

# LIAISONS DANGEREUSES

LIAISONS DANGEREUSES--a magazine of Diplomacy news, games and reviews as well as a journal of role playing games including DUNGEONS & DRAGONS and METAMORPHOSIS ALPHA.

#4 in completed games....soon to be #3!

## LIAISONS DANGEREUSES #77

May 19, 1969

January 26, 1977

Editor: Leonard Lakofka, 644 West Briar Place, Chicago, IL 60657 312-929-7057 calls between Midnight and 7AM are never acceptable.

There are games open in LD. For Novice players: I have paid Bill Frank, Tom Johnston, & John Tuff for the next Novice game. Game fee (which includes a subscription) is \$7. Rebates to players eliminated (not resigning or dropping) prior to 1905. Subscription fee \$2 for 9. Non-North American game fees and subs upon request.

xx

IDA--again.....

As you may know the IDA-NA is now running elections for the seven offices under its amended constitution: President, Treasurer, Ombudsman, Editor, Special projects Editor, Canadian Regional Officer, and USA Regional Officer. In DIPLOMACY REVIEW #6 you may have noted Ben Grossman's observation that we are still IDA and not IDA-NA since there is no limit upon membership. Yet the preamble clearly mentions North America and the regional officers are both from North America. One of the major points of the new document was to REDUCE the COUNCIL and then to form a Federation (also mentioned in the preamble) of areas to handle International problems. I fail to see why Mr. Grossman does not observe those points.

I would also like to refute the statement that I did not mail updates on membership static to Mr. Rosenberg while he was editor. I updated records on a monthly basis and mailed that update to him within 3 days of the bank deposit. Mr. Tihor was informed bimonthly. The fact their records were not updated was their fault. If they had not received them (due to the mails) all they had to do was to ask for Xeroxes of the material. Failing to receive and then to ask in malfeasance on their part. At this moment our treasury has \$402.35. I have mailed Mr. Grossman a xerox of the check ledger and the bank statement to show that every penny can be accounted for properly. Upon receipt of the election results I will mail the treasury records to whomever the members elect--even Robert Sacks.

I will be running for the office of President. I am running because I do know hobby politics. I am one of the longest continuing publishers in the hobby. As one of the authors of the new document I am well aware of its purpose and intent. If IDA-NA tries to be a debating society again the organized hobby will surely fail. I understand that I am being opposed by Mr. Margrette Gemigani. I am flattered. Some anonymous publisher has printed "beauty and the beast" posters for the election. Some Canadian and New York players and publishers are openly backing Peggy. (It might be noted that these are the same people--in many cases--who have been IDA-NA right from the beginning.) From those of you have read about Peggy or have received letters from her know that Peggy has the highest ideals, however, to elect her President of IDA-NA could be a mistake. But that decision will be up to the membership.

You may also note that Robert Sacks is running against Steve Brooks for Treasury. I will have to pick a choice here. It is Mr. Brooks. After Mr. Sacks childish performance at Baltimore I have no confidence in him. I do believe that Steve will handle his office well--I only hope he doesn't wish to debate too much on Council..... If you have lapsed in the IDA you must pay prior to the counting of ballots or your vote will not be counted. I will mail an update of dues payment to Grossman on the day the ballots are due. The final update will determine who may vote and who may not. Dues are still \$2 payable to IDA at my address.

Talk about dressing up in cold weather. I said that it would be best to have temperatures of 40° to 50° and a light coat or well-lined jacket. I think at the mill continue with the idea of having the coat very light. The first one is probably thicker than the one right after. For armor to stay out of heat in these conditions. I would suggest February or early March till 8 AM.

The mini-con was great fun! About 100 attended the two day event at the Legion Hall (which was nice and warm). I ran two miniatures games and three tournaments. had only got to play in one myself.

Since there was some controversy over one of our miniatures filings I will bring it up here. The side of Evil had but three figures: a Blue-White Dragon (which had some breath properties of both of his parents) who was large and fairly old, a small Giant and a Vampire. Good had many more figures but all were weaker. The best Good cleric was a human 18+ in Intelligence and 18+ in Wisdom. At my MU I had a MU (4th level) used an invisible spell to cover up near the Vampire who was about to attack a suspect elf that was being medeviced. The MU said that he would not move behind the Vampire and spike him. GM knew that they were going after a fighter so everyone had a stick and knife. I said that the odds of this happening were as follows: 1. Guts enough (I used my usual MU dice-kills--to give a number of 1d6 dice times 8 for % for the Vampire and 3 times 4 for the MU for 11.1% to 18%) 2. Surprise (I used MU's +10% accuracy and took into account the fact the Vampire was busy and the MU could be invisible up to about 10 feet away from the Vampire). This came out 2 to 3. 3. Actual Hit Probability (I assumed this fighter because he was a Good MU versus a Vampire--versus a fighter I would have given him a 10% better chance). This came out to 25% chance to hit. and 4. Actual hits (the last part (I had to arbitrary here) I said 1 to 3. Thus the combined probability was

$$\frac{1}{6} \times \frac{2}{3} \times \frac{3}{4} \times \frac{1}{3} = \frac{1}{24}$$

I am not too concerned and when you add it a 1/24 is still 1/24. The final Evil player (the Giant--the Dragon had been killed earlier) it decided to gain needed a group of fighters to kill the hero. The Dragon was built by the players. Its ability to fly and subsequently killed--it did kill the hero, needless to say decided the dice (need fighter) was against him and he quit. I would be interested to hear how other judges would handle the MU/Vampire situation.

The second miniature game was much better. It was super bloody and I got to kill everyone (surprise!). Then evening I got to play METAMORPHOSIS ALPHA with Bruce MA. I was a funny looking werewolf (my character stat is) who had a mental attack segment excess over 25 feet long. After fighting a bunch fought on the city streets of MA I encountered a huge in a werewolf a minute and a half. Minutes later I was in my room by the door. MA: "What do you know?" (the only problem we had with the game was that we忘記了 our w/ it just we didn't 'know' and were given super stupid descriptions of things like a 'strange rock' which turned out to be a sword. In fact no one tried to use it as a sword keeping both hands open.)

The next day (after we cleaned up the bottles of pop that exploded in the back seat from the cold) I ran my first DUNGEON. I took 6 MU characters into a strange pyramid. The pyramid corresponded them to my Starship. It was quite easy to convert the METAMORPHOSIS ALPHA combat system to DUNGEON. I used the DUNGEON combat table but the MA kill system. The players figured out where they were fairly quickly when a deformed man in front of them gave them a lightning bolt from his eyes and then changed into a horridly mutant bee. Everyone seemed to enjoy the MA expedition but I only got to kill one of them (far below my normal). A review and comments on MA follow.

We also began a discussion of combat systems in DUNGEON. We agreed that an 8th level fighter should be killed by a tenth level fighter--but that the kill should be very brutal. I think that it would be nice again to PRACTICER but I do not think the many new characters that we have now should have pre-together a special damage fighter attack option.

## SPECIAL DAMAGE TO WIELDING A SWORD

Copyright Leonard H. Bakker &amp; M. Gary G. 1980

1. On every attempt to hit roll a 20 sided die. Determine it only if there is a hit.

Magic Users of all types score Special Damage on a 20 only

Clerics of 4 hit or fewer hit dice score SD on a 20

Clerics of 5 or more hit dice score SD on a 19 or a 20

Thieves of 6 or fewer hit dice score SD on a 19 or 20

Thieves of 7 or more hit dice score SD on an 18, 19 or 20

Fighters of 3 or fewer hit dice score SD on an 19 or 20

Fighters of 4 to 8 hit dice score SD on an 18, 19 or 20

Fighters of 9 or more hit dice score SD on a 17, 18, 19 or 20

Treat mages as fighters.

Treat special figures at your own option.

2. If there is SPECIAL DAMAGE roll two twenty sided dice (one as 1-10 one as 1-20)

## LOCATION OF HIT (1-10)

Type of Damage	1 Top-side Head	2 Face	3 Neck	4 Chest	5 Abdomen	6 L. Arm	7 R. Arm	8 Leg	9 Leg	10 Leg
1	+1	+1	+1	+1	+2*	+1			+2	
2	+1 @	+1 *	+1 *	+1	+2 @	+1			+2 *	
3	+1 *	+1 @	+2 @	+1 *	+2 *	+1 *			+2 @	
4	+2	+2 *	+2 *	+1 @	+2 @	+1 @			+3 *	
5	+2 @	+2 *	+2 *	+2 *	+3 \$	+2 *			+3 *	
6	+2*	+3@	+2 \$	+2 @	+4 *	+2 *			+4 *	
7	+3 *	+3 @	+3 @	+3 *	+4 \$	+3 *			+4 \$	
8	+2 @	+3 *	+3 @	+3 @	+5 *	+3			+5 @	
9	+4 @	+4 @	+4 @	+4 @	+5 \$	+4 *			+5 \$	
10	+4 *	+4 @	+4 @	+4 @	+5 \$	+4 @			+7 @	
11	+3 @	+4 *	+4 @	+4 @	+7 @	+7 @			+7 @	
12	+5 X	+5 *	+5 @	+5 @	+7 @	+7 @			+10 @	
13	+7 @	+7 @	+5 @	+5 @	+7 @	+7 @			+10 @	
14	+7 @	+7 @	+7 X	+10 \$	+7 X	+7 @			+10 #	
15	DBL @	DBL *	+7 X\$	DBL @	+7 X\$	+10 @			+10 \$	
16	DBL *	DBL @	DBL \$	DBL @	DBL \$	+10 @			+10 \$	
17	DBL \$	DBL X	DBL \$	DBL X	DBL X\$	+10 @			+10 @	
18	DBL X	+10 X	DBL X	DBL @	DBL X\$	+10 @			+10 #	
19	+10 X	+10 @	DBL X\$	DBL X\$	DBL X	+10 @			+10 @	
20	DEAD	DEAD	DEAD	DEAD	TPL X\$	+10 @			+10 @	

## Legend:

DBL = Double damage (minimum is 7)

TPL = Triple damage (minimum is 12)

\* No counter attack next melee round (stunned)

@ No counter attack for two melee rounds (dazed)

\$ Additional bleeding - 1 damage point every melee round until treated

X Unconscious, falls

# Loss of body part (roll 10 sided die)

1-6 Ear 1 Nose

7-10 EAR\$ 2 Noses

3-4 Eye @

5 Eye \$

6-7 Blind @@

8 Mouth @

9-10 Mouth \$

1-2 Finger 1-4(1-4)

3-4 2 Fingers Toes

5 Throat 5-6 Foot

6-7 Hand &amp; 60\$ 7-9 at knee

8-9 GIBBON\$ 10 Leg

10 ARM X\$

PLAYTEST REPORT FORM 1.0

RECOMMENDED FOR PUBLICATION AND SALE AS A COMPUTER GAME. NO PUBLICATION DATE HAS BEEN SET.

**METAMORPHOSIS ALPHA** from TSR inc. \$12.95 256 Color Games Disc 5342 C 25.00  
by James M. Ward

METAMORPHOSIS ALPHA IS A WORLD created by an alien culture on a run away Star Ship that was exposed to radiation so that the majority of humans and animals were killed. Those that did survive were mostly on "colony" levels and were not specialists. Many others mutated and now strange types of humans and animals inhabit the ship's many levels. It is up to the player (gameraster) to design the many levels of the vessel, populate it and then run the players through it. Basic equipment is outlined as well as a complete list of mutated animals and humans. You may also alter the mutants and/or equipment. The basic size of the vessel is 25 miles by 6 miles by 9 miles--it carried over 1,000,000 colonists and personnel. The basic difference between D&D & MA is in the combat system. Yet the combat system can be made easily comparable. The concept of Level (for advancement and hit rolls) is not used in MA but can be used with no difficulty. In fact many players may well use MA as supplement #5 of D&D.

