

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

Gaming News/Review 'zine - Ed/Pub: Don Miller - (Vol. 13, #'s 3&4; Whole #75/76)
 Official Organ of the NFFF Games Bureau - 25¢ ea.*, 10/\$2 - 3rd & 4th Nov/74 Ish

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In Brief --

We're not moving quite as rapidly as we'd like to, but we still plan to catch up with the backlog of material by the end of 1974. This is the second catch-up double-issue, this time concentrating on the huge stack of wargaming 'zines (last issue it was the Diplomacy mags; next issue, the Chess 'zines, and the following issue, the misc. gaming 'zines). ## TGL will trade, all-for-all, with any 'zine related to any type of gaming activity, from Bridge to Chinese Checkers. Such trades provide a valuable source of info for us, and are much valued. We also encourage exchanges of memberships with various gaming organizations, and "trades" with various gaming companies (TGL and special advertising privileges in return for news/announcements and review copies of games, books, etc.). ## Reminder: We serve as U.S. Agent for three excellent sources of gaming books and publications: Q Press (Fairy Chess booklets), Chess, Ltd. (an excellent monthly magazine, plus a large selection of books), and Games & Puzzles (the best general gaming magazine being published today, if not ever). We can offer discounts to TGL subbers/traders & 1st-time subbers for all three. Info will appear in future TGLs, but if you want info before then, drop us a line (& enclose stamped, self-addressed envelope or p.c., please--this will greatly hasten our reply). ## TGL/TG to be combined in '75.

TGL is usually bi-weekly; subs 25¢ (10p) ea., 10/\$2 (12/51), double-issues 50¢ ea. (ref. asterisk in heading); all subs incl. any issue(s) of THE GAMESMAN pubbed during sub (prorated vs. TGL sub according to length); subs/trades also include Games Bureau membership for duration of sub/trade; for info on airmail, Overseas Agents, ads, etc., write ed. (note that flyers & classified ads are solicited for future TGLs; rates are \$2 for 1-sided flyer, \$3 for 2-sided flye. (50¢/side discount if TGL subber/trader; 250 copies needed), 2¢/35-character line (minimum 25¢/ad) for classified ads (max. 10 lines free to subber/trader)). Address Code: A, Overseas Agent; C, Contributor (contributor gets issue in which contrib appears, or issue added to sub if subbing; reviews (games, zines, books) urgently needed; also puzzles, problems (Chess, cryptograms, Bridge, etc.), columns, articles, complete games, news, LoC's, cover art (for TG), etc.); K, Something of yours is mentioned/reviewed within; N, You are mentioned herein; R, For Review; S, Sample; T, Trade; W or Y, subber via 1st- or 3rd-class mail, resp. (# = lastish on sub); X, Last issue, unless....

-- DLM

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THINGS FOR SALE (Cont. from TGL #'s 71 & 73)

To list in #70, add TGL #73/74 (.50).

Belete the following from lists in TGL #'s 71 & 73 (sold): THE ADVERTIZER #1; AERODROME #8; D-ELIM II:2; DER LAGE (all issues shown); DER NEUE ANGREIFER #'s 1-3; THE FUSILIER #1; GALACTIC REPORTS #'s 3, II:1; THE IFW MONTHLY II:1, II:2; THE IFW INTERNATIONAL WARGAMER II:1; INTERNATIONAL WARGAMER IV:1-3, 10; INTERNATIONAL WARGAMER SUPPLEMENT 3/70, 3/9/70; THE PANZERFAUST #7, II:6; PRESTIGE MAGAZINE #2.

Also, opp. GRUNDSTEIT in #73, change "Markstein" to "Marsland". (Sorry about that!) Additional gaming-related items for sale:

ALTERNATE REALITY #9 (Ron Melton; mimeo (offset cover); 12 pp., incl. cover; 22/7/74), 20¢.

THE FIGHTER'S HOME #3 (3/74; Daniel Gorham; offset; 22 pp. / cover), 35¢.

KITTLE PITCHING HUBBLE DE SHUFF #10 (10/74; Don Miller, for FAPA Mailing #149; mimeo; 8 pp.; for the completist only--has rambling autobiographical material, with a bit on naval wargaming and the start of a rambling, disjointed introduction to Fairy Chess), 25¢.

SCHOLASTIC ELEUSIS: A Guide For Inductive Training in Science and The Game of Block, by Mehran Thomson, Jr. ('66; mimeo; 5½" x 8½"; 9 pp. / cover), 25¢.

SIGNAL #6 (undated; John Mansfield; mimeo; 4 pp.), 10¢.

THE SIMPLE (undated & unnumbered; Spartan International; offset; 8½" x 14"; 1 pg.), 10¢.

SIX SOUNDS OUT (IFW Region Six newsletter; ditto; Sam Ferris) -- #1 (undated; 2 pp.), 10¢; #2 (undated; 4 pp.), 10¢; #3 (undated; 4 pp.), 10¢; #4 (undated; 2 pp.), 10¢; #5 (undated; 2 pp.), 10¢.

SNCL MONTHLY (8/69; Spartan International; offset; 16 pp. / covers), 50¢.

THE SPARTAN #4 (IFW; ed. Scott Duncan; offset (?); 12 pp.; 5/66), 50¢.

THE STALINGRAD REVIEW #2 (9-10/69; ditto; ed. Dave Summer; 16 pp.), 40¢.

STRATEGIC REPORT #7 (9-10/71; Cobra Wargaming Club; ed. Bob Novak; mimeo; 8½" x 14"; 8 pp.), 40¢.

STRATEGY & TACTICS (Christopher Wagner; offset; 8½" x 12") -- #1 (1/67; 12 pp.), \$2.

STRATEGY & TACTICS (Robert P. Wagner; offset) -- #9 (11/67; 16 pp., incl. covers), \$2.

STRATEGY & TACTICS (Christopher Wagner; offset) -- II:3 (5-6/68; #13; 32 pp., incl. covers), \$2. (Also have slightly damaged copy for \$1.50.)

STRATEGY & TACTICS #29 (11/71; James F. Dunnigan; offset; 40 pp., incl. covers, / complete game (U.S.N.)), \$3.50.

SWABBERS #20 (2/73; Herb Barents; ditto; naval wargaming 'zine; 10 pp.), 25¢.

THE TRUMPETER III:2 (12/67; J.A. Hutchings; offset; 8½" x 14"; 4 pp.), 35¢.

WARGAMERS NEWSLETTER (Donald Featherstone; mimeo; offset cover; 8" x 13"; bottom edge ragged) -- #14 (5/63; 10 pp. / cover & flyer), 75¢.

WARGAMERS NEWSLETTER (Featherstone; offset? (could be electrostencilled--it's hard to tell sometimes...); 8" x 10") -- #61 (4/67; 30 pp., incl. covers), 75¢; #62 (5/67; 28 pp., incl. covers; coupon missing from flyer stapled into 'zine), 75¢; #63 (6/67; 30 pp., incl. covers), 75¢; #64 (7/67; 30 pp., incl. covers), 75¢; #65 (8/67; 28 pp., incl. covers), 75¢; #66 (9/67; 28 pp., incl. covers), 75¢; #67 (10/67; 28 pp., incl. covers), 75¢; #68 (11/67; 30 pp., incl. covers), 75¢; #69 (12/67; 30 pp., incl. covers), 75¢; #70 (1/68; 30 pp., incl. covers), 75¢.

More WARGAMERS NEWSLETTERS & other 'zines next TGL. Persons ordering a run of WN will receive preference over single-issue orders, as most issues have overlapping continued articles.

The above are mostly duplicates, and are avail. from Don Miller, 12315 Judson Rd., Wheaton, MD 20906. Items are one-of-a-kind in most cases, so alternates would be appreciated. Please add 50¢ postage/packing on orders under \$5, 25¢ on orders between \$5 and \$10; orders over \$10 are exempt from extra postage charge. Please make check or money order out to "Donald L. Miller". ## We also have several Special offers on TGL back-issues, Diplomacy-'zines, SF 'zines, bundles of Chess miscellany (newspaper clippings, flyers, etc.), and similar bundles of misc. non-Chess material. Prices for everything in our stock go up 1 Feb. '75.

SALMAGUNDI

We'll skip Ted Drange's Go column once more this issue, so we'll have more space to use in catching up with the huge backlog of more dateable material which accumulated in our files during our "vacation" from publishing TGL. The column should return next issue. Reviews of the misc. gaming 'zines on hand will also be deferred, to #79/80 rather than #77/78 (#77/78 will be the Chess catch-up issue, as we have more Chess 'zines on hand for review than general gaming 'zines, and we'd like to clear out the largest piles first). Magazine reviews will return with regularity to SALMAGUNDI with TGL #81 (except for Phil Cohen's and any received from the rest of you, which will be published as we go along).

MAGAZINE REVIEWS, by Philip Cohen --

Go subscription information: \$7 to American Go Association (A.G.A.), Box 397 Old Chelsea Sta., N.Y., NY 10011, gets you AGA membership and a year of the bi-monthly AMERICAN GO JOURNAL. \$15 gets you this and a year of GO QUARTERLY REVIEW. G.Q.R. doesn't seem to be available separately. The AGA also has a good number of Go books, English and Japanese, and Go equipment; write them for a price list if interested.

AMERICAN GO JOURNAL (see above; offset; 8½" x 11"; 16 pp.) -- IX:1 (1/74): AGA business & news. Interview with Seiho Iino 6-dan, visiting the U.S. A lightly-annotated professional game. Quick & Dirty Principles of Go Strategy for Beginners. Several mini-articles by Japanese top players: "Tsume-Go for Dan Players", "Beware of an Automatic Answer", etc. Other snippets. ## IX:2 (3/74): Again many little bits. Among the most noteworthy: Three slightly-annotated games, two from the 1974 New Jersey Open. "Group Diagrams in Go" by Dr. Milo Wolff, a method for producing and analyzing all sorts of pathological situations. (You thought triple ko was something?) A thoroughly annotated historical game. "Hamete", by Maeda 9-dan, on trick moves. A short list of kanji, useful for reading Japanese Go books. Initial portions of two games from a New York-Philadelphia team match, played by telephone. ## IX:3 (5/74): Lots of news. An important 1974 title match, annotated. Two long articles on opening theory. Membership also brings with it a membership roster and a sheet presenting a proposed numerical rating system similar to Arpad Elo's for Chess.

GO REVIEW (see above; printed; 7" x 10"; 80 pp.) -- Autumn/73: Much world Go news. The games of the 1973 Honinbo Tournament, which Ishida won with four straight wins; only the first game is annotated, but extensively. "Ishida Wins the Meijin League", giving highlights of games from Ishida's 8-0 victory. "Goodwill Visit to China", travel and game notes. "Watch Your Next Move" by Go Seigen 9-dan, notes on Go strategy. "Master Go", first in a series of interesting historical games. An interview with Richard Dolen, top non-Japanese Go player in L.A. area. Four games from the 13th Amateur Top Ten Championship. ## Winter/74: World Go news. An extensively annotated account (15 pages) of an important game from the Meijin title match. "Go Terminology" by Jim Davis, a long and interesting discussion of the subject, proposing (among other things) the discarding of a number of terms that aren't necessary and make it hard to read English articles on Go (for instance, "squeeze play" should be used for "hasami"). Good point, 'tho I think he goes a little too far. Another "Master Go" article, another "Watch Your Next Move". Well-annotated games from the Student and Pro Best Ten finals. An interview with Richard Bozulich, president and founder of Ishi Press, which publishes most of the available English Go books--and the best ones.

Summary: If you're at all serious about Go, send in your \$15. The \$7 doesn't get you a whole lot, 'tho it does support the AGA, which has finally started to do something about promoting U.S. Go. For \$15, I think you get your money's-worth.

