

T H E G A M E S L E T T E R

Gaming News/Review 'Zine -- Ed./Pub. by Don Miller --- (Vol. 12, #5; Whole #71)
Official Organ of the N3F Games Bureau -- 25¢ ea., 9/32 -- 1st May, 1974 Issue*

In This Issue --

IN THIS ISSUE; IN BRIEF (misc. notes/comments); COLOPHON pg 1
THE COURIER: Lettercolumn (S.K. Howard) pg 2
THINGS FOR SALE (cont. from TGL #70) pg 2
AUX ARMES! (Publications Received) pp 3-4
DIPLOMANIA (Magazines Received) pp 5-6
SALMAGUNDI (Ted Drange on Go: "Three Go Problems for Beginners" [repr.
NOST-ALGIA #92; Magazines Received) pp 7-8
CHESS CHATTER (Magazine Review, by Phil Cohen (FEENSCHACH XIII, #'s 17-
19); Magazines Received; Books Received (Quickie Reviews); Miscellany) pp 9-10

In Brief --

Well, so much for our plans to catch up by the end of April...! (Didn't even get an issue out in April....) Too much to do--averaging 6-7 issues/month of SOTWJ (just got an issue out, and there's three more in preparation), just got out TWJ #83 (71 sheets of paper/copy), with #'s 80, 84, and 85 in preparation (80 and 84 must get out by July 1), started Diplomacy GM'ing again (in SHANGRI-LA), am preparing for 7-week trip to England (leave July 1, so we'll fall behind again by the time we return....), May regional SF convention, August world SF con; am having mimeo problems, ditto not yet rec'd, offset not yet working; am still adjusting to post-operative eye condition; am working on extensive articles and several anthologies; and so on.... But, barring a complete breakdown (the mimeo and/or us), we will get caught up before we leave for England (may even get TG #7 out--but that depends on getting the offset working). ## In this respect, the next issue of TGL will be a 22-page, 3rd-class, double-issue (#72/73); this will enable us to take care of most of the older material we still have, including reviews of most of the 'zines we have on hand. If your sub expires with #72, pls. renew ASAP; otherwise, you will not receive #72/73, but will receive #74 instead. After we return from Europe, there will be another couple of double-issues. We apologize to those traders who have not rec'd a TGL since Dec.; we send trade copies out 2-at-a-time, with normal biweekly publication; had we had any idea there would be such a long gap between #'s 70 and 71, we would have sent #70 on its own. We need ads for "Gamer's Mart"; pls. send ASAP (up to 10 35-char. lines free).

TGL is usually bi-weekly; subs 25¢ (10p) ea., 9/32 (12/11); all subs incl. any issue(s) of THE GAMESMAN pubbed during sub (count as 3 or more issues of TGL, dep. on length); subs/trades incl. G.B. membership for duration of sub/trade; for info on airmail & 3rd-class subs, Overseas Agents, ads, etc., write ed. Address Code: A, Overseas Agent; C, Contributor; K, Something of yours is mentioned/reviewed herein; N, You are mentioned herein; R, For Review; S, Sample; T, Trade; W or Y (1st- or 3d-class mail, resp.; # = last issue on sub); X, Last issue, unless.

-- DLM

NFFF GAMES BUREAU
 % D. Miller
 12315 Judson Road
 Wheaton, Maryland
 U.S.A. 20906

PRINTED MATTER ONLY
 3rd-Class Mail
 Return Postage Guaranteed

~~FIRST CLASS MAIL~~

TO: LARRY PERAN (T)

P.O. Box 8416

San Diego, CA 92102



~~FIRST CLASS MAIL~~

S.K. HOWARD, 494 Pleasant St., Apt. #1, Gardner, MA 01440

((In a longer letter, Stephen appends some additional comments to his earlier letters re game The Warlord):

I've noticed another way to balance the opening besides individual selection of initial cities. This method is recommended for the full-board version and is an alternative for the half-board. I would not suggest it for the quarter-board.

When two people play, the cities are selected by cards, and the colored pieces are placed on them. Who owns the respective pieces, however, is yet to be determined. The two players determine who wants which color. If each wants the same color, then the favored color is given second move. If conflict still exists, a die is rolled. If the players initially want different colors, the die determines first move.

When more than two play, each player must respond to a "survey". Colored pieces are placed randomly as above, and the board, as a whole, is considered to have a 100% chance of winning. Each player then must determine how to divide the 100% among the colors. He estimates the initial probability of all the colors. The total must equal 100%, and no fractions are permitted. The secret ballots are collected and the estimates totaled. That color given best chance to win moves last, that given poorest chance moves first, etc. The high-die roller then gets to select his choice of color. As sequence is clockwise, the owners of the other colors all fall into place.

This process may seem a little time-consuming, but it does give more equality than simple random selection, and it takes considerably less time than individual city selection, and more variability, too.

 THINGS FOR SALE (Cont. from TGL #70)

To list in #70, add SHANGRI-LA #'s 19-21 (15¢ ea.) and TGL #'s 70,71 (25¢ ea.).
 THE ADVERTIZER #1 (Sam Ferris; ditto; 2 pp.) -- 10¢.
 AERODROME #8 (Paul Cote; mimeo; 8 pp.) -- 20¢; #40 (Mike Carr; ditto; 10 pp.; Jan. '74) -- 20¢. (Newsletter of the Fight in the Skies Society).
 AHIKS WEST (Official pub. of the Western Region of the Avalon Hill Intercontinental Kriegspiel Soc.; ditto; ed. Ted Holcombe): III:4 (May '71; 5 pp.) -- 15¢; III:5 (Jul '71; 8 pp.) -- 20¢; III:6 (Aug. '71; 4 pp.) -- 15¢.
 AMERICAN GO NEWS (Info Zine of Amerigan Go Assoc.; 5 pp.; III:1; 1-3/69) -- 15¢.
 THE AMERICAN WARGAMER #1 (American Wargaming Assoc. o-o; offset; 3 pp.; 8/73) -- 20¢.
 APBA INNINGS (APBA Sports gamezine; ed. John Brodak; offset) -- II:12 (15/10/73; 12 pp.) -- 50¢; III:1 (15/11/71; 12 pp.) -- 50¢; III:3 (15/1/72; 8 pp.) -- 35¢.
 THE ARENA (Origins of WWII 'zine; Ed. Edi Birsan; ditto) -- #1 (7/2/72; 3 pp.) -- 15¢; #2 (27/2/72; 4 pp.) -- 15¢.
 THE B.A.G.S. CITY JOURNAL (Bob Johnson; mimeo; #1; 1 pg.; on The Cities Game) -- 15¢.
 D-ELIM II:2 (Newsletter of Military Strategy Confederation; ed. David Isby; offset; 28 pp. / questionnaire) -- 75¢.
 THE DEMOCRAT (Sam Ferris; ditto; IBW-related 'zine): #1 (undated; 2 pp.) -- 10¢; #2 (1/70; 6 pp.) -- 15¢; #3 (2/70; 2 pp.) -- 10¢.
 DER LAGE (Official Newsletter of Die Deutsche Wehrmacht): Ed. James Beshires, mimeo; undated (1 pg) -- 10¢; #7 (8/69; 6 pp.) -- 15¢; #8 (22/8/69; 3 pp.) -- 10¢; Ed. Sam Ferris, ditto; #9 (1/12/69; 4 pp.) -- 15¢; #10 (12/1/70; 2 pp.) -- 10¢; #12 (3/70; 12 pp.) -- 30¢; #13 (4/70; 11 pp.) -- 20¢.
 DER NEUE ANGREIFER (Official publication of New Aggressor; mimeo; Mark Jumper): #1 (1-2/71; 11 pp.) -- 25¢; #2 (3-4/71; 16 pp.) -- 35¢; #3 (5-6/71; 31 pp.) -- 75¢.

((To be continued in TGL #72))

Avail. from Don Miller, 12315 Judson Rd., Wheaton, MD 20906; one-of-a-kind in most cases; pls. add 35¢ postage/handling on orders under \$5; alternates appreciated; make checks/money orders payable to "Donald L. Miller". SF fanzine lists being distributed with issues of SON OF THE WSFA JOURNAL (9/82; 8/82 after July 1).

AUX ARMES!

PUBLICATIONS RECEIVED

AERODROME #41 (Mar '74) (Newsletter of the Fight in the Skies Society; Mike Carr, 915 W. Hoyt Ave., St. Paul, MN 55117; ditto; no price or schedule given (dues are \$2.40/yr., w/\$1 initiation fee when joining; we assume membership fee includes AERODROME)) -- 6 pp., 1-pg. Society Questionnaire; news/announcements re the Society and the Fight in the Skies Game (Society plans to participate in GenCon VII (7th annual Lake Geneva Convention, Aug. 23-25); new PBM Fight in the Skies rules are avail. for \$1. from Mike; FITS game #13 has been orphaned and needs a home); action report on FITS game #27; "FITS for the Fanatic: Part III, The Pilot Experience Rules"; report on FITS game #30; report from Society Head (Mike Carr); FITS Rule Interpretations; Society roster. ## FITS enthusiasts should find this zine of interest.

CYMR (Walter Williams, 12428 View Ct., NE, Albuquerque, NM 87112; published by TASS (The Albuquerque Simulation Society), "as an alternative to suicide and to help wargamers interested in the ancient/medieval/fantasy fields"; 50¢ ea., 8/\$2.50; mimeo; pubbed 8 times per year) -- #3 (undated): 21 pp., incl. cover; Editorial (by James Murdoch); report on "The First Annual Hugo Banzer Suarez Interstate War Games" (Introduction by John Rucker; Day One by James Murdoch; Day Two by John Rucker; Day Three by Walter Williams; follow-up by Williams); plus a quiz, answers to last issue's quiz, corrections to "3019: Rout in the North" and addenda to same. ## #4 (undated): 20 pp., incl. cover; editorial, by Williams; "Warfare in the Hyborean Age", by Albert A. Noft; answers to Quiz in #3; "The Byzantine Invasion of Italy: Causes and Effects", by John Rucker. ## #5 (undated): 17 pp.; "The Romans in Britain" (Part I), by Walter Williams; Quiz; "The Early Indian Army", by John Rucker; "Anglo-Saxon Fortifications", by Ken Scher; "Rape Rejection: Rules for the Wargamer", by Angela Curtiss & John Rucker; "Improved Jetan", by John Rucker (rules, board, paper pieces). #### Layout and repro give a rather hurried look to the 'zine, but we are glad to have the material within, no matter how it's presented. Of special interest to SF/Fantasy fans (will also be reviewed in SOTWJ and covered in our SF/Fantasy Games column in a coming TWJ) and miniatures fans. (John Rucker may be interested in our coverage of Jetan in THE GAMESMAN #5 (now out-of-print--will be updated and reprinted in the SF/Fantasy Games column in TWJ) for another solution to the draw problem.)

GAMERS GUIDE #40 (undated) (Official Magazine of the Amateur Gamers Assoc.; ed. by Dan Hoffbauer; subscriptions \$3 per year; 60¢ ea.; from Box 5076, Long Beach, CA 90805; at least bimonthly; offset; 7" x 8 1/2") -- 32 pp., incl. covers; editorial; "Design Notes on Rommel, The Campaign for North Africa", by Loren Sperry; "Invasion Options for Overlord", by Conflict Games Co. (repr.); "Battle of Convoy ON-69", by Roger Rhodes (Battle Report); "Battle of Eastern Island: June 6, 1942", by Fitzhugh MacCrae & Don Carline (Battle Report); "Sarge Sez" (column), by Lou Zocchi (this: New Games; Alien Space Rule Interpretations); Robert Nixon on PBM Chess Organizations; "Shogi: Chess with an Eastern Accent", by Bill Comito; Nick Smith reviews misc. wargaming 'zines; Classified ads; "Variants for the Game of Lensman", by Kenneth Burke; Kenneth Burke reviews Second Galactic War (Third Millenia, Inc.); Game Review: Desert Fox (Roland Wong, reviewer); short reviews of misc. gaming 'zines; "Why I Do Subscribe to PANZERFAUST", by Roman Raia; Lettercolumn; Survey 31 Results; Survey 32 Questions; "Armor Miniatures--Sparta's Joke", by Charles Cox (w/rebuttal by Hoffbauer); News Briefs; ads. ## Lots of useful info here--but G.G. is now more of a wargaming genzine than a newszine, with its bimonthly schedule and large number of articles & features; recommended as such.

GLADIATOR REPORT #59 (undated) (last issue in its current format in future to be a "bimonthly feature magazine", w/at least 24 pp./issue; Spartan International, Inc.; ed. Dan Hoffbauer; free with S.I. membership (\$10 1st yr., \$8/yr. thereafter); for non-members, 50¢ ea., \$5/yr.; from: Box 1017, Bellflower, CA 90706; offset) -- 8 pp.; S.I. news, battle and convention reports, announcements, and the like. ## New bimonthly 'zine should be of interest to others than S.I. members--however, we are somewhat curious about sub rate--why 6/\$5, when single issues are only 50¢?

(Over)

AUX ARMES! (Continued) --

GRUNDSTEIT (American Designer's Assoc., %Stephen Marsland, 12 S.Chenango St., Greene, NY 13778; offset; 11 $\frac{1}{4}$ " x 17"; on newsprint; 50¢ ea.; folded with #33) -- #30 (15/1/74): 4 pp.; Editorial; "Poland '39 vs. Poland '39", by Guy Hail; Introduction to "The World War II Project"; "Aerial Simultaneous Movement System" (w/ rules, charts/tables, etc.). ## #31 (15/2/74): 4 pp.; "Game Design Hints and Playing Aids", by Clifford L. Sayre, Jr.; "Contradiction in Simulation", by Guy R. Hail; "Campaign: Eagle Day" (rules, tables); "Game Buyer's Guide" (A.D.A. games for sale). ## #32-33 (15/3/74): 4 pp. + game board for Napoleon at War; "Napoleon at War", by Robert Nielsen (rules, charts, diagrams, etc.). ## GRUNDSTEIT was a useful and interesting publication; we are sad to see it and the A.D.A. fold. Their demise was announced in a letter from Stephen dated 15/4/74. The A.D.A. wasn't very large, but it made a strong impact on wargaming while it was around, and it will be missed.

PENN WARGAMERS' NEWSLETTER (Univ. of Penna. Chapter of the SICL; ed. John A. Desmond; 6/51, free to U of P SICL members; mimeo; pubbed. Jan, Mar, May, Sep, & Nov, according to colophon) -- #2 (Dec. '73) -- 8 pp.; 15¢; Editorial & News Briefs; lettercolumn; review of BATTLE FLAG #'s 25 & 26, by Eric Goulding; classified ads; "You and Spartan International"; "Notes on the Wargame Convention 1973", by Jay Hadley. ## #3 (Feb. '74): 8 pp.; 15¢; Game Review: Solomons Campaign, by John Ostapkovich; "Wintercon II at MIT" (report), by Stan Cohen; Lee Girer on the Strategy & Tactics Society of the Central High School of Philadelphia; Guest Editorial: "Draft 'M", by Walter Compton (repr. M-AURA); classified ads; lettercol; Editorial. #4 (Mar '74): 10 pp.; 15¢; "Wargaming Figures", by Jay Hadley; Magazine Reviews (most Diplomacy-zines), by Eric Goulding; "Historical Realism in Gaming: A Random Start Game", by Marc Sheinberg (a Midway variation); lettercol; Editorial; more on Diplomacy, by Eric Goulding; classified ads; Report on the 33rd Annual Meeting & Banquet of the Miniature Figure Collectors of America, by Jay Hadley. ## #5 (May '74) -- 14 pp.; 20¢; "Historical Realism in Gaming--Another Look at 1914", by Marc Sheinberg; info on Cincinnati Games Convention (July 12-14); classified ads; lettercolumn; Game Review: Command Series Games Vol. I, #1: Lee vs. Meade: The Battle of Gettysburg, by John Ostapkovich; report on Jeff Dreher's (designer of Barbarossa) Talk before Chapter; misc. news/announcements; mini-review by Ostapkovich (The Brotherhood); Editorial; 2-pg. Graphics House Ltd. Flyer; lettercolumn. ## An excellent wargaming publication, which seems to be improving with each issue. Very reasonably priced for what you get; give it a try.

WORLD WAR ENTHUSIAST 1939-1945 (Graphics House, Ltd., 218 Beech St., Bennington, VT 05201; ed. Ray Merriam; offset; 5 $\frac{1}{2}$ " x 8 $\frac{1}{2}$ "; bimonthly; \$1 ea., 6/\$5, 12/\$9, 18/\$12.50 U.S. & Canada (add \$1/yr. for 1st-class mailing); elsewhere, 6/\$6, 12/\$11 (add \$3/yr. for airmail delivery) -- #4 (Jan-Feb. '74): 24 pp., incl. covers; Editorial commentary; Book Reviews; "The Russian Soldier in the Great Patriotic War of 1941-1945" (Pt. I) (repr. Army Pamphlet #20-230, Russian Combat Methods in World War II); "Tiger I" (repr. Tamiya construction booklet); "The Messerschmitt Classic", by Gary Billiter; "Unsung Heroes: Navy Beach Parties", by Harry Dwyer (repr. OUR NAVY 1/7/44); "Bf 109 Specifications" (Pt. I), by R. Merriam; "Research Projects" (column); Magazine Reviews; "For the Modeler" section (edited by Edward P. Sullivan); "For the Wargamer" section (by Lou Zocchi; classified ads; misc. ads; list of Catalogs Received; "War Pictorial" section. ## #2 (Mar-Apr. '74): 32 pp., incl. covers; Editorial; "Eighth Air Force Tactical Development August 1942-May 1945"; lettercolumn; "On the Fringe", by Ray Merriam (on collecting WWII stamps & currency); "The Russian Soldier . . ." (Pt. II: "The Russian Command Echelons"); "Tiger I" (cont.); "Hosho-CV 1" (specs.); "Luftwaffe Edged Weapons"; "He Saw Hitler Rise to Power", by Thomas K. Salmon; "No. 69 Bakelite Grenade"; "75mm Pack Howitzer M1A6"; "For the Wargamer" (this, Battle of Britain Game); "For the Modeler"; list of Catalogs Rec'd; Book Reviews; classified & misc. ads; Magazine Reviews; "Research Projects"; Biblio for the issue; WWII photos). #### A handsome little 'zine, which persons interested in military history and military modeling should find of interest.

DIPLOMANIA

MAGAZINES RECEIVED -- (Asterisk indicates known game openings)

*DER KRIEG (Graham Jeffery, 8 Rushole Rd., London SW15 3JZ, England; ditto; tri-weekly; 6p (25¢) ea.; 8" x 10") -- #22 (11/9/73): 7 pp.; News/notes/announcements; moves/prop. for 1 Origins, 1 Regular Diplomacy, and 2 Variant Diplomacy ("Jihad", "Diadochi") games; #23 (5/10/73): 9 pp. (✓ FLASHPOINT #1: 2-pg. Diplomacy games-zine from Peter Swanson, 6 Welford Pl., Wimbledon, London, SW19 5AJ; dtd. 5/10/73; ditto; start of Regular game; House Rules; short reviews of U.K. Diplomacy gen-zines; miscellany); Editorial notes/announcements; end of 1972BX (drawn SLO, Andy Davidson (ENG), Greg Ward (FRA), John Piggott (ITA), Geoff Corker (TUR)); CoA's; moves/prop. for 3 Regular & 2 Variant games (oops!--should have noted that Origins game ended in #22: won 1922, Britain, Andy Davidson; also, pagination for #23 included offset cover); #24 (26/10/73): 8 pp. (✓ FLASHPOINT #2 -- 26/10/73; 2 pp.; moves/prop; miscellany); Editorial notes/announcements; end of 1972CS (won ALO, John Bullock, GER); moves/prop. as noted under #23; #25 (16/11/73): 8 pp., incl. cover (✓ FLASHPOINT #3 -- 16/11/73; 2 pp.; moves/prop.; miscellany); letter from M. Liesnard; short 'zine reviews; moves/prop. for 1 Regular & 2 Variant games; roster for new Origins game. ### Openings in Regular & unnamed Variant games.

DIPLOMACY REVIEW #11 (Nov. '73) (Official Newsletter of the International Diplomacy Assoc.; ed. John Boyer, 117 Garland Dr., Carlisle, PA 17013; bi-monthly; no subs (avail. to IDA members only--dues \$2/yr. from Walt Buchanan, RR#3, Lebanon, IN 46052); mimeo) -- 12 pp.; 1973 IDA Election Results (Veep/Treas., Walt Buchanan; Ombudsman, Conrad von Metzke; Membership Sec'ty, Ray Bowers; At-Large Sec'tys, Steven Brooks & Jeff Key; Atlantic Regional Sec'ty, Nick Ulanov; Central Reg. S'ty, Chic Hilliker; Pacific Reg. S'ty, David Fujihara; Can. Reg. S'ty, John Leeder; Overseas Reg. S'ty, John Piggott; Pres. (Edi Birsan) & D.R. Ed. were not up for election this time around); Treasurer's Report, by Walt Buchanan; 1974 Membership List (see we forgot to renew again....); I.D.A. Replacement Player Registry Report, by David Davies; lettercolumn; report on Overseas Diplomacy, by Michel Feron; "Rewriting the Convoy Order", by Eric Verheiden; Diplomacy Puzzle, by Edi Birsan; ads; "Editorial: The IDA 1973 Election Ballot", by Gordon Anderson (reprint); Editorial.

DIPLOMACY WORLD #1 (Jan-Feb '74) (Walter Buchanan, RR#3, Lebanon, IN 46052; offset; 7" x 8½"; 75¢ ea., \$3/yr. (\$1 off to IDA members if specifically requested); bi-monthly) -- 32 pp., incl. covers; new Diplomacy genzine, sponsored by IDA and Games Research, Inc.; Introductory editorial; "The Odd Theory", by Edi Birsan; "A Fight to the Finnish", by Tom Hubbard; cartoons; "Rebuttal to the Illyrian Opening", by Edi Birsan; "The Alternate World Approach", by Rod Walker; "When is a Stand-Off Not a Stand-Off?", by Steve Brooks; "Variant Design--Middle Earth IV" (rules/map / background), by Lew Pulsipher; "The Great Lagerson Diplomatic Excuse Contest", by David Lagerson; "A Diplomatic Affair", by Tallyrand; "The King is Dead, Long Live the King", by Rod Walker; "The Success-Failure Rating System", by Lew Pulsipher; short lettercolumn; Game Openings and Zine News; "Hoosier Archives Demonstration Game" (S'08-S'09) (repr. HOOSIER ARCHIVES 131-133), w/analysis by Doug Beyerlein; Galhamer Point Count Rating List #329; listing of recently completed games.

THE DUCHY OF STRACKENZ #1 (Jan. '74) (David Johnston, 5451 Rockwood Rd., Columbus, OH 43229; offset; monthly; 12/(\$4) -- 1 pg.; introduction; misc. notes/comments.

*EL CONQUISTADOR (Viking Systems, Suite 823, 24 N.Wabash Ave., Chicago, IL 60602; monthly; offset; 5½" x 8½"; ed. by Gordon W. Anderson; \$1 ea., \$4/yr. bulk mail to N.America; openings in Regular Diplomacy, \$5 / position / maintenance of sub) -- #4 (Dec. '73): 20 pp., incl. covers; House-Rules; Editorial; notes/announcements; lettercol; "Catherine II (The Great), 1729-1796"; "Initial Alliance Structure", by Len Lakofka (repr. INTERNATIONAL WARGAMER III:2); moves/prop. for 3 Regular games, rosters for 2 more, & positions for orphan game from TANGELO EXPRESS; ads; #5 (Jan. '74): 40 pp., incl. covers; House-Rules; notes/announcements; Editorial; "William and Mary of Orange", by Ralph Greenhut; "Vivisection Table of History: Romanticism and Social Reconstruction", by Ralph Greenhut; "Comments on Yekaterina II", by Rod Walker; "The Subtle Joys of Being Small", by Rod Walker; "The Wonderful (Over)

DIPLOMANIA (Continued) --

World of Ratings", by Len Lakofka; "A Subtle Change in Modern Miniatures", by Jim Dapkus; "1914 Modifications", by Larry Albert; "Ship to Ship PBM", by Tim Tilson; "Morale for World War II Miniatures" (Pt. 1: The Basic Rifle Squad), by Stanley Schriefer; "The Twin Cities Napoleonic Simulation Campaign", by Mike Carr; "Sky-trex and Mercator 1:200-Scale Armored Vehicles", by Sgt. Michael Reese; "The Battle of Grosse Kopf", by Tom Webster; "Gordy's War Room", by Gordon Anderson (game reviews); page on the I.D.A.; ads; illos; moves/prop. for 6 Regular games, / roster for 7th; miscellany; #6 (Feb. '74): 40 pp., incl. covers; Editorial; lettercolumn; "Karl Marx the Optimist", by Ralph Greenhut; "A Portuguese Rondo", by William A. Price; "The Blitzkrieg Campaign", by Jim Dapkus; "Simple Airfix Figure Conversions", by Bob Mijanovich; "Design Forum--Naval Warfare", by Larry Albert; "Morale for World War II Miniatures" (Pt. 2: The Squad in a Platoon and Supported), by Stanley Schriefer; "Pass in Review", by John Bobek (misc. reviews); "Gordy's War Room", by Gordon Anderson; Alister Macintyre reviews Allan Eckert's Wilderness Empire; news/announcements; International Conventions & Gatherings; Game Openings; moves/prop. for 8 Regular games; illos; ads.

EL DORADO #5 (15/8/73) (Dick Vedder, 11940 Adorno Pl., San Diego, CA 92128; ditto; irregular; 4/\$1; "a Diplomacy genzine devoted to the publication of complete summaries to past variant games, and to the VEGA (Variant Equation Games Analysis) rating system for variants") -- 10 pp.; Variant news; "A Miller Number Index"; "Index to Miller Number Assignments"; notes on the "Youngstown Variant".

EN PASSANT #47 (Feb. '74) (Greg Warden, 4305 Baltimore Ave., Phila., PA 19104; mimeo(?); no price or schedule given) -- 6 pp.; lettercolumn; moves/prop. for 4 Regular games.

ETHIL THE FROG (John Piggott, Jesus College, Cambridge, CB5 8BL, England; at least tri-weekly; mimeo; 8" x 13"; 10/60p, 17/£1.01 U.K.; 5/\$1(40p) Mainland Europe; 4/\$1(40p) U.S. & Canada; 3/\$1(40p) Australasia; surface to anywhere: 8/\$1(40p) (previous rates, we assume, were for airmail)) -- #37 (17/10/73): 8 pp.; notes/announcements/editorial miscellany; moves/prop. for 6 Regular & 4 Variant (2 "Third Age", 1 "Diplomyopia", 1 "Abstraction") games); #38 (22/10/73): 10 pp.; "The Baltic Opening Variation", by Ed Birsan; "Some Thoughts on Press Releases", by John Piggott; lettercolumn; miscellany; #39 (3/11/73): 12 pp.; Editorial; SF Book Reviews; short reviews of new 'zines; moves, prop.; miscellany; #40 (7/11/73): 0 pp.; Editorial; "Planning the Offensive" (2. A Sample France), by Len Lakofka; lettercolumn; miscellany; #41 (23/11/73): short 'zine reviews; moves/prop.; miscellany; #42 (29/11/73): 10 pp. (#41 was also 10 pp.); "Chericon One: An Exercise in Insomnia", by John Piggott; "Planning the Offensive" (3. Russia), by Len Lakofka; "The Notebooks of Lazarus Lettice"; "Vendetta--That Dirty Word in Diplomacy", by Len Lakofka; lettercolumn. ("Vendetta" article was repr. HOOSIER ARCHIVES #87.)

Commentary -- EL CONQUISTADOR is about 2/3 wargaming 'zine (having picked up the material submitted for the now-defunct INTERNATIONAL WARGAMER and 1/3 Diplomacy 'zine--and it is the most professional-looking Diplomacy 'zine around (with a new one, THE FIGHTER'S HOME, close on its heels); lots of interesting material here. ETHIL THE FROG seems to be alternating issues with moves and issues with nothing but general material; it offers a good GM, good repro, and a nice variety of material (including SF book reviews once in a while). DER KRIEG is primarily a gameszine, but a good one. DIPLOMACY REVIEW is more business than general material--but then, that's its function, as I.D.A. o-o. Two new 'zines are Walt Buchanan's DIPLOMACY WORLD (#1 is outstanding, both in content and repro--this looks like it might be the best Diplomacy genzine to date; highly recommended!) and Dave Johnston's THE DUCHY OF STRACKENZ (can't really tell anything from the one-page #1; will have to see more issues before we can comment intelligently). The issue of EN PASSANT we received had only games & propaganda; don't know if this is a typical issue or not. And EL DORADO is performing a very valuable service for the Variant side of the Diplomacy field; keep up the good work, Dick!

TED DRANGE ON GO --

THREE GO PROBLEMS FOR BEGINNERS (repr. from NOST-ALGIA #92)

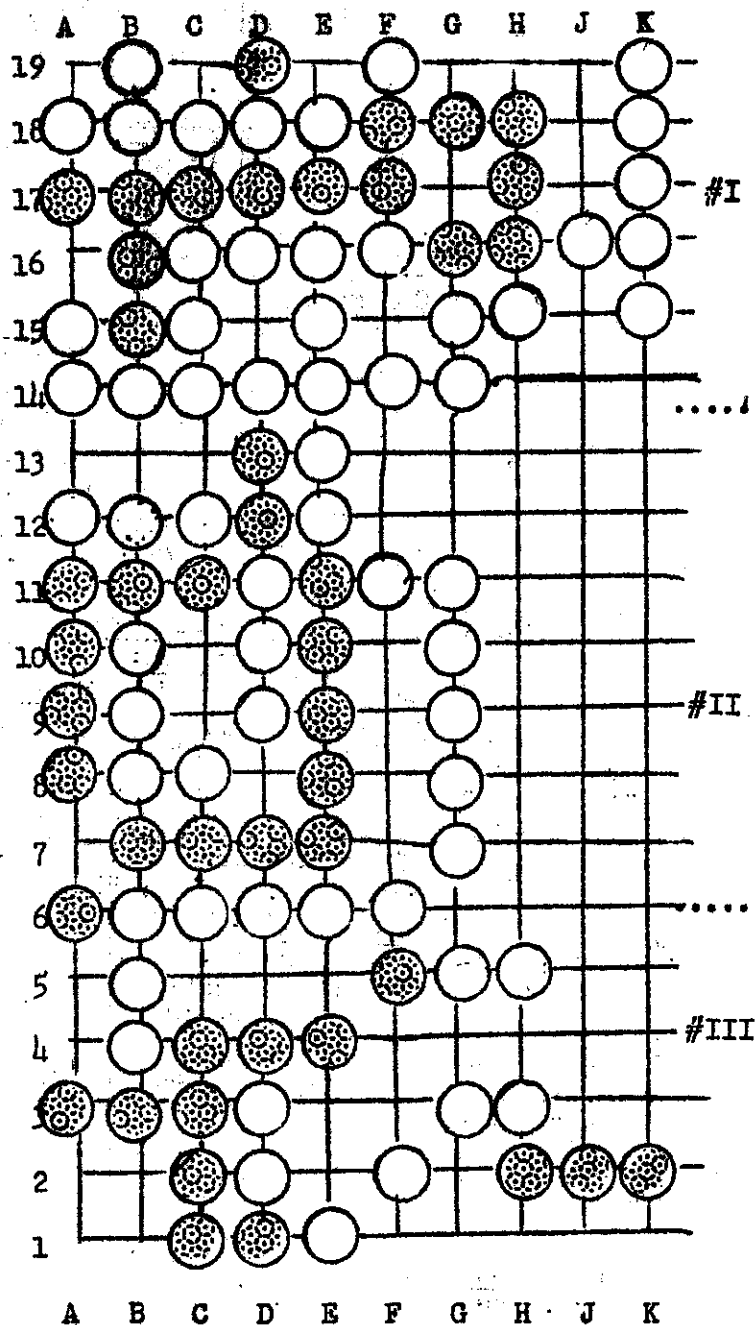
In the diagram at the right there are arranged three Go problems. In each case the problem is to determine whether or not the group of black stones can live--and if so, then how.

Problem I -- Here it is a case of making a second eye. Black already has one eye at G17, but one eye is not enough in order to live. Does Black have to kill the small white group in the corner in order for his own group to live? Can he kill it, and if so, then how? And if he cannot kill it, then must his own group die?

Problem II -- Here it is clearly a case of "kill or be killed". What, if anything, can Black do to save his group of stones?

Problem III -- This problem is a bit trickier than the others, and it may be than only a more experienced Go player can solve it. But give it a try anyway even if you are only a beginner. As with the other problems, Black is to play and in some way find life for his group of stones. Can he do it?

((Solutions to these problems will be published in issue #72 of THE GAMESLETTER -- ed.))

MAGAZINES RECEIVED --

GAMES & PUZZLES -- (Edu-Games (U.K.) Ltd., POBox 4, London N6 4DF, England; ed. David Pritchard; Pub. Graeme Levin; Monthly; offset; 8½" x 11½"; 25p (90¢) ea.; £2.40/yr., £7.20/3 yrs. U.K.; overseas, £3/yr., £9/3 yrs. (surface mail), £7/yr., £21/3 yrs. (air); U.S. & Canada, \$9/yr., \$27/3 yrs. (surface), \$16.50/yr., \$49.50/3 yrs. (air) ((Games Bureau members TGL subbers/traders) and 1st-time subscribers who subscribe thru us may subtract \$1/yr. (thus, \$8/yr, \$24/3 yrs surface, \$15.50/yr., \$46.50/3 yrs. air); renewals thru us may subtract 50¢/yr.; back-dated subs are accepted (w/gaps if required) at normal sub rates) -- #20 (Dec. '73): 40 pp., incl. covers; Richard Sharp discusses several Christmas Games; Oliver Amrolle on Dirty Water: "A Game in Which Players Face the Problems of Pollution"; "Sgez: A Pencil and Paper Game", devised by Don Laycock; Frank Tapson reviews Reversi: "An (Over)

SALMAGUNDI (Continued) --

Excellent Victorian Board Game"; Chambers Competition Result"; Scrabble section, by Darryl Francis & Richard Sharp; Babel: A Card Game with Voices", by Robert Abbott; Don Turnbull reports on Diplomacy Competition #4; Games Gift Guide" (a selection of "The Best Boxed Games for Christmas"); game and book reviews; a Christmas Bridge Party" organized by Richard Sharp; Darryl Francis' Puzzle Pages (numerous puzzles & problems by Darryl, / Pt. II of "Crossnumbers" by Philip Bridges, Word Row: An Introduction to Wordpuzzling"; and Square Dealing" by Don Putnam (Pt. I: "The Cryptic Crossword")); Competitions; lettercolumn; Competition Results; section on Draughts; Go column by John Tilley ("The Openings, Pt. I"); Sherlock on Chess; and numerous ads; plus flyer on Intellect Games. ## #21 (Jan. '74): 40 pp., incl. covers; R.C. Bell on Lahal, a popular tribal game of the Indians of British Columbia; "It's Not a Game, It's a Simulation", by J. Kenneth Jones; The Invention of Diplomacy" and Diplomacy: Play Across the Whole Board", by Allan B. Calhmer; lettercolumn; game & book reviews; Competitions & results; Tyzicha: A Three-Handed Card Game from Russia", by Don Laycock; Scrabble Section, by Francis & Sharp; Darryl Francis' Puzzle Pages (incl. misc. puzzles/problems, Charles Trigg on Figures, section on Word Row, Don Putnam on "Square Dealing", and a Giant Crossword); Lap ("A fascinating pencil-and-paper deduction game"), repr. Sid Sackson's A Gamut of Games: Sherlock's Chess column; John Tilley on Go ("Openings (2)"); ads. ## #22 (Feb. '74): 40 pp., incl. covers; "From Ur to Us: An Historical Speculation", by R.C. Bell (incl. rules for Tourne-Gas); Tom Landry reports on the Third International Draughts Match; Ninety Nine: A New Card Game for Three", by David Parlett; Network: A Simple Game for Two", by Sid Sackson; Floy" (a new abstract game), by David Wells; Scrabble section by Francis & Sharp; game & book reviews; Francis' Puzzle Pages (misc. puzzles & problems; Ron Jerome on Figures; more on Wordpuzzling ("Word Row"); Don Putnam on "Square Dealing" (solving an "Armchair Cryptic Crossword")); Competitions & results; lettercolumn; John Tilley on Go ("Size of the Moves"); Draughts column (this: "Zugzwang"); Sherlock on Chess; ads. ## #23 (Mar-Apr. '74): 40 pp., incl. covers; Cribbage Boards and Their Predecessors", by R.C. Bell; Hyberia: A Fantasy Game in an Ancient Setting", by Tony Bath; Master Mind--The Story of an Experiment", by David Wells (report); Osmosis: A Card Game for Two, Three, or Four", by Sid Sackson; Averages: A New Darts Game for the Mathematically Minded", by David Parlett; Modern Chess Variants: Some Recent Novelties", by David Pritchard; game & book reviews; lettercolumn; Puzzle Pages (puzzles, problems, Darryl Francis on words allowed in G&P Competitions; Frank Tapson on "The Tower of Hanoi", Word Row section; Don Putnam's "Square Dealing" section; Competitions & Results; Draughts section ("Forcing the Exchange"); Scrabble section, by Francis & Sharp; John Tilley on Go ("Semeai"); ads. ##### The contents speak for themselves, so there's not much else for us to say but "Highly Recommended!"

SON OF BELLICUS #6 (undated) (Will Haven, 30, Plungington Rd., Preston, Lancs., PR1 7RB, England; mimeo; 8" x 13"; 7p ea.; subbers may play for free in up to five games, chosen from a list of 30 Diplomacy Variants, Risk, and 4000AD games; no schedule given) -- 18 pp.; Editorial; Chinese Chess ("Siang K'i)", by Allan Doodles; Satrap: A Diplomacy Variant", by Bob Harris & Steve Dunn (rules & map); reviews of several gaming 'zines); lettercolumn; moves for several games: "Irregular Diplomacy", "Abstraction", "Foundation", "Game of the Clans", 5 games of Regular Diplomacy, 2 games of 4000AD, 2 games of Guelph, Origins of WWII, Atomic Warfare I (/ rule changes to same), War of the Roses, "Mordor Vs. the World IV", "Youngstown Variant", Postal Risk, 2 games of Go; also rosters for new games of Regular Diplomacy and 4000AD. ## He has waiting lists for: "Abstraction", "Game of the Clans", "Foundation", "Youngstown Variant", "Scotice Scripti", "Jihad", "Third Age", "Twin Earths", "Paratime", "Cline's 9-Man Game", "Michigan Diplomacy", "Diadokhi I" (/ II & III), "MVTW-IV", "Black Hole Diplomacy", "Lima", Regular Diplomacy", "Future War", 4000AD, Guelph, Invasion 44, "Multiplicity", Origins, War of the Roses, "Balkan War", Risk, "AHKS", "Viking", "Scorpion King", "Excalibur", "DotLotR&RotK", "WWIV", and Satrap. Enough there for almost anyone....

CHESS CHATTER

MAGAZINE REVIEW (by Philip M. Cohen) --

FEENSCHACH (Bimonthly; 20/DM per year from Erich Bartel, 89 Augsburg, Rockensteinstrasse 37, W.Germany; offset; 6" x 8½") -- XIII:17 (Oct. '73): The usual features, of course--problems (62 of 'em), solutions for Feb. '73; additions, corrections, and comments on previous issues; and the construction record column. Also--announcement of the Wilhelm Karsch Memorial Tourneys, including six example problems. An article on Werner Speckmann, an important Fairy and non-Fairy composer; one on Aurel Karpati, one of FEENSCHACH's few U.S. contributors; and one on Rafael Candela Sanz. An article on the "Argentina Theme": helpmate and help-stalemate in the same position, with 125(!) examples and announcement of a composing tourney. Another of Dr. Hajotes' Chess humor pages, excellent as usual. And some mini-articles, including one on Mecklenbecker Chess--same as orthodox, except that pawns promote on the sixth rank. Interesting. ## III:18 (Dec. '73) and III:19 (Jan. '74): These went out together as a sort of two-part double-issue, so only 18 contains the usual problems/solutions/addenda. It also contains the results of the 30th and 27th FEENSCHACH Thematic Tourneys. The 27th dealt with helpmates in which far-apart pieces exchange places in the course of the solution (Platzwechsel); 23 honored problems and six related reprinted ones are given. The 30th dealt with "Mehrwertschach", a variant in which non-ordinary moves like capture, promotion, check, two-step P move, etc. have added value, and a move of maximum value must be made each turn. Fourteen winners and two other examples are given. Also book reviews and a short piece on Spherical Chess--apparently differing from the Miller version. In #19: A report on the 1973 German problemists' meeting. Peter Kniest on two interesting themes. Dr. Hajotes on the Ping-Pong Leaper and other Chess humor. A big one-mover construction records column this time--48 positions, 6½ pages of tables to update the March 1972 ones (834 records now covered!; not all the spaces filled, tho.), and other discussion. A collection of seven miniature serieshelpmates. A listing of Fairy tourney results; 126 prize-winners are reprinted. And finally, an announcement of a composing tourney for the 1974 Chess Olympiad at Nice. #### Summary: The price, as of 1974, has gone up to 20 DM a year, 0.15 DM/page for single copies. At present rates that's \$1.25 for an average 32-page issue. But look what you get for your money! I'd keep subscribing at twice the price. Still highly recommended to all Fairy Chess enthusiasts. If you can't read German, this is an excellent way to learn.

MAGAZINES RECEIVED --

KENTUCKIANA CHESS NEWS (Jan/Feb. '74) (Publication of the Louisville Chess Club; free to members (dues \$5/yr.), \$2/yr. to others, from: KCN, Doug Rivers, 1262 Bassett Ave., Louisville, KY 40204; co-edited by Doug Rivers & Gary Klinglesmith; offset; bimonthly; 5½" x 8½") -- 12 pp.; Reports on 1974 Kentucky High School Chess Championships, by Doug Rivers; Shakey's Open, by Rodney Wright; and the 1st Southern Indiana Blitz; misc. Ky. news; "Rook and Pawn Endings", by Gary Klinglesmith; Crosstable for the 1974 Ky. H.S. Chess Championship tourney; annotated games; Doug Rivers on Openings; crosstable for 1973 Fall City Open; misc. games. ## Kentucky Chess is well-served by this informative little 'zine.

KING'S FILE VI:4 (Dec. '73) (D.C. Chess League, P.O. Box 109, Wash., DC 20044; 50¢ ea.; no schedule given; offset (reduced)) -- 16 pp.; ed. by Homer Jones; crosstables and some reports on 16 tourneys held in the Wash.-Baltimore area during 1973, plus standings, crosstables, results, etc. for 1973 Summer DC Chess League. ## All the info here one could want on Chess activity in the DC area during 1973; the one problem is that the print is too small to read comfortably....

THE PENNSWOODPUSHER VII:2 (Feb. '74) (Official Publication of the Pennsylvania Chess Federation; ed. Bobby Dudley, 107 Crosstree Rd., Coraopolis, PA 15108; offset; 5½" x 8½"; no price or schedule given; assume free to PCF members (dues \$5/yr. adults, \$3/yr. under 21, from Wm. Byland, 264 Bigelow Apts., Pittsburgh, PA

(Over)

CHES CHATTER (Continued) --

15219) -- 16 pp., incl. cover; Bob Dudley on "The Fischer Puzzle"; crosstables, standings, some photos for several late '73 and early '74 Penna. Chess tourneys; several Chess books reviewed by Bob Dudley; calendar of coming Penna. events.

Another fine little 'zine which serves its State well.

VIRGINIA CHES FEDERATION NEWSLETTER (VCF, %Helen S. Hinshaw, 1707 Grove Ave., #3, Richmond, VA 23220; edited by James R. Addison; approx. bimonthly; offset; 5½" X 8½"; no sub rate, but free to VCF members (\$3/yr.) -- 40:2 (Dec. '73): 27 pp.; Va. Chess news; Game of the month; announcements; Message from VCF President; misc. games; "Praxis", by Claude Bloodgood (annotated games); list of places to play Chess in Va.; Va. tourney results, reports, and crosstables; report on the Chess program of the Va. penal system; Editorial pages; info on upcoming events.

40:3 (Feb-Mar '74): 26 pp.; VCF news/announcements; Va. Chess news; tourney reports, crosstables, etc.; Special Report on the Candidates' Matches, by Steven G. Bookbinder; VAPEN Chess Program news; "Where to Play" in Va. (list of Va. Chess clubs); info on Scholastic Chess in Va.; misc. Va. club news & reports; Games from the Va. Open; Editorials (actually, these are LoC's w/editorial response); review of the "new" CHES LIFE & REVIEW; info on coming events; preview of a History of the VCF, which is in preparation. ## 40:4 (Apr. '74): 35 pp.; Va. Chess news; reports, crosstables, etc. on Va. tourneys; Scholastic Chess section; "A Note on Protection in Chess", by William D. Groman; additional report on the Candidates' Matches, by SGB; listing of Va. Chess clubs; SGB on the Swiss Gambit; Club News & Area reports; updated 1974 Va. Chess event schedule (2 pp.; not incl. in pagination); Arlington Chess Club 1973-74 Handbook, by Ray Jones & Cleve Corlett; LoC's w/editorial response; info on upcoming events. #### Under its new editorship, the NEWSLETTER has been showing a steady improvement, and is settling down into one of the best regional Chess publications we have seen.

BOOKS RECEIVED (Quickie Reviews; longer reviews needed) --

Both Sides of the Chessboard: An Analysis of the Fischer/Spassky Chess Match, by Robert Byrne & Ivo Nei (Quadrangle/The New York Times Book Co., NY; '74; 211 /xiv pp.; hardback w/dust jacket; 5½" x 8½"; \$7.95) -- Perhaps the best book on the epic 1972 World Championship Chess Match to appear to date. In it, an American, Robert Byrne (an International Grandmaster, 1972 U.S. Chess Champion, and Chess columnist for the N.Y. TIMES), and a Russian, Ivo Nei (an International Grandmaster, Soviet Chess theoretician, and member of the Spassky "team") bring new insights to the mass of literature which has appeared on the match and the events which preceded and accompanied it. Introduction by Dr. Max Euwe; the annotated (by Byrne & Nei) games of the Fischer-Taiminov match, the Fischer-Larsen match, the Fischer-Petrosian match, and the Fischer-Spassky match, with introductory remarks preceding each section and each phase of the matches. Recommended.

The World's Chess Championship, 1937, by Dr. A.A. Alekhine; w/Annotations by the Author & Dr. Max Euwe; Edited by H. Golombek (Dover Publications, Inc.; NY; '74; unabridged republication of the 1938 ed. published by Pitman & Sons, London; paperbound; 5¼" x 8"; 203 /xi pp.; \$2.50; "Official Account of the Games") -- Foreword by Sir George Thomas; Preface by Golombek; chapters on the lives of the principals of the 1937 match, Dr. Alekhine and Dr. Euwe; list of results of all games between the two principals, to date (to 1937, i.e.); "Course of the Match"; "Conditions of the Match"; "The Theoretical Results of the Match" (w/references to The Slav Defence, The Nimzovitch Defence, the Queen's Gambit Accepted, the Catalan System, the Queen's Indian Defence, the Semi-Tarrasch Defence, and the Réti Opening); the 25 games of the match, w/annotations by Euwe & Alekhine; five annotated exhibition games; Index to the Openings. ## Dover is doing a fine job in bringing definitive accounts of important Chess events back into print at prices anyone can afford.

PAUL MASSON AMERICAN CLASS CHES CHAMPIONSHIPS, Saratoga, Calif., May 25-27 (an outdoor event, at P.M. Mountain Vineyard); prize fund of \$8,000; special attraction, George Koltanowski; late registration at Vineyard, May 25, 9-10 a.m.

"CITEX 74"

5 TOURNAMENTS

Unlimited Board (3 round) DIPLOMACY FLETCHER PRATT WWII NAVAL AGE OF SAIL WWII ARMOR MEDIEVAL

"CITEX '74"

CHICAGO INTERNATIONAL TOURNAMENT AND EXPOSITION OF SIMULATION GAMING

On August 16th, 17th, and 18th, Viking Systems will present, at the LaSalle Hotel (a major Chicago Loop hotel), "CITEX '74" (Chicago International Tournament and Exposition of Simulation Gaming).

At "CITEX '74" there will be featured four team miniature tournaments. Each team will consist of five regular players plus one alternate player. The cost for each team is \$35, or \$5.85 per person, which also includes entry to all three days of "CITEX '74".

The following tourneys are being planned, and the rules will be thoroughly play-tested in the Chicagoland area. We would appreciate your comments before we publish the rules and situations in the July issue of "El Conquistador". Trophies will be awarded to each member of the first-place and second-place teams, and in addition the winning teams will receive traveling trophies for 1 year and free entry into "CITEX '75" to defend their title.

At the present time, a World War II Naval situation is being planned, with a local Chicago group play-testing it. It will use primarily Fletcher Pratt rules, but they will be modified for the tournament. At the present time the Chief Referee has not yet been selected.

Tony Adams has been selected to be the Chief Referee of the Medieval Tourney and is now working on a combat situation which should prove whether you could have been a member of the Knights of the Round Table.

The Sailing Ships Tournament Chief Referee will be John Bobek, using rules which have been modified for "CITEX". Will you give up the ship, or will you say "I have not yet begun to fight."?

Can your armor defeat the others, or will they stop you under the watchful eyes of Robert Mijanovich, Chief Referee of the World War II Armor tournament?

At the present time, the Chief Gamesmaster of the Diplomacy tournament has not been selected. However he will be a person well versed in the rules of Diplomacy. In the May issue of "El Conquistador", Allan Calhmer will present a concept of how to run and score a Diplomacy tournament. The cost per player for the tournament will be \$7.50, with the top seven players receiving trophies. The Number 1 player will receive a traveling trophy along with a paid trip (including hotel room) back to "CITEX '75" to defend his title.

Each team which wins in its tournament, in addition to receiving a trophy for each member, will be entered in "CITEX '75" to defend its title free of charge. Each team which places second in its tournament will receive a trophy for each member, but will have to pay the regular entry fee to enter "CITEX '75".

All persons entering tournaments in "CITEX '74" must be registered by 7 pm Friday, August 16th. No one will be allowed to register late. (Individuals or teams may register by mail and are encouraged to do so.)

At "CITEX '74" we are asking that all Dippy zine publishers list their game openings at the Viking's booth so that he may fill any game openings that any gamesmaster wishes to fill or new games that he wishes to start.

All publishers who list their zines who are not entered in the Diplomacy tournament will be admitted to the game show free. (No one gets into any tournament at a reduced rate or free.)

At "CITEX '74" there will be a large game library, with plenty of space for open gaming (board gaming). Also many miniature games are being planned, but not as tournaments which are open to anyone who has come to the game show. The cost to come to "CITEX '74" for those who do not wish to enter a tournament is \$1 per day.

The room rates at the LaSalle Hotel are as follows: singles \$22 a day, doubles \$25 a day, and a special rate for dormitory-type rooms: 4 to a room (single beds), \$8 per person per night. (One does not need to know three others to get this type of room, but if you would like to room with a friend let us know. Sorry, Racquel Welch will not be in attendance.)

"CITEX 74" SCHEDULE OF EVENTS

FRIDAY, AUGUST 16TH

1 pm

"CITEX 74" Opens (Grand Ballroom)
Open Gaming (Large Game Library)
Miniatures (Grand Ballroom)
Registration for Tournaments Opens

7 pm

Registration for Tournaments Closes
Assigning Positions in Tournaments

7:30 pm

IDA General Meeting

10 pm

Grand Ballroom Closes

SATURDAY, AUGUST 17TH

8 am

Century Room Opens
Diplomacy Tournament Scoring Rules Explained
Player Positions Given Out

9 am

Open Gaming (Large Game Library)
Miniatures (Grand Ballroom)
Fletcher Pratt WWII Naval Round 1 (Grand Ballroom)
Medieval Round 1 (Grand Ballroom)
Age of Sail Round 1 (Grand Ballroom)
WWII Armor Round 1 (Grand Ballroom)
Diplomacy Begins With Spring 1901 Move (Century Room)

2:30 pm

Miniatures Round 2 Begins (Grand Ballroom)

4 pm

Diplomacy Round 2 Begins (Century Room)

10 pm

Grand Ballroom Closes

SUNDAY, AUGUST 18TH

9 am

Grand Ballroom Opens
Open Gaming (Large Game Library)
Miniatures (Grand Ballroom)
Diplomacy Round 3 Opens (Century Room)

9:30 am

Miniatures Round 3 Begins (Grand Ballroom)

5 pm

Winners Announced (Grand Ballroom)
Prizes and Trophies Presented
Closing Ceremonies

6 pm

"CITEX 74" Ends

"CITEX 74"

5 TOURNAMENTS

Unlimited Board (3 round) DIPLOMACY

FLETCHER PRATT WWII NAVAL

AGE OF SAIL

WWII ARMOR

MEDIEVAL

MANY ORGANIZED MINIATURE GAMES

MODERN

ANCIENT

MEDIEVAL

NAPOLEONIC

LARGE GAME LIBRARY (open gaming)

August 16, 17 & 18, 1974

LaSalle Hotel
LaSalle and Madison
Chicago, Illinois

CUT HERE

Dear Viking:

Please enter me (my team) in the following tournament:

DIPLOMACY WORLD WAR II ARMOR* MEDIEVAL*

WORLD WAR II NAVAL* AGE OF SAIL* *team events only

NAME (team member) _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

Diplomacy Fee \$7.50 Team Fee \$35.00 (6-man team)

I WOULD LIKE TO STAY AT THE LASALLE HOTEL.

Please reserve the following for me.

Single, \$22/day Double, \$25/day four-to-a-room special, \$8/day

AMOUNT ENCLOSED. _____, A RECEIPT WILL BE SENT BY RETURN MAIL.

Mail with check or money order to Viking Systems, Suite 823, 24 North Wabash, Chicago, Illinois 60602.