The game is highly playable the only problem is making sure that players do not land out what a piece of equipment is automatically. After all the players are considered to have had their memory of the past wiped clean (or they are D&D characters teleported to the Starship). Non language is a problem. I have created a chart to handle this problem and I will give a sample of it for a few pieces of equipment.

Item Intelligence of figure (use mental resistance)

with Percentage chance of knowing item use if a number of units appears below

	1-6	7-8	9-10	11-12	13	14	15	16	17	18
	1%	2%	3%	4%	5%	6%	7%	8%	9%	10%
<b>Ecology head unit</b>										
sterilize	x	a	b	25	22	18	14	10	7	4
X-ray	x	a	b	18	16	14	12	9	6	3
lower steril.	x	a	b	a	30	26	22	18	13	7
detect life	x	a	b	a	24	22	20	18	15	12
Sonic Torch	x	14	12	10	8	6	4	2	1	0
Space Suit	20	18	16	14	12	9	6	3	1	0
Infrared Goggles	12	10	8	5	2	1	0	0	0	0
Energy Jumps	16	14	12	10	8	6	4	2	1	0
Energy Cell	x	a	b	24	20	16	12	8	4	1
<b>Security head unit</b>										
deactivation	x	a	b	a	40	32	24	18	13	7
life detect	x	a	b	a	32	28	24	19	13	6
android detect	x	a	b	a	36	32	28	23	17	10
captive shield	x	a	b	a	18	15	12	9	5	2
shield	x	a	10	16	14	12	10	7	4	1

If a number appears at in the number of minutes it will take to find out what an item does and be correct in that judgement.

E= break the item (or last portion of the item)

N= Do not understand

M= Misuse--this could be lethal in some cases

If the Percentage for a judgement is not rolled then go to this chart:

Table 1 would have taken to understand the item

Result	0-2	3-5	6-8	9-12	13-17	18-23	24-29	30-36	37-40	41-50	x b
Breaks item	1%	3%	5%	10%	12%	15%	20%	25%	27%	29%	
Does not understand	2%	4%	6%	10%	12%	15%	20%	22%	26%	30%	
Misuse	1%	3%	5%	10%	12%	15%	20%	22%	21%	23%	
Kills investigator	1%	3%	5%	10%	12%	15%	20%	22%	24%	26%	

Note: This table is for use in determining the success of what actually used etc.

It should also be observed that some functions of aliens can not be detected unless certain conditions exist. Thus a radio means nothing if no one is actively listening/sending on second radio. An Android detector will only function if an android is present etc. The SpaceMaster must remember that he is dealing with DOD-like characters who might very easily point a laser at a friend or themselves when they pull the trigger. They might break off a knob or even be confused by the use of a button since they have never seen such things. Once they do understand a gun-like object, or a dial or a button you might wish to subtract a few minutes from those given by the chart to learn how to use the object correctly.

### A CHICAGOLAND GAME CLUB!

#### THE DRAGON SEEKERS

for all Chicago area Fantasy Game Players, Metamorphosis Alpha players, Empire of the Petal Throne Players, and lots more....

The club will begin with fantasy but who knows where it will end?

There will be scheduled events and open gaming too--bring whatever you like.

Meetings every First and Third Saturday of the Month beginning February 19, 1977

At the Francis W. Parker School, 330 Webster Ave. (Clark Street between Fullerton and Armitage--2200 North) in the school cafeteria (basement).

Admission: Only one dollar (to cover the room rent)

Evening sessions now being planned.

The regular meeting will open at NOON with scheduled event(s) beginning shortly thereafter. The meeting will remain open till 10:30PM with other scheduled events beginning about 6PM.

For more information phone 312-472-0373 Mr. Jordan Weissman 5PM to 9PM daily.

(I'll be running an MA campaign for the first few meetings beginning at 6PM  
come and meet the mutant with the 6 foot tentacle on his head--no it isn't me!)

1974 HW the Spring of 1910--KEY MISS BY TURKEY dooms potential draw if Allies stay together  
England, Vagts/14/A WAR(S) A ber-SIL, A MOS+A PRU(S)A WAR, A STP(S) A MOS, F ECH G a lon-  
BEL, A BURG(S) FRE A MUN, F BAL(C) a kiel-LVR, f wes-TYRR, f mao-SPASC, f bre-  
MAO, a ruhr-KIEL

France, Norton/6/F LIGM(S) a mao-PIED, A TUS(S)f tyrr-ROM, F TUN(S) ENG f wes-TYRR,  
A MUN(S)ENG a ber-SIL

Italy Rowland /2/ a pied(s) fre a mar/nso/d....., a roa-tus/d...../

Turkey, Pitsch/12/NMR, NSO F NAP, F ION, A BOH, A VIE, A TYO, A SEV, A UKR, F AEG, A TRI,  
A GAL, A RUM, A BUL

The Deadline for the Fall of 1910 will be by 4PM on Tuesday 1977

1975 S the Spring of 1909---The fall could end it all!

Austria, Allen/14/ A BUD(S) A GAL, A SIL(S)& A GAL(S)A UKR-war, A MUN(S) a vie-BOH,  
A RUM-ukr, A SEV\_mos, a kiel-DEM, a ber-PHU, A ARM-sev, A BUL, F ANK,stri-TYO

England, Trusc/2/NMR, NSO F ION, F NTH

France, Mathias/1/NMR, NSO A HOL

Italy, Foster/11/ A BEL(S)fr A HCL, a bay-ROM, A BRE MS A PIC, f iri-WAL, f mao-NAO,  
f lvp-GLY,f roa-TYRR, f tyrr-WES, f wes-MAO, f spenc-GAS

Russia, Weeks/6/ A MOS(S)+A LVN(S)A WAR, A WAR(S)a boh-sil/dta/, a stpx-NWY

The deadline for the Fall of fall 1909 will be by 4PM on Tuesday 1977.

Please vote on a two way Austrian-Italian draw. The draw must be 30 or more supply center votes (as of Winter 1909) in favor to pass. Failure to vote is a NO.

1975 W Spring 1905  
 Austria, Karon/6/ AHD, HED A TIO A BOH A HUN A TUR A VEN  
 England, Sypher/6/ F ECH(S) A RUM-HOL, F NTH-HOL, F UKR-HOL, A ROM-HOL  
 France, Coss/3/ ROM-NOS + GDR, A ROM, A ROM  
 Germany, Caspar/2/ ROM-HOL, A ROM  
 Italy, Silke/6/ F WES(S) + ROM-HOL, A ROM-HOL, A ROM-HOL, A ROM-HOL, A ROM-HOL  
 Russia, Postex/8/ A JAR(S) A UTR-GAL, A ROM(S) A ROM-HOL, A ROM-HOL, f ROM-HOL, A ROM-HOL  
 Turkey, Michael/5/ a ROM-HOL, f ROM-HOL, ROM-ADR, a ROM-SMY, a ROM-SMY

The deadline for the Fall of 1905 is by 4PM on Tuesday March 1, 1977

1975 CF the Fall of 1905

	01	02	03	04	05	06	07	08
Austria Kader, John	5	5	5	4	3	3	5	6
England, Grennerer/4/	6	6	6	6	7	7	8	8
France, Alan Rowland Wren	5	6	7	9	11	13	17	20
Germany, Weitz, John	3	7	7	6	5	5	-	-
Italy, Berdon, Karl	3	4	3	3	2	1	-	-
Russia, Christensen	3.6	2	2	2	2	3	4	3
Turkey, Jon Michael	4	5	6	6	8	7	6	5

1975 CG The Spring of 1906

Austria Adams/5/A TYO(S)TUR A BOH, A TRI(S) A TIO, A AHU(S) TUR F TCH-nap A GAL, A UKR-HOL  
 England, Sergeant/11/ A SPP(S) A NOS, A PTH(S) A LYH-HOL, F NTH(C) A CHI-HOL, F DAL-HOL  
 F BOTH-HOL, A HAR-GAL, A NOS-HOL, F HNG-HOL, F BAR-HOL  
 France, Rittle/10/ A ROM(HOL) A BURG-HOL, F MAP(S)A TUS-HOL, A SIL(S)A TUN-HOL F TUN-HOL  
 F LYON-HOL, A PIED-tyo, A TUS-HOL, F TYRE(S) F MAP  
 Italy, Baillie/2/ A VEN(S) A ROM, A ROM (S) A VEN  
 Turkey, Nix/6/F ADR(S) ITA A VEN, F AEG(S)F EMD-ion, A BOH(S) A GAL, A SEV(S) A A UKR,  
 F ION-nap

The deadline for the fall of 1906 is by 4PM on Tuesday March 1, 1977

Also there is a call for a 4 way A-E-F-T draw. To pass there must be 30 supply center votes in favor of the proposal. Failure to vote is a NO.

1975 HS the Fall of 1905

Austria, Bailie/6/owns; tri, vie, bud, ser, bre, nap, VEN, TUN, ROM 9-6+3  
 A TYO(S) a tri-VEN, A ROM(S)a tri-VEN, A SER-tty, A BUD-tri, f ION-TUN  
 England, Dorchack/6/owns; Bon, Atp, edz, ney, stp, nos 6-6 even  
 F ECH(S)f IRE-HAO, A UKR(S)GER & war-GAL, F NTH-hol, f wes-LYON, f mac-WES  
 France, Jan/5/owns; bar, bre, war, spa, port 5-5 even  
 A HAR(S)A PAR-burg, F FORP(S) f gas-SPANG, a bre-PIC  
 Germany, Ameling/8/owns; bon, mun, kiel, hol, den, ove, war-hol 8-3 even  
 A PIG(S) A RUHR-DUEN, A MUN(S)A RUHR-burg, A HOL-rubr, F DEN-nth,  
 F BOTH-HOL, a sal-BOH, a war-GAL

Italy, Thompson/4/owns; fia, fia, fia, fia, fia 0-5-3 out NMR F ABE, F EMD, F ADR, a ven/D+A/  
 Turkey, Anderson/4-1/owns; bul, con, enk, rom SMY, SEV 6-2+2 NMR 1st miss

A SEV, F ROM, A ROM, A SMY

The deadline for the winter of 1905 is by 4PM on Tuesday March 1, 1977

1975 IM The spring of 1905 -deadline for Fall 1905 Due Mar 1, 1977 by 4PM

Austria, Wen/5/A SER(S)AHD, AVIE(S)Atyo, a tyo(S)ita AVEN.d..../A BUD(S)A SER, Falb-ADR  
 England, Crockett/11/F NCH+TEAR(C)adzi-STP, F NTH(C) a Ivn-NOS, a nos-UKR,  
 a pru-HAR, a Holz-DEM, a bon-SIL, f bal-DEM

France, Trewothy/10/A BORG-ADM(S)A Bon-TIO, A HAR-HOL, f ven-TYRA, F ION ± A TUN-HOL  
 f nap AMU, a val-DEM, f ven-ADM

Italy, Mathies/7/1/RIR A VEN

Turkey, Foster/6/F SLAVIA SEL-DEM, A ROM-DEM, F AEG(S)F EMD-GRE

## LIAISONS DANGEREUSES #77

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Feb. 7, 1977

1976 BQ, the fall of 1903

Austria, Karan, Paul Brittain Hall Bx 134, McDonald College, Quebec, H0A-1C0 NMR  
 A VIE, A TRI owns; tri, vie 2-2 even

England, Adams Apt 1703, 100 Spadina Rd., Toronto, Ont. M5T-2P-7 owns; lvp, lon, nwy, bre,  
 edi, spa, MAR, PORT 8-6+2 A GAS(S)a spa-MAR, f HWY N, F PORT H, f ech-BRE, fmao-WES

France, Decker/1-1/nmar, Stephen, 4016 Schoolhouse Ln., Plymouth Meeting, Va 19462  
 A PAR Owns; par, bbf, fff 1=1 even

Germany, Hance, David, 1103 Radcliffe Dr., Davis, Calif. 95616 owns; bel, kiel, den, mun, ber  
 hol 6-6 even A BURG-sun, A PIC-par, A PRU-war, A BON-gal, A KIEL-ber, F DEN-swe

Italy, ~~Ameling~~ Bill Frank, 732 Hileash Dr., Racine, Wisc. 53402 (sub position free)  
 owns; tun, nap, ven, rom 4-2+2 f ion/dta/, A AFU, F ADR

Russia, Sypher, Ed, Sanger College Rm. 110A, SUNY @ STONYBROOK NY 11794 owns; war, nos  
 swe, rom, stp, nov, bud, ser 8-8 even A GAL(S)A BUD-vie, F SWE(S)F BOTH-bel  
 a SIL-sun, a SER-tri, A BUD-vie, A LVN-war, f sev-RUM

Turkey, Ameling William, 1414 E. 59th St. Rm 747, Chicago, Il. 60637 owns; say, bul, con,  
 ank, gzo 5-5 even F BUD+N AEG(S)f gzo-ION, a bul-CRS, a con-BUL  
 note; 303 Germany A PIO-par

The deadline for the Winter of 1903 is by 4PM on Tuesday March 1, 1977

1976 IN the spring of 1902

Austria, Kahn/5/F GWT(S)a aer-BUL, f tri-ADR, a bud-TRI, A VIE-tyo

England, Smith/4/F LON(S)f val-ECH, F BTK(S)a nwy d....

France, Wyderek/5/A PAR + A BEL H, F BRE-ech, a port-SPA, f mao-IRI

Germany, Baillie/5/2 kiel-HELG, a bar-KIELD, A MUN-ruhr, A HOL-ruhr, f den-NTH

Italy, Brockman/4/ f nap-ION, f tun-TYRE, A PIND-tyc, A TYO-mun

Russia, Fahey/6/ FBLA(S)cev-ARM, A NUM(S)AUG a aer-BUL, F SWE(S)f aero-NWY, aukr-MOS

Turkey, Hintoo/4/nmr,sou/F COM(S)a bul/dta/, A ANK-arm, f say-AEG

the deadline for the Fall of 1903 is by 4PM on Tuesday March 1, 1977

1976 DY the spring of 1902

Austria Holt F ALB(S)a bul-CRS, A SER(S)a bud-RUM, F TRI H

England, Shaeier A DEN(S) BUS F BAL-kiel, f ion-NTH, f edin-NWY, f nwy-SWE, f nth-SKAG

France, Crockett a par-BURG, f mar-SPASC, f bre-PIC, a spa-GAS, a bul-HUHR, f port-MAO

Germany, Dorcheck A MUN(S)a kiel-BER, A HOL-kiel, f swe-fin/d....

Italy, Sypher F HAP U, F ION(C)A TUN-gzo, a ven-AMU

Russia, Rizzo F SEV(S)f rom-BLA, A PIV(S)ENG/say-SWE, a ber(S)FBAL-kiel,f aespse-BOTH,

Turkey, Casper/3/f ank-ARM, a con-ANK, f aeg-COM

the deadline for the fall of 1902 is by 4PM on Tuesday March 1, 1977

1976 EJ the Winter of 1901

Austria, Conn. A VIE, A BUD/5/A TRI, A SER, F GRE

England, Rizzo F LON/4/ F NTH, A EDI, F HWY

France, Decker A PAR, F BRE/5/ A BURG, A BEL, F PORT

Germany, Weeks A BER, A KIEL/5/ F DEN, A HOL, A MUN

Italy, Lukna F HAP/4/A TYO, F TUN, A VEN

Russia, Thompson A MOS(S)/F BOTH, A SIL, A GAL, F NUM

Turkey, Mohrmen A COM/4/P BLA, A ABM, A BUL

The deadline for the Spring of 1902 is by 4PM on Tuesday March 1, 1977

Ios, I know it's late again! The late fall and Janu ary are always the worst months for me. It is our heavy season at work with 48 hour weeks being common--alas. I am planing to publish only moves during those rough months in 1977 while maintaining the full magazine through the rest of the year. This does not mean that there will be no ID during these months, it is just that I want the OPTION to print only moves so that the games will stay on full schedule. Again I am sorry for the delay and I should have made this decision earlier.

1976 BH the Spring 1976  
Austria, Falzon/3, Tom, 1960, 2nd place, 1975, 1st place, 1976  
England, Dinsar/3, Richard, 1960, 2nd place, 1975, 1st place, 1976  
France, Edouard/3, Richard, 1960, 2nd place, 1975, 1st place, 1976  
Germany, Fischer/3, Wolfgang, 1960, 2nd place, 1975, 1st place, 1976  
Italy, Buzzi/4, John, 1970, 2nd place, 1975, 1st place, 1976  
Russia, Boyerstein/6, Douglas, 1960, Hawthorne, N.Y., Palo Alto, California, 1975  
Turkey, Vartes/3, Richard, 1960, 2nd place, 1975, 1st place, 1976  
\*The deadline for the Fall of 1976 is by 4pm on Tuesday March 1, 1977

I will ask, but I can not confirm until next issue, Fred Davis and Carl Morris  
to become 1st and 2nd club for this game. If either or both will do this  
please submit moves for ALL 7 countries by next deadline.

XX  
WOULD YOU BELIEVE 1976 BY?  
Some time ago I opened this game and asked Richard Davis to be a guest editor for 10 places  
to the opening of his own magazine. Also Richard has given little or no time to this  
effort and has let the game lapse. I have been hounding Richard for NOV. 1 to get this  
game going and FINALLY I got the last moves from him. I have some results from GREYHAWK  
1964 but the response even at that point was horrid. I think at best he went against  
and see who is still with this game. As of Spring 1964 those are the publishers,

Austria, Clapper wins, home, ser, gre David, 1354 Dixie Ln, Colorado Springs, Colo 80919  
England, Belawonietta, Home, my missed two moves dropped August Lukas Jr., 7631 Riverview  
F BAR, A LIV, F NCG, F LCN, Dr. #203, Jonison, Mich. 49423  
France, Stephane, + Home, esp, port resigns Tom Johnson, 330 N. Elmer Griffith Ln, 46319  
F ENG, F NAC, A PAR, F NAF, A SPA  
Germany, Meyers wins, home, den, hol, Gzaig, 2400 W. Layton, Milwaukee Wis. 53221  
F DEN, F HOL, A HUHR, A BEL, A YORK  
Italy, Racine wins, vancamp, 1000 Franklin, Denby, 7017 Williams Dr., Galveston Tx 77551  
A PIS, F LIV, F NCG, A VEN, + short  
Russia, Tikhonov wins, home, jms, ser, Jerry, 1124 Simon St., Shineland, N.Y. 14551  
F RLG, F AMN, + den, A RCG, A SIS, F NCG  
Turkey, Gilman wins, + AMG home, but Wayne, R.T. 3, Box 454, Rockingham N.C. 28077  
F AFC, F LIV, A VEN, SIS  
PLASED SUMMER MOVES FOR FISM 1976 by 4PM on Tuesday March 1, 1977. I have  
incomplete records from Davis so submit moves even if you did so before!