THE PUZZLE PATCH --

Solution to Word-Deletion Flat in TGL #73: RE-CRUDES-CENT. (Any correct answer received before this issue is mailed nets an extra issue of TGL on your sub.)

(Over)

SALMAGUNDI: THE PUZZLE PATCH (Continued) --

Puzzles for this issue (any reader sending in all correct solutions (or the one sending in the most correct answers) receives issue of TGL added to his sub (except Phil Cohen, who gets extra issue for sending these in). More puzzles of all kinds needed for future issues (originals preferred, where possible).

Flats (from THE ENIGMA, subscription info in TGL #73; sent in by Phil Cohen):

#1. Word Deletion (by Tut) 10
 What mischief, now, then, with my hard-earned money?
 What TWO excess to ALL me? Dare I look?
 Control yourself! I'm not a Croesus, honey;
 The party's ONE--now get in there and cook!

#2. Linkade (by Tut) 7
 ALL, she held the SECOND egg, perplexed
 By what her husband sent from way down under:
 "It's thoughtful, and I shouldn't be so vexed,
 But how is such an object THIRD, I wonder?"

#3. Anagram (by Tut) *2. *7 SMITES MEN

#4. Antigram (by Fiddle) 8 NICE LOVE

Answers in next TGL. Explanations/samples: #1, Word Deletions were explained and illustrated in TGL #73. #2, Linkades are like HEAT/HEN = HEATHEN, the words linking up by one letter. For example:

Linkade, by Tut (10) A car, a mink, the list is never-ending;
 I ONE your life by backing each desire.
 Encoded answer (see below): JCUPLUKGHF TWO, dear, practicality in spending,
 Before my total income is ENTIRE!

#3. Anagrams are rearrangements of the letters in a word or phrase to make another of similar meaning, like I'M INVALID'S NATURE = VALETUDINARIANISM or THE EYES = THEY SEE. #4. Antigrams are similar to anagrams, but the rearrangement has an opposite meaning, like ANTI-DAMSEL, HE for THE LADIES' MAN. ## Note: In above puzzles, number of letters in answer is given in parens; subword lengths are also given, when needed (They generally aren't given in word deletions). An asterisk indicates a capitalized word. ## Encoding of answers (so you can't cheat too easily by peeking at the answers before you try to figure out puzzle): The 1st and all odd-numbered letters are shifted forward 3 letters, even-numbered ones are shifted forward 2 letters.

MISCELLANY RECEIVED (Flyers, catalogues, etc.) --

EXPLORATIONS, INC., 54 Washington St., Leominster, MA 01453 (POBox 183) -- Sent a complimentary set of their new political game, Bigwig, along with an accompanying letter: "Here is your complimentary copy of Bigwig, the great game of politics... for the people. Explorations is a new company located in Massachusetts and Bigwig is our principal product. We are sending you this game to make more people aware of Bigwig's play value. ## How are we able to do this? We know that Bigwig's play value and production qualities far exceeds those games produced by the major game companies and yet are competitively priced with the 3-M and Avalon Hill lines. Bigwig has been so intensively tested that we know every game being played generates demand for others. Please accept Bigwig with our compliments. ## There are no strings attached. All that we ask is that you play it with as many people as possible. If you have no interest in games, please pass it along to someone who will enjoy it. If play prompts your comments, we welcome them." (Bigwig will be reviewed in later TGL, when space permits. Reviews also needed from our readers.)

SHIRE PUBLICATIONS, LTD., 12B Temple Square, Aylesbury, Buckinghamshire, U.K. -- Their Aut/Wint. '73/74 Catalogue lists the following titles of possible interest (in their "Discovery" series of paperbound books/pamphlets): Discovering Old Board Games, by R.C. Bell (#182; 40p; illust. w/over 50 diagrams & drawings); Discovering Playing Cards and Tarots (#142; 30p).

((No more room this issue; lots more to come in TGL #77. --ed.))

DIPLOMANIA

THE COURIER (Lettercolumn) --

ALLAN CALHAMER (Inventor of Diplomacy), 501 N. Stone Ave., La Grange Park, IL 60525 (30/11/74) --

I am concerned with the plight of a player who pays a game fee, a sum which keeps getting bigger and is now a fair little chunk of cash, and then, for all practical purposes, is knocked out of the game almost at the start.

It seems to me that it might be a good policy to offer a consolation prize to players who will find themselves in that position. This prize would probably be either a free game or possibly a game at half price.

One condition of the award of the consolation prize would be that the player has sent in a set of moves each turn up to the point of control. Thus the player who is practically out at this early point may be given some incentive to keep on playing at least up to the control.

Suppose the GM ruled that any player who was down to two or fewer supply centers at the end of 1903 was eligible for the prize. Of course, he could still continue playing that game, and conceivably could win it, and drawing chances would be present, although not very good; but if he had to suffer with two or fewer at the end of 1903, he would be eligible for the prize.

How much revenue would the GM expect to lose? An examination of 43 games begun mainly in 1971 and 1972 indicated that the countries came up with two or fewer centers at the end of 1903 the following numbers of times: Austria, 14; Turkey, 11; Russia, 7; England, 6; France, 5; Germany, 3; Italy, 2 (total: 48).

Now in 43 games there are 301 players; 48/301 is about 16%. A prize of half the fee would then call for a sacrifice of 8%, less something because some of these players would not get all their first six sets of moves in. Maybe four to six per cent of revenues would have to be extended as credits toward new games. Then not every winner would elect to use the credit.

Against this revenue loss might be balanced possible increase in participation on the part of fans who would like the policy.

Of the 48 players who were down to two centers at the end of 1903, by the way, all lost, except one Turk who snagged a four-way draw.

((Your concern with the plight of a player who is eliminated early in the game has merit--it's something that bothered us when we were gamesmastering--especially when the eliminated player was playing in his first (and usually, last) game of Postal Diplomacy. However, giving a "prize" to someone so eliminated seems a contradiction in terms ("booby prize"?)--and setting a point in time at which such an "award" is made could prove counter-productive. ## It has always been our policy to try to see that a position is played--no matter how hopeless the position may be--as the essence of the game is the conduct of diplomacy--and one can not conduct diplomacy with a position which is in "civil disorder". Awarding a player who was down to two supply centers at the end of '03, providing he had missed no turns before then, would help prevent missed moves early in the game--but it would also encourage such a player to drop out in 1904--what incentive would he have to keep going if he had already won his "prize"? To keep going from this point on would cost him money--and as your statistics above showed, such a player has very little prospect of getting anywhere in the game. A player in such a position may still be of considerable help to one of the other players (we once won a game through the help of a player with only one supply center), but he can have very little hope of getting anywhere himself. ## It would seem far better to give a refund (partial) to a player who is eliminated--providing he hasn't missed any moves up to that point. Such a refund could be based on number of game years played--e.g., divide game fee by ten and multiply it by number of game years played; subtract this from game fee, giving amount to be refunded (or even better, credited towards another game). Thus, the player is being rewarded not for being eliminated, but rather for sticking with his position and not missing moves. But even this has drawbacks--e.g., a player who is doing badly has many ways of hastening his demise (to save money) without missing a move.... --ed.))

(Over)

DIPLOMANIA (Continued) --MAGAZINES RECEIVED (21/11/74-7/12/74) (* indicates game opening(s)) --

ADAG (Hal Naus, 1011 Barrett Ave., Chula Vista, CA; ditto; \$2/yr.; no schedule given) -- #95 (26/10/74; 5 pp.): Editorial notes/announcements; moves, press releases for 10 Regular games, incl. end of 1973C (drawn F07, RUS (Bruce Kindig), GER (Mike Beavers), ITA (Willemsen)); roster for new game.

*ATLANTIS (Chris & Deborah Schleicher, 814 E. Old Willow Rd., Apt. 214, Wheeling, IL 60090; mimeo; no price or schedule given; openings in Regular Dippy, fee \$7) -- #75 (undated; 12 pp., incl. cover): ATLANTIS House-Rules; moves, press for 10 Regular games; news/announcements; CoA's.

*BELLICUS (Will Haven, 30 Plungington Rd., Preston, PR1 7RB, England; mimeo; 8" x 13"; 8p/issue + postage; openings in Regular Dippy & Strategy One (Scenarios 4 and 8), fee 50p (refundable deposit--i.e., you get it back at end of game or when annihilated, if you don't drop out--thus games are actually free) -- #18 (undated; 29 pp.): Editorial; Part I of rules for "Hypereconomic Diplomacy Mark Two"; rules for "Black Hole Diplomacy"; lettercolumn; 'zine reviews; "Elsinor" press; notes/announcements; CoA's; moves, press for games of Strategy One, "Irregular Diplomacy", "Abstraction", "Foundation", "Game of the Clans", Regular Dippy (8 games), 4000 AD (2 games), "Guelph", Origins of WWII, "Atomic Warfare I", "Mordor Vs. the World IV", "Youngstown Variant", Postal Risk, & Go (whew!). ## Something here for everyone....

*BUSHWACKER (Fred Davis, Jr., 3012 Oak Green Ct., Ellicott City, MD 21043; mimeo; monthly; 12/\$2 N.America (12/\$2.50 overseas); openings in "Old Men's Game" (will be "Abstraction", "1885", "Germany vs. the World", "U.S. Diplomacy", or "Economic Diplomacy", as chosen by the players; fee not stated) -- III:13 (12/74; 10 pp.): Notes/announcements; rules for "Economic Diplomacy", by Fred; final wrap-up for 1972Jco; moves, press for games of "Atlantica II" & "1885". ## Well-run 'zine.

FOREIGN OFFICE REPORT (A.B. Ackerman, Cheshire Home, 890 Main Rd., Moseley 4001, Rep. of S.Africa; mimeo; 8 1/4" x 11 3/4"; has folded) -- #17 (18/10/74; 3 pp.): moves, press for 3 Regular games (incl. end of 1973AD, won WLO TUR (Ronald Kelly)).

FOREIGN OFFICE GAZETTE (A.B. Ackerman, address above; mimeo; 8 1/4" x 11 3/4"; has folded) -- #24 (13/9/74; 3 pp.): moves/press for 3 Regular games; Editorial.

LEBANON GAZETTE (Hal Naus, address above; ditto; no schedule given; no subs): #20 (26/10/74; 2 pp.): Moves for 4 Variant Diplomacy games (1 "Europe", 2 "U.S.", and 1 we're not sure about).

NOBLE CANYON DAILY BUGLE (Hal Naus, addr. above; ditto; no subs; no sched. given) -- #22 (26/10/74; 1 pg.): Moves for two Regular games.

*OBSESSION (Shamray, Zehnder, Bailey, & Boozer, #POBox 24872, Los Angeles, CA 90024; ditto; monthly; 12/\$2; openings in Regular Dippy, fee 50¢) -- II:1 (1/11/74; 6 pp.): Notes/announcements/editorial; moves, press for 7 Regular games; miscellany; Player roster.

S.W.G.D.B. (Hal Naus, addr. above; ditto; no sched. given; no subs) -- #51 (2 pp.; undated): moves for 3 Regular games, incl. end of 1971DL (drawn W12, Eric Verheiden (ENG), Edi Birsan (A-H), Bob Lamb (TUR), Rosenfeld (FRA)).

WAR BULLETIN (Hartley Patterson, "Finches", 7 Cambridge Rd., Beaconsfield, Bucks HP9 1HW, England; mimeo; 8 1/4" x 11 3/4"; subs 5/35p England, 5/50p Europe, 3/\$1 U.S. airmail, 6/\$1 U.S. seairmail) -- #58 (6/10/74; 12 pp.): notes/announcements; CoA's; misc. news/'zine reviews; moves/press for games of "Downfall", "Excalibur", "Wars of the Roses", Regular Dippy (3 games), & 1 Variant type of which is not stated; also BENJAMIN DISRAELI 6 w/press for "Parliament" (incl. in pagination).

PROSPECTIVE PLAYERS ("New Blood") --

Don Williams, 1601 Radcliff, Columbia, MO; Alexander P. Grissom & Timothy Grissom, 6232 Cumberland Ave., Apt. 201, Springfield, VA 22150; David A. Alexander, 82 Miller Rd., Newton Centre, MA 02159; Michael Cooper, 3839 Sweetbriar Rd., Wilmington, NC 28401; Mike Hinmon, 8117 Heatherton Ln., #103, Vienna, VA 22180; Don Ditter, 108 Colby Apts., Hoyt Lakes, MN 55750; Bruce Mount, Tower Rd., Lincoln, MA 01773; Michael Landry, Rt. 1, Box 107, Crownsville, MD 21032; Michael J. Hanagan, 3701 Lindell Dr., St. Louis, MO 63108; AIC G. Kent, PSC Box 2634, Robins AFB, GA 31098.

CHESSWORLD

This issue we'll concentrate on the piles of newspaper clippings, books received, and miscellany and an attempt to catch up on our huge publishing backlog. The stack of magazines received will be covered in its entirety next issue of TGL; after that, we'll hit the pile of general games mags (in TGL 79/80), and then TGL and TG will be combined into a monthly publication containing a mixture of news- and article-type material.

MAGAZINE REVIEW (by Phil Cohen) --

DIE SCHWALBE #26 (4/74; in German; 16 pp.; bi-monthly; 24 DM/yr., from Dr. Werner Speckmann, 47 Hamm, Lisenkamp 4, W.Germany) -- Mostly problems this issue, with results of 1972 fairy informal tourneys. Also a tourney report, two book reviews, and a few other bits. ## Less substance than usual. The 50th anniversary issue, later this year, may make up for it.

BOOKS ANNOUNCED (announcements rec'd by TGL) --

CHARLES SCRIBNER'S SONS (597 Fifth Ave., N.Y., NY 10017) -- 11/74: Chess and Children, by George Francis Kane (\$7.95) -- "an excellent guide for teaching chess to children. . . enables adults to teach children the game and its principles in an interesting manner. It assumes little or no preliminary knowledge of chess on the part of the reader, so parents and teachers who do not play can make use of the book as readily as those who are experts. ## The author, who has specialized in teaching chess to children for several years, describes important teaching methods that are most successful in working with children. He points out that most children lack the power of abstraction. They tend to learn only mechanical short-term concepts and are interested primarily in concrete illustrations. The single most effective teaching device for children has proven to be repetitive problem-solving tasks of one- or two-move scope to illustrate each concept. ## Although the difficulties of teaching a child the rules of chess should not be underestimated, Kane's techniques, combined with patience, will give any child the skills needed to compete successfully in elementary school tournaments. . ." #### What's the Next Move?, by George Francis Kane (\$5.95 hb; \$3.95 pb) -- Subtitled "A Book of Chess Tactics for Children and Other Beginners", it is a companion volume to Chess and Children, and "offers over 80 problems in diagram form, appropriate for beginners of any age".

A.S. BARNES & CO., INC. (Cranbury, NJ 08512) -- The Blue Book of Charts to Winning Chess (and Guide to the Transpositions), by Arthur M. Stevens (\$12; 440 pp.) -- "A completely new and comprehensive volume showing the winning percentages for every move as determined in actual tournament play. . . The analysis in chart form of 56,972 actual games by the world's greatest masters is a scientific way to learn the openings and eliminate experimentation and guess work. ## A valuable feature of the book lies in the guide to 'transpositions'--that is, moving to a position in two or more ways by changing the order of moves. . . [in this book] there are more than 1,000 ways of handling transpositions successfully. . ." ((A long time ago we received two in a series of CHESS CHARTS ("A Statistical Analysis in Chart Form of The Queen's Gambit"; '64; offset; 7" x 11"; 40 pp. / covers; and "A Statistical Analysis in Chart Form of The French Defense"; '65; offset; 6½" x 8½"; 24 pp., incl. covers) from Chess Charts, POBox 5326, San Diego, CA 92105, which we never got around to reviewing. This book includes these charts / many more, and was originally published in 1969. We have not seen the book, but the Charts themselves are very well done, so the book should prove a worthwhile investment. --ed.))

DOVER PUBLICATIONS, INC. (180 Varick St., N.Y., NY 10014) -- William Steinitz: Selected Chess Games, ed. Charles Devidé & expanded, w/new preface by David Hooper (\$2; pb; 2nd ('74) enl. ed. of A Memorial to William Steinitz; xv / 109 pp.) -- "a memorial to the man who has often been called the father of modern chess. . . tells Steinitz's story. His biography, his achievements, and a selection of [79] representative games are all here." ## The Delights of Chess, by Assiac (\$3; '74; 352 pp.; pb) -- "Anecdotes and observations by an internationally known British writer and chess columnist. Up-to-date pen portraits of past and modern masters

(Over)

CHESSWORLD: BOOKS ANNOUNCED (Continued) --

including Fischer, Spassky, Petrosian, Larsen and Portisch. Special feature included is an account of the 1972 World Championship match." ## Lasker's greatest Chess Games, 1889-1914, ed. Fred Reinfeld & Rueben Fine (\$2; pb; ix + 165 pp.) -- "75 games from Dr. Lasker's long career, against Pillsbury, Marshall, Capablanca, Steinitz, Schlechter, Janowsky, and other greats. Exceptionally thorough annotations by the editors." ## Morphy's Games of Chess, by Philip W. Sergeant (\$2.75; pb; 352 pp.) -- "The romantic history and remarkable games of the greatest player of all time. 54 classics against Anderssen, Bird, Paulsen, and others; 52 games at odds; 52 blindfold games; and 100 coltulation, informal, and other games. 235 diagrams." ## The Unknown Morphy: Games, Writings, Biography, by Paul W. Sergeant (\$1.75; pb; 114 pp.) -- "Sequel to Morphy's Games of Chess continues with more aspects of Morphy's life and more Morphy games. Sergeant uncovers accurate information on Morphy's last years and his decision to give up chess; 38 games, annotations, correspondence; and notes written about Morphy by his contemporaries."

BOOKS RECEIVED (quickie reviews) (* indicates our discounted Agency price) --

CHESS INFORMANT #14 (\$5*; pb; in English, Russian, German, French, Spanish, Italian, & Slavic(?); 320 pp. + covers; '73) -- A wealth of information on world-wide Chess activity in 1972, incl. detailed section of FIDE information. This could keep someone busy for years....

CLASSIC CHESS EXERCISES, by Alain C. White (Hippocrene Books, Inc.; pb; \$2.95; '73; orig. pub. in '15 as Tasks and Echoes in the A.C. White Christmas Series; subtitled: "The Cumulative Principle in Problem Composition") -- 223 pp. incl. covers (title page has "Classic Exercises in Chess", and ad on back "Classical Chess Exercises"....); Introduction; 100 problems in three sections (in index, at least): "The Individual Pieces", 18 themes, from "Ambushes to "Variations", and a section of "Self-mates" and "Christmas Chess" problems. As is usual with all of White's books, very enjoyable.

Fischer v Spassky: The World Chess Championship Match 1972, by Svetozar Gligoric (Collins, London & Glasgow; \$1.50 (\$3.55*); 127 pp.; hb; '72; w/dj) -- Introduction; Fischer's & Spassky's Playing Records; chapter on their previous encounters (5 annotated games); description of the "Scene in Reykjavik"; the 21 games, heavily annotated, with introductory/background material; Retrospective look at the match. ## One of the best books on the Fischer/Spassky match we've seen to date. Small, but well-written and informative.

How Not to Play Chess, by Eugene A. Znosko-Borovsky (Dover Publications, Inc.; '61; orig. pub. '49; ed. Fred Reinfeld; \$1.25; pb; 119 pp.) -- Ed.'s Intro.; Author's Preface; a book which approaches the problem of learning to play Chess from the approach of avoiding mistakes rather than that of playing for them -- i.e., it approaches the problem from the opposite direction than that taken by most works on the subject. Interesting and entertaining.

The Modern Defence, by R.D. Keene & G.S. Botterill (B.T. Batsford, Ltd., London; '72; £2.30 (\$5.50*); 168 pp.; hb, w/dj; in "Contemporary Chess Openings" series, ed. R.G. Wade) -- Preface; Introduction; 15 chapters on various aspects of the "Modern Defence" (1. ... P-KB3; "A Universal Reply" to 1. P-K4, 1. P-Q4, or 1. P-QB4); Epilogue; Index of Variations. ## An excellent book in an excellent series. Highly recommended for the Intermediate to Advanced Intermediate player.

The Two Knights' Defence, by Yakov Estrin (Chess, Ltd., Sutton Coldfield, England; hb (no dj); 131 pp.; \$4.60 (\$4*); in the "Chess for Modern Times" series, ed. B.H. Wood) -- Introduction; Foreword to Eng. Edition; Bibliography; in 4 parts (I. 4. N-N5, P-Q4; 5. PxP, in 4 chapters; II. The Wilkes-Barre Variation 4. N-N5, B-B4!?!; III. 4. P-Q4, PxP, in 2 chapters; IV. 4. N-B3 & 4. O-O, 1 chapter ea.). ## A worthy volume in another fine series of books; again highly recommended for the Intermediate or Advanced Intermediate player.

Combinations in the Middle Game, by I.G. Bondarevsky (trans. Bernard Cafferty) (Chess, England; in "Chess for Modern Times Series"; pb; 54 pp. + covers; 95¢ (85¢*)) -- Preface; 3 Chapters (I. "The Basis of a Theory of Combinations"; II. "Combinational Ideas"; III. "Sacrifices"). ## A must for Intermediate & below.

(Cont. next page)

CHESSWORLD (Continued) --

THE CLIP JOINT (Chess in the Press) --

In this we'll tackle the huge pile of newspaper & magazine clippings which has accumulated during the last year. Since some of the info is outdated (e.g., the stack of clippings on the Karpov/Korchnoi match and other matches of the year), we'll only mention most of them in passing, and will only give a few highlights from some of the columns and various news items. ## As has always been our policy, most of the clippings in our files which are mentioned in this column are free for the asking (for a stamped, self-addressed envelope plus sufficient postage to mail the item(s) you want to you); articles for which we wish to keep the originals (most of the columns, e.g.) will be xeroxed and sent for 10¢ (to cover xeroxing cost) / postage; and, at year's end, we will batch up remaining articles and sell them as a lot, for \$1 / postage. ## Readers are urged to clip out items of Chess news (or any game-related news, reviews, photos, columns, etc.) and send them to us; if/when we cover them in this column, you'll receive an extra issue on your sub. (Once caught up--w/#81--we should hit them the issue after you send them to us.)

COLUMN -- "Chevalier on Chess" (WASHINGTON POST, every Sunday, in "Potomac" section) -- 18/11/73: News; games: Tukmakov/Karpov, Kavalek/Saidy; 25/11/73: News; games: Grefe/Browne, Grefe/Gilden; 2/12/73: Report on U.S. Championship at El Paso, w/final standings; game: Kavalek/Grefe; 9/12/73: report on Golden West Open; games: Browne/Gutierrez, Tarjan/Gilden (Brillianty Prize); report on Frank Brady's book, Profile of a Prodigy: The Life and Times of Bobby Fischer (David McKay Co.; \$10); 16/12/73: News; game: Commons/McCormick (Paul Masson American Class Championship); 23/12/73: News; games: Spassky/Donner, Tarjan/Grefe; 30/12/73: News; games: Spassky/Tukmanov, Hug/Spassky; 6/1/74: News; games: Belyavsky/Miles, Enklaar/Planinc; 13/1/74: News re Michigan Open; games: Marfia/Bolicau, Whitehouse/Browne; 20/1/74: News; games: Barle/Portisch, O'Kelly/Miles; 27/1/74: Book Reports: Winning Chess Openings, by Fred Reinfeld (Collier Books; 265 pp.; \$2.95), The Exploits and Triumphs in Europe of Paul Morphy, the Chess Champion (Dover; 203 pp.; \$2); 3/2/74: News; game: Sigurjonsson/Weinstein (Chicago International); 10/2/74: News; games: Evans/Tarjan (American Open), Spassky/Rashkovski; 17/2/74: News; games: Tal/Koren-sky, Tarjan/Evans (U.S. Championship); 24/2/74: News; games: D.Byrne/Grefe, Gligoric/Larsen; 3/3/74: News; games: Hartson/Mestel, J.Hartson/Chataway (Br. Ladies' Cham-pionship); 10/3/74: News; Games (Brillianty Prize winners): Lombardy/Quinteros (Manila), Cotton/Schain (American Open); 17/3/74: Games from world championship quarterfinals: Korchnoi/Mecking, Spassky/Byrne; 24/3/74: News; game (wc q'final): Korchnoi/Mecking (game 7); 31/3/74: News; games: Karpov/Polugaevsky (wc q'f), Vogt/Bellin; 7/4/74: games (wc q'f): Korchnoi/Mecking (game 13), Petrosian/Portisch (g. 5); 14/4/74: News; games: Browne/Quinteros, Petrosian/Portisch (wc q'f); 21/4/74: Game: Krause/Muir (ICCF World Cup); 28/4/74: News; games: Gheorghiu/Ljubojevic, Donner/Timman; book report: A Book of Chess, by G.H. O'D. Alexander (Harper & Row; \$10); 5/5/74: Islington Evening Standard congress report, w/games: Vujacic/Hulak, Radolcic/Botterill (Brillianty Prize); 12/5/74: News; games: Hartston/Basman, Timman/Hecht; 19/5/74 & 26/5/74 are missing from our files; 2/6/74: News; games: Adorjan/Basman, Browne/Langeweg; 9/6/74: News; games: Diesen/Rol, Rodriguez/Bis-guier; 16/6/74: games (wc semi-finals): Karpov/Spassky, Korchnoi/Petrosian; 23/6/74: News; games: Korchnoi/Petrosian (wc s'f), Gligoric/Kaplan; 30/6/74: News; games: Evans/Browne, Gheorghiu/Berry; 7/7/74: News; games: Cobo/Andersson, Korch-noi/Petrosian (wc s'f); 14/7/74: News; games: Diaz/Koene, Wansink/Garbett; 21/7/74: News; games: J.Hartston/Alexandria (women's interzonal), Smyslov/Olafsson; 28/7/74: News; games: Browne/Grefe, Olafsson/Quinteros; 4/8/74: News; games: Andersson/Knaak, Miles/Tringov; 11/8/74: Las Palmas tournament report, game: Ljubojevic/Larsen; 18/8/74: News; games: Keene/Bellon, Lombardy/Galarza; 25/8/74: News; games: Rodri-guez/Browne, Barlow/Byrne; 1/9/74: News; games: Tarjan/Hope, Stompa/Buccino; 8/9/74: News; games: Spassky/Levy, Byrne/Penrose; 15/9/74: News; games: Caprin-daschwili/Servaty (Women's World Championships), Browne/Rodriguez; 22/9/74: News; games: Browne/Bisguier (U.S. Championship), Ljubojevic/Durao (Orense; Brillianty Prize); 29/9/74: U.S. Championship Results w/final standings; game: Reshevsky/ (Over)

CHESSWORLD: THE CLIP JOINT (Continued) --

Browne; 6/10/74: News; games: Browne/Gutierrez, Browne/Evans; 13/10/74: News; games: Hartston/Karpov, Commons/Reshevsky; 20/10/74: News; games: Baljon/Jhunjwala, Balashov/Stein; 27/10/74: News; games: Matera/Balashov, Tech 2/Caissa (from the 1st World Computer Championships, held in Stockholm & featuring 13 programs from 8 countries. Winner was Soviet program, "Caissa", from the Institute of Control Science; three programs (Chess 4.0 from Northwestern Univ., "Ribbit" from Canada's Waterloo Univ., & "Chaos" from Univac (U.C.) had 3-1 scores, but chess 4.0 was awarded 2nd place because its games were shorter); 3/11/74: News; games: Jacobsen/Tarjan (Nice Olympiad), Bohm/Reshevsky (U.S. Open); 10/11/74: Games: Lombardy/Bohm (U.S. Open), Peters/Larsen (World Open); 17/11/74: Games from wc finals: Korchnoi/Karpov (game 1), Karpov/Korchnoi (g.2); 24/11/74: Games from wc finals: Karpov/Korchnoi (g.6), Karpov/Korchnoi (g.4); 1/12/74: Game from wc finals: Korchnoi/Karpov (g.5). Note: With each column, there is also a two-move Chess problem.

WORLD CHAMPIONSHIP CHALLENGE MATCHES -- Starting with the finals of the Challenge Match in which Fischer won the right to play Spassky for the title, the D.C.-area papers have been giving extensive game-by-game coverage to matches related to the World Title. After a bunch of preliminary reports, the quarterfinals of the pre-1975 Championship match were picked up (beginning Jan. 15 '74) in both papers, with moves/reports on all games from that point on. We have these clippings (at least, most of them, we missed a couple along the way) from the beginning to the end of the matches. STAR reports were mostly summaries, without moves; POST reports included both commentary & moves, reported by William Niederkorn & Joseph McLellan. Final match ended 17 Feb., when Petrosian defeated Portisch to join three other Russians, Korchnoi, Karpov, & Spassky in semi-finals in April. POST 18/2/74 reportage on final game also included article by Niederkorn, "Korchnoi 'The Terrible'". ## Surprisingly (possibly because no Americans were involved), reportage of the semi-final matches was very skimpy compared to the quarter-finals coverage, with short reports in both papers (no moves) at various points along the road, starting Apr. 13. STAR coverage dwindled to almost nothing as matches went on, but POST started reporting moves as of May 2, w/game 8 between Spassky & Karpov (commentary by Joseph McLellan). This continued through May 13, with the report of Karpov's defeat of Spassky (joining Korchnoi, who qualified when Petrosian resigned after falling behind 3-1). ## Almost as much space was given by the two D.C.-area papers to the Karpov/Korchnoi match as was given the Fischer/Spassky match. Both papers had extensive daily coverage from game #1 (reported 17/9/74) thru the final game, reported on Nov. 23. Reportage included the moves for all the games, plus analysis/commentary by Larry Kaufman in the STAR-NEWS, and Larry Gilden & Joseph McLellan in the POST. If time and space permit, we'll publish the moves for all games in this match in a coming TGL (without analysis/annotation--we welcome comments on the games/moves within from any interested reader(s). STAR coverage was best at start, POST at end.

MISC. TIDBITS -- STAR-NEWS: 5/10/73: "Kavalek: Portrait of a Pro", by Edwin Albaugh; 19/5/74: Young Chess Grandmaster Ljubomir Ljubojevic of Yugoslavia was seriously injured in a three-car crash in Belgrade; 30/6/74: The I.C.F. voted 35-17 to confirm its rules for the 1975 world championship, and gave Fischer 90 days to reconsider his earlier decision to resign his world title because of his objections to the rules; 5/7/74: Fischer's friends say they think his resignation was nothing more than a publicity stunt/pre-game psychological strategy, and that he would play in the championship (his objections were against the ICF rule placing a 36-game limit on the match, including draws--Fischer doesn't want a limit, and doesn't want draws to be counted); 13/10/74: Photo taken from 90 feet up of a "flesh-and-blood" (living) Chess game at the Mass. Institute of Technology in Cambridge, MA. ## POST: 14/5/74: Mona Karff of N.Y. City won the U.S.C.F. women's championship with 8 points in a two-week round robin invitational tournament; other tournament finishers were: Ruth Harling (7½), Gisela Gresser (7), Eva Aronson, Greta Olsson (6 ea.), Mabel Burlingame (5½), Joan Schmidt (4), Katheryn Slater, Susan Sterngold (3½ ea.), Judith Rippeth (3), and Diane Comini (1).

AUX ARMES!

In this issue, we shall concentrate on the huge stack of unreviewed wargaming 'zines received during our publishing lapse caused by our Dec. '73 eye surgery and our summer-long '74 trip to England. (Some of the 'zines received during this period were reviewed in the few TGL's which came out earlier this year, but the bulk remain in our "review" pile.) Note that the absence of recent issues of some of the 'zines may mean that the 'zine has ceased publication--but it may also mean the publisher simply stopped sending trade copies because of the absence of TGL in his mailbox. (If you have stopped trading with TGL because of this absence, please resume our trade--preferably where you left off, so we may keep our files up to date.) ## As we are so far behind, we will not cover every piece of material in every 'zine, but will just list the major articles and the like; we will resume full coverage of each 'zine received in future TGL's, after we have caught up.

MAGAZINES RECEIVED (thru 30 Nov. 1974) --

AERODROME (Paul Cote, 6491 N. Newland Ave., Chicago, IL 60601; official organ of the Fight in the Skies Society; no sub or membership rate given; bi-monthly; off-set #42 was ditto, & pub. by Royal Pritchard, 207 E. 2nd St., Windgap, PA 18091) -- #42 (5/74; 11 pp.; announcements; reports on various FITS games in progress; articles: "The Zeppelin Menace", by Pritchard; "Finding a Road", by Mike Carr; "Getting Back", by Harry Hohman; "Throttle", by Harry Hohman; "Surprise", by Hohman; President's Column (by Mike Carr); Editorial; Society Roster). ## #43 (7/74; 10 pp.; news/announcements; Report on Society PBM games; Roster updates; FITS Rule Interpretations; Mike Carr's column; article on "Game Scenarios"). ## #44 (?; unnumbered) (9/74; 11 pp. / cover; report on result of FITS "Masters Game"; reports on other Society games; article: "The Aircraft Mission Log"; "A Report on Scenario B", by Gerald McCarthy; Mike Carr's column; "In Search of the Lost Game", by Michael Kennedy; Roster). #### Does an excellent job of presenting FITS news and general info; and of coordinating Society activities. One of the more effective 'zines published by a group organized around a single game.

ALBION (Don Turnbull, 21 Whitwell Way, Coton, Cambs. CB2 2HQ, England; irregular; mimeo; 8" x 10"; 25p / postage per issue; #50 will be the last issue (sob!)) -- #48 (4/74; 51 pp. / cover & ad flyer): Editorial; "Horse Racing Games: A Review of Win Place & Show, Plus Comparisons with Totopoly", by Don Turnbull; Graham Jeffery reviews Panzerarmee Afrika; Turnbull reviews Business Strategy; Michael Small reviews Lee Moves North; Turnbull reviews World War II; Donald Grey on an expanded Variant of PanzerBlitz described in MOVES #9, Maxi-Maxi-PanzerBlitz; Turnbull reviews The London Cabbie Game; "Thoughts on Sniper", by Henry Radice; "A Bit More on Sniper", by Andrew Holt & Turnbull; Bob Lattor & Ralph Vickers report on Scenario 8 of Red Star-White Star; Comparative Review of Desert War and Kampfpanzer, by Turnbull; "1914--An Obituary", by Steve Thomas; "Winter War Pot-Pourri", by Donald Gray; "ALBION Miscellany" (bits & pieces re New Town, N.A.T.O., Battle for Hue, Blu-Tack, The African Campaign, The Russian Campaign, Eagles, Chaco, Overlord, Sinai, AHIKS, Barbarossa, Solomon's Campaign, and more); ads; miscellany. ## #49 (1/8/74; 51 pp. / cover): Editorial; "Win Place & Show--A Reprise", by Turnbull; "Panzerarmee Afrika: A Broadside", by Harry Tucker; game reviews: Seastrike, Infinity, Montage, Cartel, Realm, Evade, Floy, Twixt, The Russian Campaign, Lee Versus Meade (all by Turnbull); Chaco, by Tom Kassel); Profile of Wargames Research Group; "The Evolution of Seastrike", by Robin Wyatt; "New Kampfpanzer Scenarios", by Roger Sandell; "Railway Rivals--A Multi-Player Game", by David Karfoot ("game system review"); "ALBION Miscellany" (bits & pieces on Sniper, Eagle Day, 1776, Escape from Colditz, etc.; Avalon Hill News; 'zine reviews; Turnbull reviews Advantage Tennis, Sports Illustrated All-Time All-Star Baseball, Waterworks, Alien Space, Transformation, The Double Agent; and much more); ads; miscellany. #### One of the best (and our favorite) of all the gaming 'zines; the departure of ALBION will leave a huge gap. It has the best game reviews and some of the best articles around (not to mention the best and wittiest editor). While short on articles, the above issues more than compensate with their large number of excellent reviews. Highly recommended. (Over)

AUX ARMES! : MAGAZINES RECEIVED (Continued) --

ALTERNATE REALITY (Ron Melton, 694 Broadway, El Centro, CA 92243; offset; tri-weekly; 7" x 8½"; 12/\$3) -- #8 (undated; mimeo; 8½" x 12"; 24 pp., incl. cover; Editorial; short (science-) fiction, by Mark Knodel; Duncan Smith & Gil Neiger review SPI's game The American Civil War; notes/announcements; lettercolumn; SF book review by Tom Hubbard; Mike Ritter's SF column; part II of SF story by Melton; Rich Knights on the production of A.R.; gaming 'zine reviews; short SF book reviews; THE BRIEFING ROOM (Diplomacy section of A.R., by Mike Ritter; moves, Press Releases)). ## #9 (22/7/74; 8 pp. / cover; mimeo (offset cover); 8½" x 11" (note that #8's cover was also offset); Editorial notes/announcements; Game Review (Tank), by Ron Roser; SF story by Richard Knights; THE BRIEFING ROOM; Calhamer Awards Ballot. ## #10 (28/8/74; 15 pp., incl. cover; Editorial notes/announcements; SF story by James McDermott; Mike Ritter & Ron Melton suggest a "Captain America Sniper! Variant"; "Combat in Outer Space", by Neil Langham, Jr. (review of Alien Space); lettercolumn; "Sub-Editorial" by Richard Knights; Mike Ritter's column; David Griggs reviews War in the East; SF story by David Hov; subscriber list; THE BRIEFING ROOM; miscellany). ## #11 (23/9/74; 11 pp., incl. cover; Editorial notes/announcements; "Dialogues with a Mad Computer", by Mike Ritter; lettercolumn; THE BRIEFING ROOM; poem by Conrad Watson; book review by Mike Ritter (SF); Richard Knights' column; TV review by Ron Melton (SF); Miscellany. ## A cross between a SF fanzine and a wargaming 'zine, A.R. has come a long way since the early issues.

THE AMERICAN WARGAMER (George Phillies, 897 Main St. #4, Cambridge, MA 02139; official organ of the American Wargaming Assoc.; monthly; offset; \$4/yr. (incl. AWA membership)) -- I:10 (5/74; 8 pp.; "A New Blitzkrieg/Chaco Variant", by Marc Miller; Convention Notes; AWA Business/Notes/Announcements; lettercolumn; Operation Contact section; NE News; 'zine reviews; "Space Wargaming", by Jeffrey Marr; misc. news columns from various places; ads; Club Notes). ## I:12 (7/74; I:11 not received; 12 pp.; "Phillies on Stalingrad", by George Phillies; Convention Notes; Editorial (new editor: Kevin Slimak; "Armor Miniatures Action", by Rod Burr; President's Notes, by Phillies; misc. AWA Business/Notes/Announcements; moves for Diplomacy game being run in TAW by Slimak; Slimak on background music for wargamers; membership list; Game & Magazine Notes, by Phillies; lettercolumn; NE News, by Lee Atwood; Jaff Marr on Space Wargaming; Rod Burr on "New Products for the Armored Miniaturist"; ads. ## Excellent 'zine, with lots of news and good general material; well worth joining for anyone with more than a passing interest in wargaming.

THE AVALON HILL GENERAL (Avalon Hill Co., 4517 Harford Rd., Baltimore, MD 21214; edited by Donald Greenwood; bi-monthly; offset; \$1 ea., 6/\$5) -- X:6 (3-4/74; 24 pp., incl. cover): AH News; "Guadalcanal: The Island, the Campaign, the Game", by Joel Davis; "Gold Rush!!!: An Outdoor Survival Variant", by Richard Jarvinen; "Panzer-Blitz Revisited", by Kurt Nordquest; "Series Replay: Bulge, w/Randall Reed, Don Lowry, Dave Roberts (Judge); "Design Analysis" section, w/Larry Pinsky; "A Realistic Solution" (re Gettysburg), by Joseph Boslet; "Blitzkrieg Invasion Possibilities", by Robert Harmon; lettercolumn; "The Question Box"; "Infiltrator's Report" (misc. news); "Opponents Wanted" ads; miscellany. ## XI:1 (5-6/74; 32 pp., incl. cover): AH News/editorial; "D-Day: Variation & Play", by Robert Garbisch; "Beach by Beach" (re D-Day), by Don Greenwood (w/Dave Roberts & Bruno Sinigaglio); "A Compendium of Playing Aids" (by the A-H Staff); "Series Replay: PanzerBlitz", by Richard Plock, Robert Livermore, Roy Easton (Judge); lettercolumn; "Infiltrator's Report"; "O.W." ads; miscellany. ## XI:2 (7-8/74; 32 pp., incl. cover): AH News/editorial; "The Invasion of Russia: A Cultural & Strategic Analysis", by Mark Saha & Mark Irwin; "Defense in Stalingrad", by Mark Irwin (repr. INTERNATIONAL WARGAMER); "Winning with the French", by Harold Totten (in France 1940); "Design Analysis: The Mapboard in Game Design", by Larry Pinsky; "Series Replay: Waterloo", w/Bruno Sinigaglio, Robert Beyma, Harley Anton (Judge); "A Fast American Win in Luftwaffe", by Tom Hazlett; "The Professional German: Situation 10--The Uphill Struggle", by Dean Miller (re PanzerBlitz); lettercolumn; "The Question Box"; "Infiltrator's Report"; "O.W." ads; miscellany. ## XI:3 (9-10/74; 32 pp., incl. cover): AH News/editorial; "Bulge: The Historical Perspective", by Michael McGuire; "Tournament Play", by Tom
(Cont. next page)

AUX ARMES! : MAGAZINES RECEIVED (Continued) --

Hazlett; "Panzernacht: Night PanzerBlitz Rules", by Robert Harmon; "A Beginner's Primer on Wargames; The Principles of Wargaming", by Alan Augenbraun; Design Analysis section; "Series Replay: Midway", w/Mick Uhl, Don Greenwood, Harold Totten (Judge); "Richtofen's Potpourri", by Al Bisasky & Mark Saha (re Richtofen's War); "Defending Russia", by Richard Shalvoy (in Stalingrad); lettercolumn; "The Question Box"; "Infiltrator's Report"; "O.W." ads; miscellany. ~~###~~ Don Greenwood has substantially improved this 'zine since he took over its editorship; visually, it's much more impressive than it used to be, with many more diagrams (some in color), etc.; and there are more long articles of considerably greater depth than the ones which used to appear in the GENERAL. Highly recommended to all A-H fans.

CONFEDERATE HISTORICAL ASSOC. OF BELGIUM NEWSLETTER (Daniel Frankignoul, 136, rue Louis Hap, 1040 Bruxelles, Belgium; monthly; mimeo; in French; 300 Francs/yr., incl. membership [sent to us via Michel Liesnard, Ave. A, Milcamps, 221; B-1040 Bruxelles, Belgium]; scratch that "mimeo" above--is probably both mimeo & offset--it's hard to tell for certain....) -- #3 (4/74; 8 pp. / cover; Editorial; Michel Liesnard on Lucky Luke; ads for Western equipment/clothing; Hubert Leroy on the Composition of the U.S. Army as of 1/1/1862; the ed. on the Confederate flag; Liesnard on various wargames which are currently available). ## II:4 (5/74; #3, above, should have been "II:3"; 8 pp. / cover; Editorial; Liesnard reports on 2nd Annual Continental European Wargaming Convention; ads, as above; William Van Neyghen on "The Springfield Trapdoor"; Camille Dumez on "Les Francais en Amerique"; miscellany). ## Unusual sort of 'zine to be appearing on the other side of the Atlantic....

CONFLICT (Simulation Design Corp., POBox 19096, San Diego, CA 92119; ed. Dana F. Lombardy; offset; bi-monthly; \$3 ea., 6/\$10 U.S. & Canada; U.K. Agent, Simulations Publications UK, POBox 46, Altrincham, Cheshire WA15 6BR, England; Australia/New Zealand/Papua/New Guinea: Games & Battles, 57 Wallalong Cresc., W.Pymble, N.S.W. 2073, Australia) -- #7 (20/6/74; 68 pp. incl. covers, / pieces, rules, maps & charts for two complete games with this issue (Rifle-Musket and The Alamo!), and "Official Rule Changes, Clarifications and Errata" for Bar-Lev): Special Civil War Issue; Notes/announcements; "Dangers of Simulation" (Pt. I), by Lombardy; "Rifle-Musket--American Firepower and Tactics: 1861-1865", by Ed McDonald, Wayne Praeder, & Mike Bianchi-Rossi; "Campaign for Forts Henry & Donelson", by B.F. Cooling, Ph.D.; "A Civil War Bibliography"; section on the mathematical aspects of wargames; "Wargaming News 1974"; game reviews, by Jack Greene (Shiloh, The Battles of Bull Run, Atlanta, Lee Moves North, Seven Days Battles); Notes on Games Received; Book & Magazine Reviews; Khalkhin-Gol Variants; a look at the San Diego Aerospace Museum; Book Reviews; lettercolumn; ads. ~~####~~ Note 12-issue sub is \$18. A beautifully-produced magazine, full of all sorts of good things. Not quite as "Professional" (read, "stilted") as S&T, and therefore more enjoyable--plus a greater variety of material than S&T. Our favorite of the "slick" wargaming 'zines, and highly recommended.

THE COURIER (Bulletin of the New England Wargamers Assoc.; ed. Richard Bryant, 45 Willow St., Brockton, MA 02401; pubbed. 8 times/yr.; offset; 5½" x 8½"; 60¢ ea., \$4/yr. U.S. (overseas, 75¢ ea., \$5/yr.)) -- VI:1 (undated; 32 pp. / covers; Editorial Notes; Guest Editorials by Jack Scruby, Bob Beattie, Fred Vietmeyer, Arnold Hendrick; "Best of the Courier" (reprints from 1st four years): "Irish Rebellion 1918-21", by Leo Cronin; poem by Robert Louis Stevenson; "Wargames by Mail", by Steve Haller; "A Simpler Solution", by Charles Sweet; "Tactical Hints for 1944", by Arnold Hendrick; "In Defense of the Prussian Grenadier", by Fred Vietmeyer. Other contents: "L775-1873: The American Revolution", by R.E. Johnson (Bibliography); photo pages; "Hannibal Versus Alexander", by Scotty Bowden; "Ancient Warships 1:300", by Arnold Hendrick; "Fighting an Historical Battle", by Richard Hill; "Unreality of Realism", by Robert Jones; "Perpetual Major Morale", by Terry Griner; book review, by Hendrick; "Uniforms and Equipment During the Thirty Years' War", trans. by Ed McClure; 'zine reviews; ads. 5th Anniversary Issue. ## VI:2 (Over)

AUX ARMES! : MAGAZINES RECEIVED (Continued) --

(undated; 32 pp. / covers): Editorial Notes; "French Infantry Foreign Regimental Standards of the Seven Years War", by Ernest Andrade, Jr.; "Naval Landings in the AMR", by Matty Fallon; AMR (American Revolution) miscellany, by Bob Johnson; "The Chronicle of Maximus Glutus, Book IV", by Arnold Hendrick; "Testing Chainmail", by Hendrick; "Combat Airdrops in 1944", by Hendrick; "Battle Problem L-10: Advance on Minsk", by Hendrick; photo pages; "Battle of Krummel", by Tim Chadwick et al; ads; "French Army, 1887", by Stephen Manganiello; "Painting with Acrylics", by Jud Sauman; "Combat Effectiveness: A New Look at an Old Idea", by James Getz; "Hesitation: Taking Account of the Competency Factor", by Terry Griner; game review, by Hendrick (Decline & Fall); Winter Con II Report, by K. Slimak; 'zine reviews; miscellany by Fred Vietmeyer. ## VI:3 (undated; 32 pp. / covers): Editorial (Guest), by Leo Cronin; "Into the Valley of Anonymity", by David Raybin (re the Crimean War); "The Triad Campaign", by Walter Williams; "Morale in Modern Wargames", by Max Ray; "Carpet on the Tabletop", by Dan Groves; photo pages; "Indochina 1950-54", by Hendricks (1944 Variant); "Ironclad: Civil War Naval Rules", by Dan Groves & Sam Gill; "Random Move Command System", by L.V. Brom; "Action at the Losara Boundry", by Hendricks; "Defense of Mount Buzi", by J. Seliga; ads; miscellany by Justin Nicholson, R. Bryant, Fred Vietmeyer; "It's All Relative", by James Gets; 'zine reviews; ads. ## VI:4 (undated; 32 pp. / covers): Editorial Notes; Uniforms & Colors ("Corsican Rangers of Britain 1803-17", by David Sweet; "Pomeranian Regiment of Sweden 1632", by Sweet; "The Armies of Gustavus Adolphus in the Thirty Years War", by Curt Johnson (Pt. II); "French Cavalry 1756-1763", by C. Johnson; "Free Men of Color: Louisiana Militia 1815", by Sweet); "George Washington Didn't Sleep Here", by Robert Murphy; "The Chronicles of Maximus Glutus, Book V", by Hendrick; "The Crimean War" (Pt. II), by David Raybin; photo pages; "Organization for More Japanese Units in 1944", by Alan Coughlin; Battle Problem by Kevin Slimak; "Do the British Always Win?", by Fred Vietmeyer; "The Constitutional Guard", by Stephen Manganiello; miscellany by J. Fish, James Getz, Vietmeyer; Rules Review, by Hendrick; 'zine reviews; ads. ## VI:5 (undated; 32 pp. / flyers & THE SOLDIER FACTORY NEWS Vol. II (rev. below)): Editorial Notes; "Dacia Capta: Opposing Armies During Trajan's Dacian Wars", by Scotty Bowden; "The Chronicle of Maximus Glutus, Book VI", by R. Bryant; "Regimental Colour of Morgan's Rifles", by Ed Miller; "Bunker Hill/New Plymouth, December 16, 1972", by R.E. Johnson; ads; "The Crimean War" (Pt. III), by D. Raybin (also Pt. IV); photo pages; "TLC's Napoleon Strat Game", by Jud Bauman; "Frappe! Point System", by Peter Anderson; James Getz on the problem of time & distance in wargaming; "Building an American Civil War Rocket Battery", by D. Sweet; miscellany by Rob Stone, F. Vietmeyer; lettercolumn; 'zine reviews. ## VI:6 (undated; 24 pp. / covers / 12-pg. booklet "Crimean War Rules", by D. Raybin): Ed. Notes; Editorial; "Roma Victor; Trajan's Army in the Parthian War", by S. Bowden; "The U.S. Army & the Spanish-American War Era 1895-1910", by Max Ray; Battle Report, by Leo Cronin; Bryant answers readers' questions; photo pages; Battle Report, by John Saunders; "National Differences", by M. Ray; "Maryland Rifle Volunteer 1812", by Tom Desmond; Notes on Rules, by Ned Zuparo; ads; Book Review, by Hendrick; "Why Not the Renaissance?", by Nick Nascati; Rules Review, by Hendrick (Dungeons & Dragons); 'zine reviews. ##### Not a very large 'zine, but as you can see from the above listing, there's plenty of interesting and worthwhile material crammed into it. Highly recommended to anyone interested in military miniatures and/or military history/customs/traditions.

EL CONQUISTADOR (Viking Systems, 24 N. Wabash Ave., Chicago, IL 60602; ed. Gordon W. Anderson; monthly; offset; 5½" x 8½"; \$1 ea., \$4/yr. N. America bulk mail) --- #7 (3/74; 40 pp., incl. covers): Lettercolumn; news/announcements; listing/info on International Conventions & Gatherings; info on Postal Diplomacy game openings; "The Failure of the Carolingian State", by Ralph Greenhut; "Morale for World War II Miniatures" (Pt. 3: Armour Supporting Infantry), by Stanley Schriefer; book reviews by Anderson; Citex '74 info section; "Bombing Through the Battle of Britain Fog", by Joel Davis; "Damage Modification of the Medium-Speed Naval Rules", by Bob Mijanovich; Book Reviews, by John Bobek, Jim Lurvey; Rules & Press Releases for several Regular Diplomacy games; ads. ## #8 (4/74; 40 pp., incl. covers): Lettercolumn;

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AUX ARMES! : MAGAZINES RECEIVED (Continued) --

News & Announcements; info on International Conventions & Gatherings; info on Dippy game openings; section on New Products & Services; Citex '74 info; "Solving the Metal Data Problem", by Stanley Schriefer; "The Primer for an Infantry Unit in Defense", by S. Schriefer; "Adam Smith: An Exercise in Utopian Thinking", by Ralph Greenhut; book review by Jack Greene, Jr.; "Morale for World War II Miniatures" (Pt. 4: Finishing Off the Infantry Morale), by S. Schriefer; "S&T's Barbarossa: A 2-Turn Game", by Rick Biernacki; Diplomacy moves & press; ads; miscellany. ## #9 (5/74; 48 pp., incl. covers): lettercolumn; News/Announcements; Mini-Con report, by Anderson; International Conventions & Gatherings section; Game Openings (Dippy) section; sections for "Opponents Wanted" & "New Products & Services"; "Jean-Jacques Rousseau: A Critique", by Ralph Greenhut; "Products in Review", by John Bobek; Jim Dapkus' column (reviews & miscellany); "Science Fiction and Fantasy Gaming", by Lewis Pulsipher; "Morale for World War II Miniatures" (Pt. 5: Armor Morale), by S. Schriefer; "A Scoring System for a Diplomacy Tournament", by Allan B. Calhamer; "The Relief of Standfast Castle" (Pt. I), by Pat Knapp & Ron Keeping; Citex '74 info flyer (not incl. in pagination); "Some Thoughts and Data on the Role of the Regia Aeronautica" (Pt. I), by Ruggero Croce & Jack Greene, Jr.; Diplomacy moves & press; ads. ## #10 (6/74; 48 pp., incl. covers; Editorials; lettercolumn; News & Announcements; International Conventions & Gatherings section; sections on Opponents Wanted, Items Wanted, & (Dippy) Game Openings; "A Ratings Survey" (from TDA); "The Papal Victory of the Eleventh Century: A Collection of Ironies", by R. Greenhut; Game Review: Tractics, by B. Mijanovich; "Some Thoughts and Data on the Role of the Regia Aeronautica" (Pt. II), by Croce & Greene; book review by J. Bobek; "The Relief of Standfast Castle" (Pt. II), by Knapp & Keeping; Citex '74 info; Jim Dapkus' column; Diplomacy moves & press; ads; miscellany. ## #11 (7/74; 48 pp., incl. covers): Editorial; lettercolumn; News/Announcements; sections on International Conventions & Gatherings, (Dippy) game openings, Items wanted, opponents wanted; "The French and Industrial Revolutions' Influence Upon the Development of 19th Century Thought", by R. Greenhut; Jim Dapkus' column; new rating-system proposal (Postal Diplomacy), by Rod Walker; Jim Dapkus reviews new game, Dungeons and Dragons; Diplomacy moves & press. ##### Combo wargaming 'zine and Postal Diplomacy 'zine, with top-notch repro and a sure hand at the helm. Highly recommended.

THE FLYING BUFFALO'S FAVORITE MAGAZINE (Organ of the Flying Buffalo Computer Conflict-Simulation, Inc., POBox 1467, Scottsdale, AZ 85252; ed. Richard Loomis; offset; bi-monthly; \$4/yr) -- #15 (11/73; 16 pp.; announcements/information/game reports & miscellany re the various types of games Richard moderates via computer (Nuclear Destruction, Battle Plan, Moon Base, Raunkrieg, Time Trap (the last two newly announced but apparently not yet underway)); ND House-Rules; ads; lettercol; 'zine reviews; articles on strategy, etc. for BP and ND; announcements of completed games (ND & BP); player ratings ("The Survival Index"), by Richard Thurston; Loomis' ND Player Rating List); #16 (2/74; 16 pp.; announcements/info/game reports/etc. re ND & BP; lettercolumn; articles re ND, BP, and Watergate; 'zine reviews; announcements of completed BP & ND games; "The Survival Index"; ND player rating; ads); #17 (3/74; 16 pp.; announcements/info/game reports/etc. re ND & BP; 'zine reviews; lettercolumn; articles re ND, BP, B/D (Board of Directors), MB; "The Survival Index"; Completed Game Announcements; ND Player Rating List; Survey; ads); #18 (5/74; 18 pp.; announcements/info/game reports/etc. re BP & ND; ads; articles; 'zine reviews; Survey Results; Completed Game Announcements; "The Survival Index"; ND Player Ratings; miscellany); #19 (7-8/74; 18 pp.; news/announcements/game reports/etc.; short articles re ND, MB, etc.; convention listing; ads; lettercol; Survey Results; Completed Game Announcements; ND Player Ratings; "The Survival Index"; BP Player Ratings; Puzzle of the Month (was also in #18); ads; miscellany); #20 (9-10/74; 18 pp.; news/announcements/game reports/etc.; ads; lettercolumn; "Chess: The Oldest Wargame", by Tony Preston; Survey; 'zine reviews; articles on ND, BP, MB; Flying Buffalo Con report; Survey results; Completed Game Announcements; "The Survival Index"; Player Ratings for MB, ND, BP; Puzzle of the Month; miscellany. ## A must for players & others with an interest in BP, ND, MB, etc.; enough on other games, etc. (provides many informational services) to be of interest to any wargamer.

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AUX ARMES!: MAGAZINES RECEIVED (Continued) --

GAMERS GUIDE (Official Publication of the Amateur Games Assoc., Box 5076, Long Beach, CA; bi-monthly; offset (on newsprint); ed. Daniel Hoffbauer; 11½" x 17"; \$3/yr. (\$5/yr. airmail or overseas); 60¢ ea.) -- #41 (undated; 12 pp. / enclosure (GLADIATOR REPORT #61; undated; 12 pp.; 11½" x 17"; offset, on newsprint; pubbed bi-monthly by Spartan International; ed. Dan Hoffbauer; free to paying members, \$5/yr. to others, from Box 1017, Bellflower, CA 90706; contents below, after GG breakdown)): Dave Clark reviews JAGDPANTHER; Winter Con reports by Kevin Slimak & Lew Pulsipher; "Blitzkrieg Options", by Kenneth Burke; Editorial; news briefs; Lou Zocchi column; "Starlord Variants", by Kenneth Burke; "Space Wargames on the Market", by K. Burke; D. Clark reviews SPI games Kampfpanzer & Desert War; "Kursk Revisited", by James Wharton; "Operation Contact" Names; Game Review: World War II, by Nick Smith; S&T Review, by N. Smith; misc. gaming 'zine reviews, by Smith; lettercolumn; Survey results; ads; miscellany. ## GLADIATOR REPORT, as the name implies, is largely devoted to material related to Spartan International's tournaments and the like, with player ratings, discussion of PBM rules & regulations; article/rules for "Buzz" Tournament system, Chapter Regulations, etc.; it also has a news section, a two-page set of "Civil War Naval Rules", by David Bixby, and an article on the "Origins of Afrika Korps", by Norman Beveridge. #### GAMERS GUIDE (if it's still being published) provides a wide range of information on the wargaming scene, and is recommended. GLADIATOR REPORTS is essential to Spartan gamers--and the two general articles (particularly the Civil War rules) makes the issue covered here well worth getting--even if you're not a Spartan gamer.

THE GUIDE TO WARGAMING PERIODICAL LITERATURE (George Phillis, 897 Main St. #4, Cambridge, MA 02139; offset; quarterly; 75¢ ea., \$3/yr. (AWA members: 50¢, \$2/yr.)) -- II:7 (3rd Quarter '73; 4 pp.; Index of magazines covered within; Index of entries; Index of Articles, by subject-matter (234 entries)); II:8 (4th Quarter '73; 4 pp.; Index of 'zines; Index of Abbreviations; Index of Articles (223 entries)); III:1 (1st Quarter '74; 6 pp.; Index of Articles (302 entries); Directory of known wargaming 'zines; list of Magazines indexed in this issue); III:2 (2nd Quarter '74; 6 pp.; Index of Articles (256 entries; beginning with this issue, excludes articles on military history, uniforms, colors, & the like); 'zines listed; Magazine directory). ## Indispensable reference work for anyone interested in the wargaming scene.

MIDWEST GAMING REVIEW (Official organ of the Midwest Gaming Assoc. (formerly Michigan's Organized Wargamers); bi-monthly; mimeo; ed. Len Scensny, 317 Linwood, Rochester, MI 48063; \$1.50/yr. for residents of IL, IN, MI, OH, & Ont., \$2/yr. for others (sub incl. MGA membership), from Jim Pulsipher, 1001 S. Forest, Apt. 330, Ann Arbor, MI 48104) -- #6 (8/12/73; 22 pp., incl. cover): MGA calendar of gaming events; notes/announcements; Editorial; MGA Happenings (by Paul Wood); "Suggested Rules Revisions and Additions for Sniper!", by Gregg DeCesare; Game Reviews: Major Battles and Campaigns of General George S. Patton (by Mike Bartnikowski), Quebec 1759 (by Dennis Kelsey); introduction to "Modern Naval Miniatures"; Gaming News ('zine reviews, info on Games & Gaming Companies, etc.); Barry Bynon and Lew Pulsipher on Team Competition (two short pieces); Wintercon II info. section; MGA membership list (167 names). ## #7 (16/2/74; 24 pp., incl. cover): Calendar; news/announcements; MGA Happenings (by Wood); "Game Theory Analysis of Diplomacy Strategies", by John Van De Graaf; Game Review: World War II, by Len; "World War II Revisions", by Bob Haas & G. DeCesare; "Suggested Rules for Blind Sniper!", by Tony Kniaz; Lew Pulsipher on "Game Design Advisory Committee"; Doug Wildfong on Drang Nach Osten; Herb Barents reviews SPI's Soldiers game; Gaming News; miscellany. ## #8 (20/4/74; 24 pp., incl. cover): Calendar; news/announcements; MGA Happenings (by Wood); Survey Results; "Mini-Ship Battles", by Tim Tilson; "Un-Anonymous CA", by Bob Beasecker; MGA Crossword Puzzle #1, by David McKenna; rules for "Indian Chess", by Lew Pulsipher; "A Look at Sinai", by G. DeCesare; Gaming News (incl. 'zine reviews); miscellany. ## #9 (13/7/74; 22 pp., incl. cover): Calendar of Events; MGA Happenings (by Wood); Michicon III info section; John Mansfield on (the lack of) communication between gamers; Game Reviews: Eagles (by Tom Burkacki), Saratoga: 1777 (Cont. next page)

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(by G. DeCesare); Rick Brooks on Oh Hell; Team Competition League Report, by Barry Eynon; Gaming News (incl. 'zine reviews, short game reviews, etc.); MGA Membership List (by ZIP-code); MGA Player Aids #1 (for S&T's The American Civil War); miscellany. ## #10 (21/9/74; 22 pp., incl. cover): Calendar of Events; MGA Happenings (by Wood); "A Brief History of SF&F Gaming", by Lew Pulsipher; Mike Bartnikowski on GDW's Coming SF Game (Imperium); John Van De Graaf on Four Multi-Player Space Wargames (Nebula 19, Starlord, Empire I, Moon Base); rules, pieces for Pentac ("a game of Tactical space warfare, set in the context of a society that has achieved interstellar flight at faster than light speeds!"), by G. DeCesare; lettercolumn; Gaming News & Views ('zine reviews, game reviews, etc.); ads; miscellany; the special "Science Fiction Gaming Issue". ## #11 (16/11/74; 22 pp., incl. cover): Calendar of Events; MGA Happenings (by Wood); Len on Dungeons and Dragons; Al Burkacki on 1776; "Chaco Variations", by M. Barnikowski; "Variable Victory in Barbarossa", by Gary Stagliano; Gaming News & Views; Wintercon III info section; MGA Membership List; Playing Aids for SPI's Ardennes Offensive; miscellany. #### Very interesting and informative 'zine--the closest thing to Don Turnbull's top-notch ALBION currently being published on this side of the Atlantic, and our favorite U.S. (non-professional) wargaming 'zine. Highly recommended.

MOVES ("Conflict Simulation Theory and Technique"; SPI, 44 East 23rd St., N.Y., NY 10010; ed. James F. Dunnigan; offset (slick paper); bi-monthly; \$2 ea., \$7/yr.) -- #8 (4-5/73; 32 pp., incl. covers): Designer's Notes, by the eds.; "Logistics in Wargaming", by Curtis Barton; "Realism Theory", by Victor Madeja; book reviews, by Stephen Patrick; "Armor/Infantry: Another Factor in Tactical Simulations", by Jarrold Thomas; "Footnotes" (new section containing tidbits of info rec'd from readers); "Ortho Front Geometry", by Ron Pazdra; "Why Not Design a Game on the American Civil War?", by Mike Banasik; "Realistic Afrika Korps"; "Playback" (short reader reviews of various games); Reader Feedback questionnaire; ads. ## #9 (6-7/73; 32 pp., incl. covers): "Designer's Notes"; "Maxi-PanzerBlitz", by J. Thomas; "Games: Evolution & Revolution", by William Drakert; "Consolidated Errata & Addenda" for S&T games #'s 25, 26, 28-36, / Ardennes Offensive & Red Star/White Star; "Simulation of Morale", by Clifford Sayre, Jr.; "Footnotes"; "Shiloh", by Christopher Allen; "A Tactical Warfare Module for Strategic Games", by Fred Preston; "Design Notes: The Strategic Air War Against Japan", by Gary Woodward; "Playback"; book reviews by Martin Campion; Errata/Addenda for more games: Spitfire, American Revolution, Lee Moves North; Reader Feedback questionnaire; ads; miscellany. ## #10 (8-9/73; 32 pp., incl. covers): "Designer's Notes"; "A Borodino Profile", by Steve Thurston; "Cybernetics and Wargaming", by Russ Smith; "Operational Principles for Turning Point", by Stephen List; "Naval Warfare Under Sail", by John Parkins; "Vehicles in Soldiers", by David Isby; "Footnotes"; "Tactics and Aircraft in Flying Circus", by Norman Beveridge, Jr.; "Game Theory: An Introduction", by Tom Cleaver; Errata/Addenda for S&T games #37, 38, Austerlitz, NATO, Breakout & Pursuit; "Playback"; Reader Feedback questions; ads. ## #11 (10-11/73; 32 pp., incl. covers): "Designer's Notes"; "CA": "Adding Realism" (by S. List), "Adding Simultaneity" (by J. Thomas), "Adding Historicity" (by William Harding); John Fernandes on Foxbat & Phantom; "The Franco-Prussian War", by Omar Dewitt; "Footnotes"; Wargame Reviews, by M. Campion; "Playback"; Errata for Soldiers & Normandy; Reader Feedback questions; ads. ## #12 (12/73-1/74; 32 pp., incl. covers): "Designer's Notes"; "Red Star/White Star": "A Revision" (by Abe Fox), "White Star Viewpoint", by John Schneider w/Albert Amos, Jr.), "The Designer Redesigns", by J. Dunnigan); "The Solitaire Player vs. the System", by R. Smith; "Footnotes"; "Game Capsule: World War II", by C. Allen; "F.O." (odds & ends of gaming info (con news, new games, etc.), by John Mansfield); Game Errata section: Questions & Answers, Errata for Dark Ages & Grenadier; "Playback"; ads. ## #13 (2-3/74; 32 pp., incl. covers): "Designer's Notes"; "Game Profile: NATO! by S. List; "Footnotes"; "The 1973 SPI Game-Year in Review" ("Victories & Defeats: A Critical View of SPI Game Development and Design in 1973", by John M. Young; "A Self-Appraisal: SPI Game-System Design", by J. Dunnigan; "A Look at What You Were Seeing: SPI Graphics and Physical Systems Design in 1973", by Redmond A.

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AUX ARMES!: MAGAZINES RECEIVED (Continued) --

Simonsen); "F.O."; "Playback"; Reader Feedback questions; ads. ##### Another fine lot of the S&T supplement--now a full-fledged magazine in its own right. (Actually, MOVES is the SPI magazine--S&T is really a game masquerading as a magazine....) The best thing in this group was the 1973 look-back. ## MOVES is another 'zine which we can unhesitatingly recommend--absolutely essential to the S&T gamer, well worth getting for others.

PANZERFAUST ("Games of Strategy/Strategy of Games"; ed. Don Lowry, Box C, Belfast, ME 04915; offset; bi-monthly; 5 3/8" x 8 1/2"; \$1.50 ea., \$6/yr., \$11/2 yrs., \$15/3 yrs., \$75 lifetime) -- #60 (undated; 56 pp., incl. covers): Editorial; Richard Hamblen on Combat Factors; "More Nalts and Bolts About Game Design", by Thomas Novak; "The Cavalry Quandry", by R. Hamblin; "SGC Waterloo Rules Clarification", by the Simulation Games Committee; Jack Scruby on buying tin (& lead) soldiers; "Games for '3'", by Bill Gale; Game Reviews: Kassarine Pass (by Norris Darrall), NORAD (by Tyrone Bomba); "Tactical Analysis in Bulge", by Paul Mills; "The Tonkin War 1950-4", by Guy Hail; "The Imperial Roman Legions", by Tom Coveney; "Jets and Rockets and Other Fancy Stuff in Luftwaffe", by Marvant Duhon; "Fantasy Wargaming a'la Tolkien", by Gary Gygax; "Game Design: The Cohesion Factor", by B. Gale; Diplomacy section; "How to Play the Youngstown Variant", by Rod Walker (repr. HOOSIER ARCHIVES); short game reviews; short con reports; 'zine reviews; lettercolumn; ads. ## #61 (undated; 48 pp., incl. covers, / feedback questionnaire): Editorial; "War at Sea: The High Seas Fleet, the Tragedy", by Robert Dick; Rules for 9mm Napoleonics", by Pete Bennett; "The Tactics of PanzerBlitz", by Roy Easton; Game Review: Conquest (by L. Pulsipher); "USN Modifications", by Darrell Stiffler; "The Winter War", by Harold Totten; "Russian Victory in Origins", by Anthony O'Brien; "PanzerBlitz Pot-pourri", by Tom Oleson; "What I Don't Like About Simulations Publications, Inc.", by T. Oleson; "Star Trek Revisions", by Kenneth Burke; "Game Design: Rules Design, Historic Considerations, and the Designer", by Gary Gygax; book reviews, by Gygax; short game reviews; "Miniature Warfare: Reality in Wargaming", by Gygax; 'zine reviews; news/announcements; ads; lettercolumn. ## #62 (undated; 48 pp., incl. covers, / feedback questionnaire): Editorial; "The Swedish National Army of Gustavus Adolphus", by Kent Clotfelter; "A Wargamer's Guide to the American Civil War" (Pt. VII: Confederate Departments and Armies, Iuka to Meridian)", by Don Lowry; Game Review: Chaco (by Jack Greene, Jr.); "Bar Lev: The Use of the Israeli Air-force", by John Hill; "Delaying Action", by Lowry; "Winter War: Addendum", by Patrick Allen; "Strategy I Checklist", by H. Totten; "Realistic D-Day", by Carl Bennett; "SS Cavalry--1945", by Antonio Munoz; Diplomacy section: "A Fight to the Finnish", by Tom Hubbard (repr. DIPLMACY WORLD); short game reviews; 'zine reviews; lengthy review of DIPLMACY WORLD; news/announcements; lettercolumn; ads. ## #63 (undated; 48 pp., incl. covers, / feedback questionnaire): Editorial; Game Reviews: Seven Days' Battles (by Richard Hamblen), Lee vs. Meade: The Battle of Gettysburg & Saratoga: 1777 (by Pete Bennett); "Le Jour de Gloire: The Aftermath of Napoleon's Victory at Waterloo", by Robert Harmon; "Incremental PanzerBlitz", by Andy Lavis, Tom Oleson, & Jim Snellen; "French Victory in Napoleon at Waterloo", by A. O'Brien; "Allied Victory at Austerlitz", by Roland Wong; "SPI vs. SDC in SEA", by Chuck Holland; "The Disposition of the German Army, June-December, 1944", by A. Munoz; "Game Design: Computerized Board-Gaming", by Scott Duncan; "Miniature Warfare: The Owlhoot Trio", by G. Gygax; short game reviews; news/announcements; lettercolumn; ads. ## #64 (undated; 52 pp., incl. covers, / feedback questionnaire): Editorial; "A Wargamer's Guide to the American Civil War" (Pt. VIII: Union Department Armies and Corps, Red River to Appomattox)", by Lowry; "The Battle of Middleton", by Pete Rice; "The Battle of Slovicike Bridge", by Ed Eaton; "Chairmail Fantasy Variant", by K. Burke; "December 1941", by Charles Starkes; "Operation Market-Garden: Game Strategies", by H. Totten; Game Reviews: Drang Nach Osten & Untentschieden (by Herschel Sarnoff), 1776 (by J. Greene, Jr.); "Survival in WWII", by James Cole; "Game Design: "An Unliquidated Revisionist Speaks!", by Louis Coatney; game reviews by Lowry (MacArthur, Napoleon, Wooden Ships and Iron Men); book review; lettercolumn; ads. ##### Provides a large variety of material on wargaming, in an attractive format. Recommended. (Note: #64 was a "Special Miniatures Edition".)

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AUX ARMES!: MAGAZINES RECEIVED (Continued) --

PENN WARGAMERS' NEWSLETTER (Penna. Chapter of the SICL; 1st Floor, Houston Hall, Univ. of Penna., Phila., PA 19174; ed. Dave Lugg; mimeo; bi-monthly (except July); free to members, 6/\$1 to others) -- #6 (11/74; 12 pp.; 20¢; John Ostapkovich on "Space War" games (this issue, Triplanetary & 4000 AD); Game Reviews: Sea Lion (by Marc Sheinberg), Korea (by Eric Goulding); "The Future of Naval Wargaming?", by John Desmond; news notes & announcements; Editorial, by John Desmond). ## The best issue of this 'zine we've seen to date; a real bargain at 6/\$1!

RECON (P.O. Box 14602, Philadelphia, PA 19134; editor not named; offset; \$3/yr.; "a monthly newsletter on military affairs . . . that exposes Pentagon plans, discusses strategy and tactics for revolution in the U.S., and explores the development of revolution in the Third World") -- II:10 (10/74; 12 pp.; "Environmental Warfare", by Chris Robinson; "GI Movement: A Sketch", by Bond Voor Dienstplichtigen; several pages on the I.R.A. and Ireland; miscellany) ## Don't know how this got into our gaming pile, but guess wargaming as as good a section for it as any. (Don't even know how we got on the mailing list for this issue....)

SIGNAL ("Bi-weekly newszine aimed at the military hobby field"; ed. John Mansfield, POBox 830, CFPO 5056, Bellville, Ont., Canada (overseas: POBox 830, CFPO 5056, 757 Baden Baden 1, W.Germany); mimeo; 8 1/2" x 11 3/4"; 6/\$1, 20/\$3 (airmail 6/\$1.50 N.America, 8/11 or 5 DM); free to contributors & for trade) -- #48 (15/11/73; 6 pp.; news, con reports, coming cons, new games, TV & films, books & prints, models and miniatures, 'zines received); #49 (1/12/73; 6 pp.; news, coming cons, movies & TV, books & prints, 'zines received); #50 (15/12/73; 8 pp. / art. folio (1 pg. ea. by Vaughn Bodé, John Byrne, Mike Gilbert, Russ Heath, Tim Kirk, Ken Steacy); news, con info, new games & reviews, books & prints, 'zines rec'd (p.o. got a chunk of last pg. of this issue....)); #51 (1/74; 6 pp.; news, short con reports, con info, new games, movies & TV, models & miniatures, 'zines rec'd); #52 (2/74; 6 pp. / flyers; news, con info, new games & reviews, book review, 'zines rec'd); #53 (3/74; 6 pp.; news, con info, new games (& review), models & miniatures, books & prints, 'zines rec'd, miscellany); #54 (15/3/74; 6 pp.; news, con info & report, new games, models & miniatures, books & prints); #55 (4/74; 6 pp.; news, lists of what's coming out this year from the various companies (in the way of models, i.e.); new games, films); #56 (1/5/74; 6 pp.; news, con reports & info, new games); #57 (15/5/74; 6 pp.; news, con report & info, new games, models & miniatures, books & 'zines rec'd); #58 (1/6/74; 6 pp.; news, con info, new games & reviews, models & miniatures, 'zines rec'd); #59 (15/6/74; 8 pp. / GDW flyer; news, con reports & info, new games & rules; Cincinnati Games Convention flyer; 'zines rec'd); #60 (1/7/74; 6 pp. / CGC flyer; news, con reports & info/calendar; readers' comments on earlier reviews; books & prints, 'zines rec'd); #61 (15/7/74; 6 pp.; news, con info/calendar, markets, game reviews, miniatures & models, 'zines rec'd); #62 (1/8/74; 6 pp. / flyer; news, con report & info/calendar, new games, books & prints, fanzines, misc.); #63 (15/8/74; news, con info/schedule, new games, movies & TV, 'zines rec'd; oh, yes--6 pp. / Gamma Two flyer); #64 (1/9/74; news; con info; new games & reviews, books & prints, miniatures, 'zines rec'd, miscellany); #65 (15/9/74; 6 pp.; news, con reports & info, new games & reviews, movies & TV, 'zines rec'd); #66 (1/10/74; 6 pp.; news, con reports (incl. DISCON II report) & info, new games & reviews, books & prints, miniatures & models, 'zines rec'd); #67 (15/10/74; 6 pp.; news, con reports & info, new games, 'zines rec'd); #68 (1/11/74; 6 pp.; news, con reports & info; games & reviews, 'zines rec'd, miscellany). ## Extensive coverage of the military hobby field plus timely publication and a reasonable price--what more could you want from a wargaming newszine? Highly recom'd.

THE SOLDIER FACTORY NEWS (Jack Scruby, POBox 1658, Cambria, CA 93428; offset; 5 1/2" x 8 1/2"; no price or schedule given) -- Vol. II (Sum/74; 24 pp., incl. covers; Editorial miscellany; "A Visit to the Soldier Factory" (his new shop); "African Colonial War Game Rules"; news/announcements; ads). ## This apparently is free for the asking, but if not, pay whatever it costs to get the rules included within.

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AUX ARMES!: MAGAZINES RECEIVED (Continued) --

THE SPARTAN ("Simulation Gaming Journal"; journal of Spartan International, Inc.; ed. Daniel Hoffbauer; offset (slick paper); quarterly; \$2.50 ea., \$8/yr. (\$7 ST members)) -- #6 (undated; 48 pp., incl. covers): "Desert Rats: Variant for AH PanzerBlitz", by Norman Beveridge (rules, etc.); "Battle Stations!" (Pt 2), by A.D. Zimm (rules, counters (insert), tables & charts); "Napoleonic Wargames Rules" (Lancer Miniatures), by Tom Coveney & Tony Pierro; ads. ## Still another well-produced wargaming 'zine--this time consisting just about entirely of rules, etc. for several games. A good buy at \$2.50!

STRATEGY & TACTICS ("The Magazine of Conflict Simulation"; Simulations Publications, Inc., 44 East 23rd St., N.Y., NY 10010; ed. James F. Dunnigan; offset (slick paper); bi-monthly; \$4 ea., 6/\$12, 12/\$22, 18/\$30) -- #41 (11-12/73; 48 pp., incl. covers, / enclosures (KampfPanzer Playing Map, Rules, Counters, SiMov Sheet; Special Offer Sheet; Feedback Card; Brochure/Order Form)): "Outgoing Mail" (SPI news, editorial miscellany); ads; "Mechanized Warfare: Experiment and Experience, 1935-40", by Albert A. Nofi; "War in the East: The Russo-German Conflict, 1941-45", by Stephen Patrick; "Sackson on Games" (short reviews/info on new games of all types); book reviews; Feedback Questions. (Note that KampfPanzer is a game of Armored Conflict, 1937-40.) ## #42 (1-2/74; 48 pp., incl. covers, / enclosures (East is Red ("The Sino-Soviet War") Map, Counters, Rules Folder; Feedback Response Card; misc. special offers)): "Outgoing Mail"; ads; "The East is Red: The Potential for Sino-Soviet Conflict", by S. Patrick; "Napoleon at Waterloo: 18 June 1815", by A. Nofi; "Sackson on Games"; book reviews; "For Your Eyes Only!" (editorial "views", separated from "Outgoing Mail", which is now only news); Annual Report to S&T Subbers; Feedback Questions. ## #43 (3-4/74; 48 pp., incl. covers, / enclosures (American Civil War Map, Counters, Rules; Feedback Response Card; misc. special offers)): "Outgoing Mail"; ads; "The American Civil War: 1861-1865", by A. Nofi; "Sackson on Games"; "The Soldier Kings: 1550-1770", by Frank Davis w/ Ronald Toelke; "FYEO!"; Feedback Questions. ## #44 (5-6/74; 48 pp., incl. covers, / enclosures (Tank! ("Armored Combat in the 20th Century") Map, Counters, Rules; F.R. card; misc. special offers)): "Outgoing Mail"; ads; "Tank!: A Weapon Survey System", by S. Patrick; "Sea War in the Age of Sail, 1650-1830", by David Isby; "Sackson on Games"; "FYEO!"; book reviews; Feedback Questions. ## #45 (7-8/74; 48 pp., incl. covers, / enclosures (Operation Olympic ("The Invasion of Japan, 1945") Map, