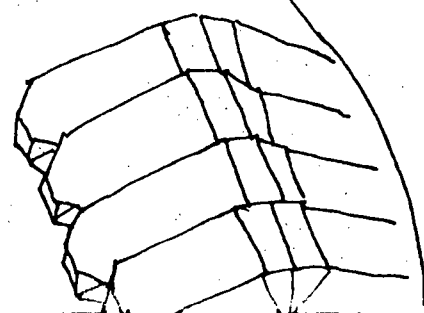
* LORD DARTH
VADER ON TRACK
OF MICK
BULLOCKWALKER*

THE FORCE IS
NOT WITH YOU
BULLOCK!
SSSS.....



DEADLINES *
'V', 'H', 'J' 24.6.78
'B' TO KEN 22.6.78
'TT' 8.6.78

EDITOR: STEVE DOUBLEDAY
16, SOMERTON'S CLOSE
GUILDFORD, SURREY GU2 6YB



Editorial: Here we are again, those magic letters forming the start to another star-spangled issue of Gallimaufry. This issue sees the start of Gallimaufry Vote... which has stimulated much more interest than I thought it would. Perhaps we are more impecunious than I had thought. This issue also includes a two side questionnaire, which I URGE you to send back. Those of you who are tight-fisted will realise that 25P is going to cover your costs.

Speaking of covering costs, last issue cost my account some 2P an issue more than I received, just on stamps and envelopes. This is a warning, the cost is going to rise to 15P an issue from next issue. I'll continue to charge overseas subscribers at a loss-making 20P as there are only a few of those. I'm also a little puzzled about the non-arrival of several Gallimaufrys and ask you to give me a call, write me a letter if you haven't received your copy within ten days of the deadline. (Just as well this isn't Leviathan or Phantasmagoria) I'm probably unjustly maligning L, but I haven't seen P since last December and I'm supposed to be trading with the wretched thing! I have decided not to risk the non-delivery of G through insufficient postage and am now putting the correct stampage on. That's why I'm puzzled about it not reaching some of you!

I had all sorts of grouses about different things wot I 'ave seen in other zines, but now it comes down to the old black and white, they're all rather trivial points. Most zine editors seem to have appreciated the disservice done to small circulation zines through the positional version of the zinepoll. I eventually received two copies of New Statsman, one copy having been kindly posted to me by Mick Bullock after hearing of the non-arrival of the other... which was pushed through my letter box twenty-five days after it was delivered to a neighbour. Hmm. Thanks for the time you put into NS and the extra copy!

Those of you who visited Ian Pringle's con might have fleetingly seen me. I arrived when everyone seemed to have disappeared down the 'pub or were suffering from an advanced state of somnolence. Some innocent spake thus! "I wouldn't mind playing Kingmaker"...! So Steve Plater and I managed to achieve a joint win. This game was played under the old rules and only served to underline the inadequacy of the battle/siege rules. We then went home through the pouring rain on my magnificent motorbike. While I was there, Steve Plater was demonstrating the excellent tank game which he'd made.. I happened to notice an article in the June '78 edition of Practical Wireless, Bovington Tank Con by David Coutts which gave the circuit diagrams for this amazing invention. I renewed my acquaintance with the nose-picking Crouch, the bellicose Willis, the mouselike Murkin and met anew the intense Openshaw. As all were in various states of decrepitude, not much sense was to be had from any of them. (Does Willis always look like a Junkie? Or does he store those clothes away for cons?)

DEADLINES: Please note the games you are in!

Beleriand to Ken Bain, 60, The Avenue, Surbiton, Surrey by 22nd June 1978

Gallimaufry TT to Steve, by 8th June 1978

Hawk and Jubilee to Steve by 24th June 1978

Vote to Steve by 23rd June 1978

Editorial Address: 16, Somerton's Close, Guildford, Surrey. GU2 6YB
Guildford 39542

Changes of Address: Mick Bullock to 36, Greenroyd, Green Lane, W Vale, Halifax
Ken Bain (see Deadlines: Beleriand) W Yorks
Andy Norman to 32, Ashdowne Drive, Walton, Chesterfield.

WAITING LISTS: Diplomacy £1: 7 needed

Rather Silly Diplomacy £1: Ken Bain; 10 needed

Kingmaker £1: Adrien Baird; Andy Norman; 4 needed

Cities of Nowhen £2: Ken Bain; Richard Bairstow; 47 needed

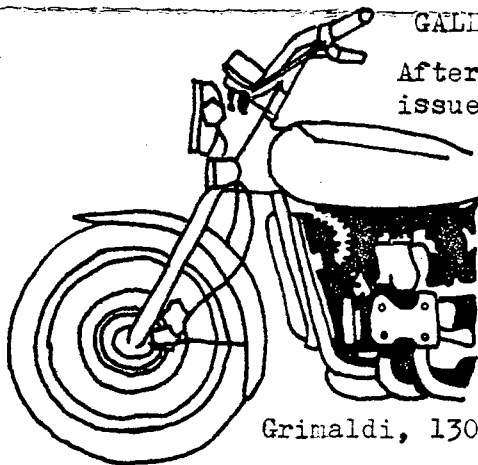
Editorial: Shock, horror, probe! Page 2 is being typed in red on the Walkerdine wreck of a typewriter. This is being typed in red because the black is worn out. So's the typewriter! This is because, for the first time in ten issues, I haven't completed the 'zine on deadline night! Damn. That has come about almost entirely because of Vote. Vote took an horrific three hours to GM, layout and type. At one stage I'd retyped one section three times, snopaked it, thrown it away and then started all over again. Groan@

I'm completely disorganised and haven't prepared a thing. (Disaster.... no Sno-Pake in the Walkerdine establishment. You'll have to have this as it comes.)

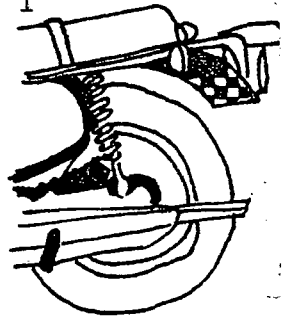
Next issue will see some postal rules for Cosmic Encounter. I haven't decided whether or not I want to run a postal game. I'll almost certainly run it independent of Gallimaufry, because it has so many subsidiary deadlines built in. I'm hoping that I'll have enough of the questionnaires back to analyse the answers. This will enable me to give you some sort of idea where Gallimaufry is going.

Telephoned orders: Are a pain in the proverbial arse. Up until now I've accepted 'phoned orders up until 8.00 p.m. on the deadline night. With the commencement of Vote, I can no longer type your games up in one bunch after the deadline, but still in time to hand the 'zine over to Richard for printing. Therefore you are warned that I will not accept 'phoned orders after 9.00 p.m. the evening before the deadline day. This will mean that I shall not accept orders by 'phone, even when I havn't started typing the 'zine, on the deadline day. John Dransfield just made it, Pete Cousins didn't (by 35 minutes, which is why he isn't blacklisted!). Ken will not accept orders via telephone under any circumstances.

~~GALLIMAUFRY TRANSATLANTIC TROPHY RACING~~



After two moves the position is starting to clarify. Next issue I hope to give you the pro forma by which I work out each move, so that you can forecast what I am going to decide. The position is at this moment: Foot, 140, E10; Heinzeit, 120, D9; Schwartz, 140, D10; Devlin, 130, E8; Hobugga, 120, D8; Kosaido, 130, C8; Parmesi, 120, E7; Walkerdine, 120, D7; Lepichon, 135, C9; Walloon, 130, E6; Rippoff, 120, E7; Koontz, 130, B6; Shek, 110, E4; Grimaldi, 130, D5; Sharp, 120, C6; Hraffnson, 120, C4.



As you probably can't get much sense out of that lot, suffice it to say that Roger Sterry's FART team is in the lead with Walkerdine's team not far behind. The first corner will probably see some thrills and spills, as riders find the track narrowing down from four to two lanes! One thing I ought to clarify, is that crashes can only occur between two bikes going at the same speed for the same space. At all other times precedence will be given to the slower bike and the bike already in that lane. Moves are resolved using the segment basis printed last issue.

Short Book Review: 'Birthgrave' by Tanith Lee. Orbit Spectacular. £1. 25P I thought about this for some time. That price for a paperback! But my reading matter eventually ran out and I bought it. It turned out to be quite an interesting and stylised fantasy novel. The central character goes through the book believing that she is cursed. The ending is a little bit dominated by a deus ex machina. But don't let this put you off, The action is quite compelling and the writing is sufficiently varied to put up with the rather weak ending.

Jubilee Autumn 1906

Rabies spreads across Europe! Walkerdine infected: Bairstow might be terminal case!

AUSTRIA (Richard Bairstow): A(Bul) supports A(Bud)-Rum; F(Gre) supports A(Bul); A(Ser) supports F(Gre); A(Tyr) supports F(Tri)-Ven

ENGLAND (anarchy): A(Lon); F(NAO)

FRANCE (Brian Creese): F(IRI)-Lpl; F(MAO)-Bre; A(Ruh)-Mun @1; F(TYS)-Tun; A(Pie) supports AUSTRIAN F(Tri)-Ven; A(Rom) mutual supports F(Tus)

GERMANY (Ken 'mad-dog' Bain): F(NWG)-Cly; F(NTH) convoys A(Nwy)-Bel; F(ENC)-MAO; A(Ven)-Rom @2; A(Mun)-Bur; A(Sil)-Mun; A(Hol) supports A(Kie)-Ruh; A(Edi) stands; A(Mos) supports TURKISH A(Arm)-Sev

ITALY (Andy Davidson): hopes France will vacate Rome

RUSSIA (Pete Cousins) NMR3 now in Anarchy: A(Sev) @3

TURKEY (Richard Walkerdine): F(ION)-Tun; F(Con)-BLA; F(Nap) supports GERMAN A(Ven)-Rom; A(Arm)-Sev; F(AEG)-Con.

Retreats and nastiness: @1,2,3 all dead...2 by suicide, the rest unordered

Supply centre chart and adjustments

Austria: (8) Ser, Vie, Bud, Tri, Bul, Rum... gains Ven, Gre
Builds F(Tri), A(Bud)

England: (1) Lon... loses Edi... GM removes F(NAO) (Note 1)

France: (8) Bre, Par, Mar, Por, Spa, Tun, Lpl... gains Rom...
Builds A(Par); A(Mar)

Germany: (12) Mun, Kie, Ber, Mos, War, Swe, Nwy, Den, Hol, Bel, StP...
gains Edi... loses Ven Builds F(Kie), A(Mun) (Note 2)

Italy: (0) ... loses Rom out of game

Russia: (0) ... loses Sev out of game

Turkey: (5) Nap, Ank, Smy, Con... loses Gre ...gains Sev remains the same.

Press: Vienna - Berlin: What good name? Are you trying to undo years of hard work

Vienna - Constantinople: Thus concludes my six-year plan.

London: The miniscule midget perched on the roof of Westminster Abbey and viewed the vast repeater board below him. "Hmm, Bairstow and Creese vs. Bain and Walkerdine. last move Bain and Bairstow vs. Walkerdine and Creese. That leaves Bairstow and Walkerdine vs. Creese and Bain. Confusing eh? Not half so confusing when you realise that Bairstow is really Bain in disguise!" He continued to watch the strange cyclic movements, while he waited for the black plague to approach.

Note 1: Where removals are not ordered, the GM will remove fleets furthest from home.

Note 2: Owed a build from last season.

Vote Spring 1901. Orders in brackets are unsuccessful votes. The figure at the end of an individual's moves indicates the number of points scored and the figure in parentheses after this indicates his running total.

With one heart, one voice and a very nasty intention Turkey moves!

AUSTRIA

Captain (Edwin Godfrey): A(Vie)-Gal; A(Bud)-Ser; F(Tri)-Alb	3(3)
(John Smith): A(Vie)-Gal; (A(Bud)-Rum); (F(Tri)-Ven)	1(1)
(Andy Norman): (A(Vie)-Tri); A(Bud)-Ser; F(Tri)-Alb	2(2)
(Mike Allaway): subverts Turkish A(Con)-Bul	2(2)

Inactive: David Gunn; Andy Davidson 66.6% vote.

Vote (Cont from Page 3)

AUSTRIA (Cont.) Note that unsuccessful ordering carries penalties only for the team captain!

Moves: A(Vie)-Gal; A(Bud)-Ser; F(Tri)-Alb

- - -

ENGLAND

Captain (Roger Sterry):	A(Lpl)-Yor; (F(Lon)-NTH); (F(Edi)-NWG)	-1 (-1)
(Brian Williams):	A(Lpl)-Yor; (F(Lon)-ENC); (F(Edi)-NTH)	1 (1)
(Brian Creese):	(A(Lpl)-Wal); (F(Lon)-ENC); (F(Edi)-NTH)	0 (0)

Inactive: Pete Cousins; Craig Nye; Bob Howes; Andy Evans; Kevin Baker
Vote: 37.5%

Moves: A(Lpl)-Yor; F(Lon) and F(Edi) stand contrarily ordered!

- - -

FRANCE

Captain (Tony Crouch):	(A(Par)-Bur) supported by A(Mar)); (F(Bre)-ENC)	-3 (-3)
(Ken Bain):	(A(Par)-Pic); (A(Mar)-Spa); (F(Bre)-MAO)	0 (0)
(John Herlihy):	(A(Par)-Pic); (A(Mar)-Spa); F(Bre)-MAO	0 (0)

Inactive: Ellie Nye; Bob Brown; Ron Canham
Vote: 50%

Moves: A(Par), A(Mar) and F(Bre) stand contrarily ordered!

- - -

GERMANY

Captain (Richard Morris):	F(Kie)-Den; A(Ber)-Kie; A(Mun)-Ruh	3 (3)
(Greg Hawes):	F(Kie)-Den; A(Ber)-Kie; A(Mun)-Ruh	3 (3)
(Claire Walkerdine):	F(Kie)-Den; A(Ber)-Kie; A(Mun)-Ruh	3 (3)

~~Inactive: Steve Pratt; Clive Wardley; Iain MacDonald~~
Vote: 50%

Moves: F(Kie)-Den; A(Ber)-Kie; A(Mun)-Ruh

- - -

ITALY

Captain (Richard Bairstow):	A(Ven)-Tyr; A(Rom)-Ven; F(Nap)-ION	3 (3)
(Pete Birks):	A(Ven)-Tyr; A(Rom)-Ven; F(Nap)-ION	3 (3)
(Jenny Alison):	A(Ven)-Tyr; A(Rom)-Ven; F(Nap)-ION	3 (3)

Inactive: Richard Jarvinen; Steve Tringham; Ron Fisher
Vote: 50%

Moves: A(Ven)-Tyr; A(Rom)-Ven; F(Nap)-ION

Sub A.F. Alb - Skull

- - -

RUSSIA

Captain (Richard Walkerdine) @1:	F(StPsc)-GoB; A(War)-Gal; A(Mos)-Ukr; F(Sev)-BLA	
		4 (4)
(Graham Box):	F(StPsc)-GoB; A(War)-Gal; (A(Mos)-StP); F(Sev)-BLA	
		3 (3)
(Chris Tringham):	F(StPsc)-GoB; A(War)-Gal; A(Mos)-Ukr; F(Sev)-BLA	
		4 (4)
(John Dransfield):	F(StPsc)-GoB; A(War)-Gal; A(Mos)-Ukr; (F(Sev)-Rum)	
		3 (3)

Inactive: Jane Brown; John Piggott
Vote: 66.6%

Moves: F(StPsc)-GoB; A(War)-Gal; A(Mos)-Ukr; F(Sev)-BLA

@1 signifies a change of captaincy this move from Richard Walkerdine to Graham Box: 5, Elmbank Ave., Arkley, Herts. EN5 3DU

- - -

TURKEY

orders overleaf on page 5



Vote (Cont from Page 4)

TURKEY

Captain (Richard Sharp)	A(Con)-Bul; A(Smy)-Arm; F(Ank)-BLA	3 (3)
(Selena King)	A(Con)-Bul; A(Smy)-Con; F(Ank)-BLA	2 (2)
(Terry Hill)	A(Con)-Bul; A(Smy)-Arm; F(Ank)-BLA	3 (3)
(Chris Day)	A(Con)-Bul; A(Smy)-Arm; F(Ank)-BLA	3 (3)
(Andy Tringham)	A(Con)-Bul; A(Smy)-Arm; F(Ank)-BLA	3 (3)
(Paul Openshaw)	A(Con)-Bul; A(Smy)-Arm; F(Ank)-BLA	3 (3)

Inactive: Martin Edwardes

Vote: 85.7%

Moves: A(Con)-Bul; A(Smy)-Arm; F(Ank)-BLA

Press:

Russia(Official): I'm handing over to Graham from next season, but my last dying wish, as your illustrious captain to date (well we're still the biggest country on the board, aren't we?) is to GO FOR AUSTRIA. Take it away, new captain....

Vienna (Govt.): Count von Arental sighed as he looked out from the Chancellery window at the Imperial Diet down the road. Once diplomacy had been easy: an alliance with Russia or Turkey, a friendly understanding with Italy ((!)), and all would be well. But now that Kaiser Stefan had given them a constitution, every Magyar, Croat, Pole and Slovak had a say in the disposition of the Royal and Imperial forces. And this was not all; the insidious spirit of democracy spreading throughout Europe meant that conflicts could no longer be settled between gentlemen in a civilized manner. At least, there was always the chance that these troublesome minorities might defect to the Turks, as the move to Bulgaria seemed a reasonable assumption. He would be amused to see how the Sultan coped with these democrats after that!

1/6 Vienna: Confusing, this. I hope you others agree with my moves!

London (Govt): Suggested orders for Autumn 1901: A(Yor)-Den conveyed by F(NTH) F(NWG)-Nwy. ((Ho, ho))

Rome (Govt): Moves for Autumn 1901: F(ION)-Tun; A(Tyr) supports A(Ven)-Tri.

Berlin (Govt): The Kaiser expects every man to do his duty and keep the Tsarist peasants out of German Sweden.

Muffinhouse (This is the GM's official dateline, for those that don't know!): This is very entertaining to GM! I have a big sheet of paper on which I write the moves down as they come in! I must confess that I don't understand why no-one has ordered any retreats for any of their units! Next season will not include builds! These will be dealt with as a separate move. I have one important rule addition:

Rule 7: Mis-orders and nmrs do not count in the voting. All orders, therefore, have to be legitimate. Subversion is not possible in build (Winter) moves.

Please note that Mike Allaway can opt to be a member of the Turkish panel on the following move. If you have any suggestions for an alternative format, then let me know with the answer to the questionnaire. I'm sorry about bringing the deadline a day before the ordinary games, but you'll appreciate that it takes a long time to adjudicate Vote!

Hawk Autumn 1901

Massive pile-up in Balkans

AUSTRIA (Chris Day): F(Tri)-Ven; A(Bud)-Rum; A(Gal)-Ukr

ENGLAND (Jenny Alison): A(Yor)-Lon; F(NWG)-Nwy; F(NTH)-SKA

FRANCE (Mike Allaway): F(ENC) supports A(Bur)-Bel; A(Mar)-Spa

GERMANY (John Dransfield): F(Den) stands; A(Mun) stands; A(Kie)-Hol

ITALY (Richard Jarvinen): F(TYS)-Tun; A(Tus) mutually supports A(Ven)

RUSSIA (Roger Sterry): F(GoB)-Swe; A(Sil)-Gal; A(Ukr) supports F(Sev)-Rum @1

Hawk (Cont from page 5)

TURKEY (Richard 'Rabies' Bairstow): A(Bul) supports Austrian A(Bud)-Rum;
F(BLA) supports A(Arm)-Sev

Retreats: @1 Russian F(Sev) back to Go...does not collect £200.

Supply centre chart and adjustments

Austria (4) Tri, Vie, Bud... gains Rum Builds A(Bud)
England (4) Edi, Lpl, Lon... gains Nwy Builds F(Edi)
France (5) Par, Bre, Mar... gains Bel, Spa Builds F(Bre), A(Par)
Germany (5) Kie, Ber, Mun... gains Den, Hol Builds A(Kie), A(Ber)
Italy (4) Ven, Rom, Nap... gains Tun Builds F(Nap)
Russia (4) Mos, War, StP... loses Sev,.. gains Swe Builds A(War)
Turkey (5) Ank, Smy, Con... gains Sev, Bul Builds A(Con), F(Smy)
Still Neutral Gre, Por, Ser

Press: Turkey: The Sultan smiled to himself. 'The campaign seems all hunkydory' he thought out loud. 'Pardon?' said the Emperor.

Paris: The French Emperor would like to thank, in advance, all of the players of this game for making his first win so enjoyable.

Beleriand Spring 25

Finrod and Men Cock it Up. Morgoth smiling.

DORIATH (Edwin Godfrey): 2A(Men)-FoR; A(FoR)-A-U; A(Fon)-DDi

DWARVES (Andy Tringham): A(Dol) supports A(Bel); A(Bel) supports A(Nog) dis
MEN-A(ELa) A(Nog)-ELa

FEANOR (Tony Crouch): A(Tha)-NEB; 2A(MMa)-NEL; A(Hel)-Tha; A(Hid) stands;
A(Hig)-Lot; 2A(Gel) supports A(Hel)-Tha

FINGOLFIN (Richard Sharp): A(Nev)-ELa; A(Dln)-Nev; 2A(Mit)-NEW

FINROD (Richard Bairstow): A(NWB)-Tal; A(RoN)-Tal; 2A(Nar)-Tal; A(Tol) supports
GONDOLIN 2A(Gon)-FSe; A(Dnn)@1 mutually supports A(Lad)

GONDOLIN (Steve Doubleday): 2A(Gon)-FSe; A(Dim)-Tal; A(Riv) supports
FINROD A(Dnn)

MEN (Andy Norman): A(ELa)-Nog @2

MORGOTH (Richard Morris): A(Anf)-Eit; A(Anf)-Lot; A(Anf)-Dnn supported by
A(Anf), A(Anf), A(Anf); 3A(M)(OB)-Anf; A(OB), A(OB) holds.

OSSIRIAND (Bob Brown): A(TGa)-MOs; A(SOs)-TID; A(SOs)-SEL

TELERI (Greg Hawes): 2F(SFa)-SBE; F(Egl)-SBE; A(Bri)-NFa

Retreats: FINROD A(Dnn) disbands, no retreat given; MEN A(ELa) wiped out no space.

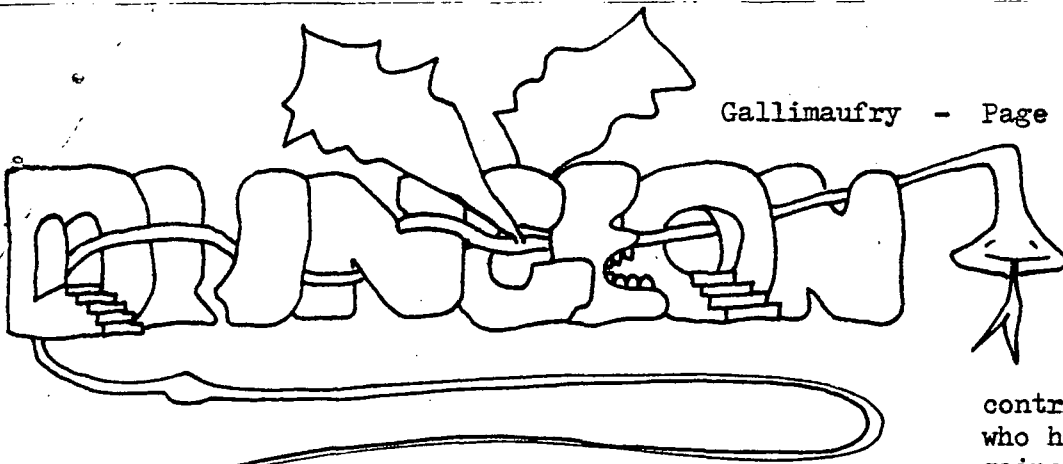
GM: Hidden movement option was vetoed, thank God! Please note that Double and Treble armies count as single units for the areas! (For Morgoth's benefit) Dislodging orders imply movement to the area from which the dislodgement takes place, by analogy with the standard rules. Steve says that this was his intent. All arguments to me or Steve as soon as possible. I hope you lot know what tactics are being employed, cos I'm bugged if I do!

GM to Men: Remember you get two OB centres and armies next game year!

GM Change of address: Ken Bain to Flat D, 60, The Avenue, Surbiton, Surrey.

TELERI (Greg Hawes) address: Flat 23, The Cedars, Salthouse Court, Salthouse Lane, Beeston, Notts. As mean a player as ever lived, Greg is the most clean-cut member of the entourage. He always seems to be dressed in a suit!

Deadline: (for Beleriand): To Ken 22nd June 1978 @@@@



Here, from the arcane world of Asphodel, more news, views and other bits of useful information and ideas for you in your world.

This issue's major contribution is from Ken Bain, who has decided that the rewards gained from treasure are too great.. here then are his

tables, which he uses in *Rennenhame* dungeon.

GEMS

% dice throw	value [@]	name
01-10	nothing	costume
11-15	5GP	Amber, Zircons
16-35	10GP	Onyx
36-50	20GP	Tiger's Eyes
51-75	50GP	Opals
76-90	100GP	Garnets
91-95	250GP	Sapphires Pearls, Rubies, Diamonds, Emeralds
96-98	500GP	
99-00	1,000GP	

[@]All of these gems are multiplied in value by 1-6:6-sided die.

Another idea which Ken uses is that of treasure cards. Every time an impecunious Dungeoneer grasps and takes out something which he hasn't determined the full worth, power or capability, the DM makes out a card with the room reference.

JEWELRY - Determination of type and value

Type	% throw	basic value (multiplied by 3 x 6 sided dice)									
		0	1	5	10	20	30	40	50	75	100
Ear Rings	01-05	-	all	-	-	-	-	-	-	-	-
Hair Clips	06-10	-	all	-	-	-	-	-	-	-	-
Buckles	11-15	-	all	-	-	-	-	-	-	-	-
Brooches	16-40	-	01-45	46-75	76-00	-	-	-	-	-	-
Bracelets	41-60	-	01-30	31-80	81-00	-	-	-	-	-	-
Rings	61-70	01-10	11-15	16-20	21-30	31-40	41-50	51-60	61-70	71-90	91-00
Chokers	71-75	-	01-30	31-45	46-60	61-70	71-80	81-92	93-97	98-99	00
Pendants	76-85	-	01-25	26-40	41-50	51-60	61-70	71-90	91-95	96-98	99-00
Necklaces	86-95	-	-	-	01-15	16-35	36-75	76-85	86-93	94-97	98-00
Tiaras	96-00	-	-	-	01-10	11-30	31-65	66-80	81-89	90-94	95-00

I must confess that I would be tempted to break the last of those four down, so that if there were multiple gems involved you would throw for those as well and add them to the final result... otherwise you have a magnificent tiara worth less than a diamond! Also, it is worth noting that gems, more than many other materials, retain magical auras, curses etc. above are tables which are purely based on comparative values for workmanship and carat, not for possible intrinsic values. (i.e. this is the Crown of Lordship, which makes all creatures in *Nacharmen* obey the wearer!)

The Asphodel Revised Dungeons and Dragons Magic-use system. Proposals.

Those of you that read these Dungeons pages will have realised that I love to alter those bits of the rules of which I disapprove. Now the one aspect of the rules which has always been unsatisfactory, as far as I'm concerned, is the spell system. I've already pirated Andy Evans' (you know? the one who published *Trojan Horse*) excellent magic-use system, but there can be no doubt that the hotch-potch of spells is most inelegant. There should be some sort ordering of spells and specialisation according to that ordering of spells. One of those specialisations would be cartomancy, for which we have the basis with the Asphodel Tarot Card rules. I want to develop others, but what I need to know is, does anyone want to help me? Do you want to see this sort of thing in *Gallimaufry*?

Dominator

A good number of you are going to look at that big title and say, "What the Hell is this Dominator?" Quite simply it is the best cheap two-player game on the market. It beats the infinitely sterile Mastermind into a cocked hat. I bought my copy of the game for 99P, yes, ninety-nine pence, from the local Co-op stores. This, I would suspect, is why you

are unlikely to have heard of it.

It is produced in this country under the brand name of Capri.. which is another name for ERG Cartoons and Printing. It is distributed by Mettoy Play-craft Limited. It comes in a box measuring 350 x 235 cms. The pieces are beautifully-cast solid plastic with no flashing whatsoever. There are two sides, one red and one blue. There are six Warheads, five Shuttles, three Satellites and one Flagship on each side. There are six types of units in the game, two of them being formed by combination. The joining of the units produces stable well-fitted pieces. The board is a double layer of heavy card with a picture of the Earth overprinted with a ten square by ten square grid. The starting positions are marked on the map.

The object of the game is to capture the opponent's Flagship. The Flagship starts in the corner of the board screened by the rest of the war craft:

(Invert this diagram for the other corner of the board)

6	4	2	1	1
4	4	2	1	
2	2	2		
1	1			
1				


The moves of the pieces vary with their power. Pieces of the same value destroy each other. 1 can move the length of the board, but can only take 6; 2 can move five squares and takes 1 & 6; 3 moves four squares and can


take 1, 2 & 6; 4 moves three squares and can take 1, 2, 3 & 6; 5 moves two squares and can take 1, 2, 3, 4 & 6; The flagship is the only piece which can move diagonally and can only move one square. It can take any other piece. Moves are made alternately and one at a time. To combine pieces, the lesser piece must move onto the greater. A Shuttle cannot move onto a Satellite. It costs no movement to combine or 'launch'. A Space Frigate can launch a Warhead leaving a Shuttle. A Battle Cruiser can launch a Space Frigate leaving a Satellite. Separated units revert to their original capabilities.

Amazingly simple, well-constructed easily learnt game. All the rules of Chess apply... you can't afford to lose tempo by forcing your opponent to combine his units, by repeating moves with the same piece. You have to leave your combination as late as possible, send out shuttles as scouts, get into a good launching position and then let your opponent's Flagship have it!

POSTAL PLAY. Like Chess, it doesn't really need a Gamesmaster. It does need a reference system for the grid. Blue should be orientated to the bottom right-hand corner, Red to the top left-hand corner. The ranks are numbered A - K (missing out I) from top to bottom and the files are numbered 1 - 10 from left to right. War Craft etc. are signified by their numbers. Moves are indicated by writing the number of the craft, point of origin in brackets, then a dash to indicate movement and then the target point. If a piece is taken, this is noted by giving that pieces number and colour. An exchange is marked by a double cross. Launches are indicated by giving the original unit number and then the two resulting unit numbers with the launched unit's move. (i.e.


Flagship 6. 5: 4(E5) & 3(E5)-E9 takes Red 2(E9).

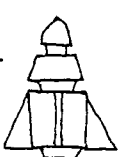
1. Warhead 

2. Shuttle 

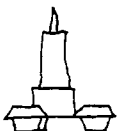
3. Space Frigate 

(formed by joining 1 to 2)

4. Satellite 

5. Battle Cruiser 

(formed by joining 3 to 4)



Rather Silly Diplomacy (A Gallimaufry revision)

First published in 1976 in He's Dead Jim! by Jeremy Maiden, but with rules by various other contributors. It was redistributed by Richard Walkerdine, who has since been running it in Mad Policy and then Enigma, clarifying the rules as he went along. Other alterations due to me, Steve Doubleday.

0. The rules of Diplomacy will apply, except where specified otherwise below.

1. Borg is an enormous creature looking something like a huge black polythene bag. He is indestructable and immortal and has an unquenchable thirst for human beings and birds. (see below for Birds....human units are eaten!) Borg moves after normal (!) movement is resolved. Borg appears on the board in Spring 1901 by absorbing the unit with the most neighbours. His moves follow those of the llamas. He moves to maximise his chances of eating, although his rule is always 'eat today'... i.e. he'll eat the only adjacent unit. If he has a choice, he moves towards the unit with the most neighbours. The Borg and the Tardis have no effect on each other. The Borg and Monstores do not affect each other. Supply centres occupied by the Borg in the Autumn are neutralised.

2. Monstores, like Borg, are automatic. After each Spring, a group of Sea Monstores appears in a random sea or coastal space. This is a fleet of double normal strength, so only a supported normal human unit may stand it off. It wants to gain supply centres and will move towards the least defended supply centre. If there is a choice, Monstores will move towards the supply centre with the most, least defended supply centres next to it. Retreats are made in the same fashion. Where monstores and a normal unit attempt to retreat to the same space, then the human unit is wiped out. When a monstore occupies a supply centre not owned by other monstores, then it will remain there until ownership is established. After each Autumn, a group of Space Monstores appears in a random land province and will behave in the same way as Sea Monstores, except that they act as double armies.

3. At the end of a move, but before Borg or llamas move, any human unit may sell it's soul to the Devil. This doubles its strength for the following year, though not its need for supply centres. Should the unit be destroyed, it still needs a supply centre for ever and ever, so that player is one unit short for the rest of the game.

4. Switzerland remains impassable, but there is a co-existent space called the Mont Blanc Underpass which renders all spaces next to Switzerland adjacent for human units. (i.e. Germany can move A(Mun)-MBU-Mar!) Any number of moves may take place through the underpass, unless units are attempting to exchange places or have the same destination. Support may be given through the underpass, but any movement (or attempted movement) will break the support.

5. Unsupport is an order given in the same conditions as Support, but it reduces the strength of a unit by one. An unsupported unit cannot move without a support, except to make moves not specifically unsupported.

6. Llamas are amphibious, superbly camouflaged quadrupeds with a secret desire to commit suicide by eating human units. As they eat very rapidly and have small stomachs, they cannot be saved from a tragic death. Before Spring 1901 each power establishes three (four in Russia case) in any non-supply centre. (Each power includes Jester, Mastermind, Soothsayer and the Doctor) The llamas may be ordered to fall on units after normal moves.

7. Builds are allowed in any controlled home space and occur after all moves.

8. The Doctor is an eighth player who starts the game with one piece, the Tardis. He begins off the board in space. When he moves via Hyperspace, there is a 50% chance that, instead of going to the specified destination, he will land in a neighbouring space. He cannot move normally, unless he is carried by a normal unit. When he occupies a supply centre in Winter, on his own, he may raise a human unit in any controlled supply centre. When moving to Hyperspace, he will always succeed without landing in random provinces. While captured, or in Hyperspace, his units will stand in anarchy on the following move. If captured, the capturing unit must specify that it is transporting the Tardis. (cont.)

8. (Cont.) The Doctor wins by accumulating victory points. He may exercise units that sell their souls to the devil (see 3 above), he receives a point for this; he receives a point for building a unit (not including homosexual fleets or female armies); and he receives a point for each monstore he wipes out. He wipes out monstores by having the Tardis in the same space as a monstore at the end of a turn.

9. The Jester never has any units of his own. He wins the game if there is not an outright winner by Autumn 1920. He may order one unit on each move from any one power. He can give accumulated Mastermind points away! (see below).

10. As an alternative to building a normal unit a player may build Birds. These are myriad mechanical ornithopters which are very sensitive. They can move three spaces unladen or two spaces carrying an army or a fleet. To pick up an army or fleet, both units have to be ordered so. This applies to composite nationality units (if the first order is the same and the next diverges, the bird component is successful and the ordinary unit is dropped in the final run of the bird move on the bird's destination.) Bird units can co-exist in the same space as normal units, except that human units can 'Shoo!' birds. (They are sensitive!) No birds may end up or pass through any space next to or above or land in ~~the~~ same space as a shoeing human unit! If the Birds cannot retreat, then they die of fright (how sad!) Dropped units survive, except for armies over the sea (they drown) and fleets in a landlocked province can only be moved by birds...although they are still rated as a unit for defence. Birds drop units when scared.

11. The Mastermind on each move sets the players a question and supplies the GM with the answer. If no-one can answer the question to what the GM considers a reasonable extent, then the Mastermind can build in Iceland or in Cyprus (the latter is connected to EMS and AEG). If a number of players get the right answer, then they share the fractions of a unit together and accumulate them until they have sufficient to build a unit. These units need no supply centre, but once destroyed, they are not replaced.

12. In addition to conventional armies etc., for every five supply centres that a power has, a player may build a Female Army. This moves as normal, but has no combat value. It may occupy the same space as a friendly, same power army or fleet. In this case, where A(Bul)-Rum; FA(Gre)-Rum, the order is Copulate. This results in a BA (Baby army) which follows the FA around for two years. The Baby Army becomes a TA (Teenage army) at the end of those two years and has a combat value of $\frac{1}{2}A$ for two years. At the end of the second period of two years it becomes a full Army and then requires a supply centre. It may distract any foreign adjacent, conventional unit. It must then attack the female army irrespective of orders or Jester intervention. The female army prefers death to dishonour, so if it cannot retreat, it commits suicide.

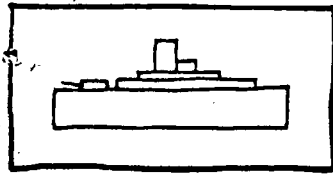
13. Every fifth fleet built by a player is a Homosexual Fleet. It is immune to Female Armies, but it must be attacked by any and all adjacent armies when in coastal provinces. They may support each other on this, but if there is no attack forthcoming, the GM must randomly nominate one unit to attack. Fleets regard Homosexual Fleets as normal (They're all sailors together!)

14. The Soothsayer must guess two unresolved stand-offs. If he is correct in his guess, the two armies, fleets, monstores etc., merge to produce two units belonging to the Soothsayer. If both units involved are the same, then that is the unit that results. Soothsayer may build in any owned centre. His guesses may include his own units.

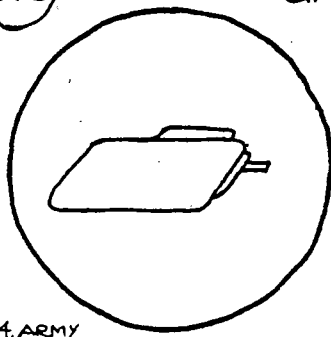
15. Siamese units may be built at any time in adjacent spaces. They must always be adjacent and are both destroyed if forced to split up. Regardless of orders, each gives the other a support. Thus, if they mutually support, they are effectively two double armies.

16. The GM may alter the rules without notice and at random times. This is left to the GM to sort out. Rule changes can be suggested to the GM for inclusion at any time.

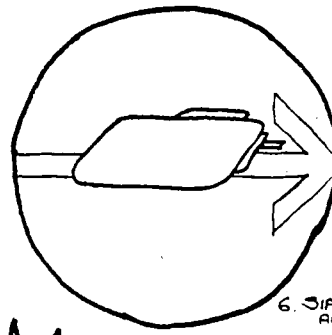
RATHER SILLY DIPLOMACY — UNIT DESIGNS.



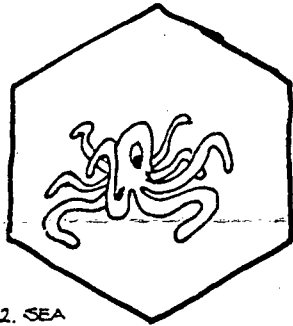
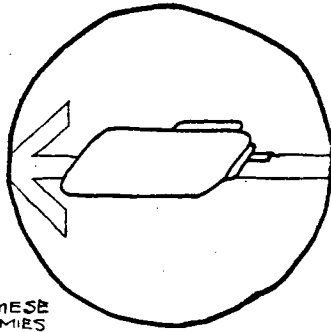
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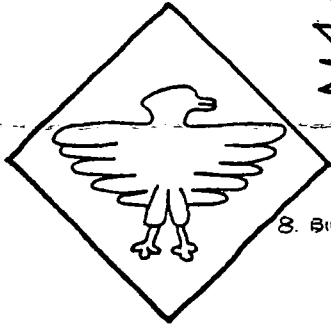
4. ARMY



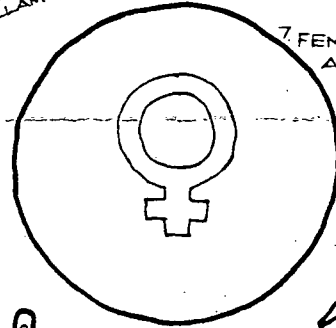
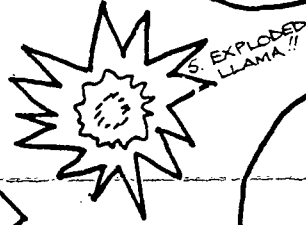
6. SIAMESE ARMIES



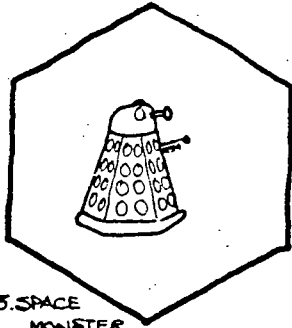
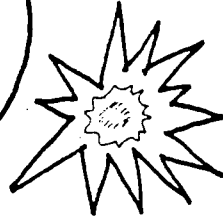
2. SEA MONSTER



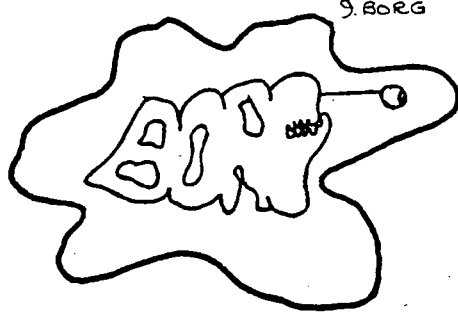
8. BIRDS



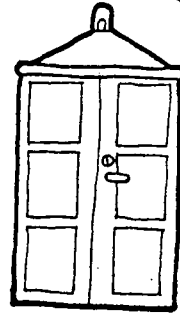
7. FEMALE ARMY



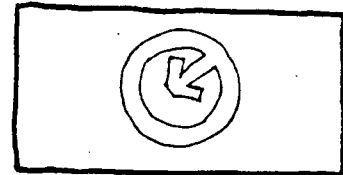
3. SPACE MONSTER



9. BORG

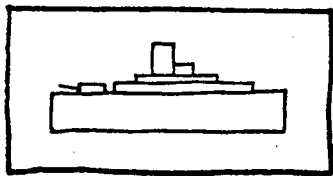


10. THE TARDIS

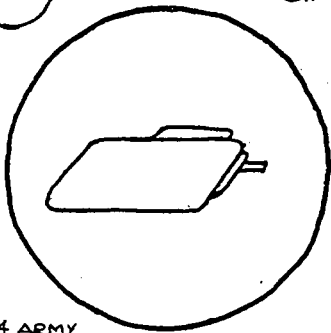


11. HOMOSEXUAL FLEET

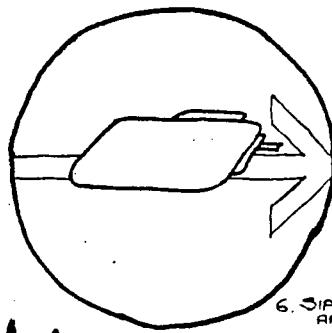
RATHER SILLY DIPLOMACY — UNIT DESIGNS.



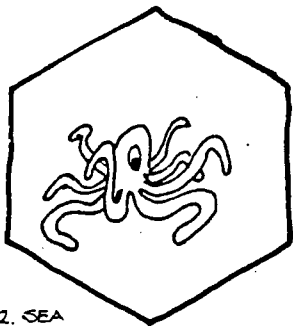
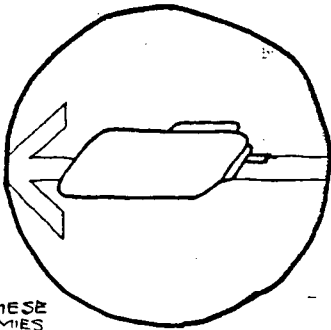
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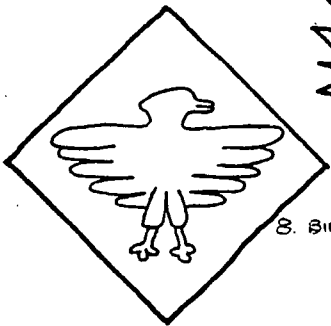
4. ARMY



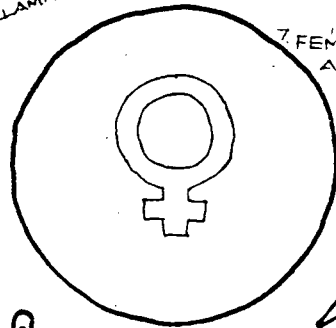
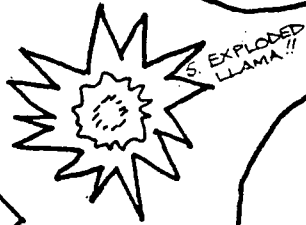
6. SIAMESE ARMIES



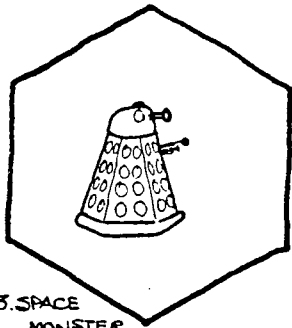
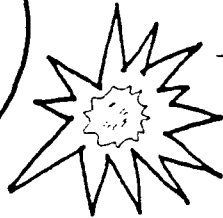
2. SEA MONSTER



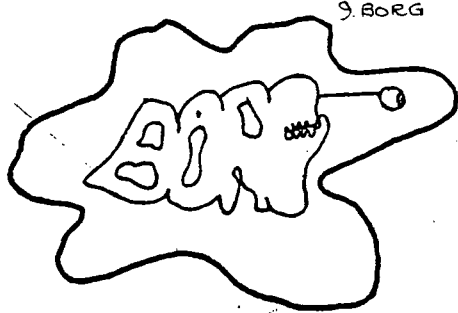
8. BIRDS



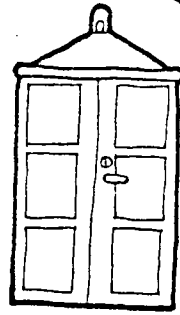
7. FEMALE ARMY



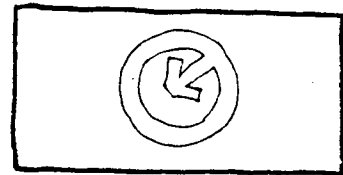
3. SPACE MONSTER



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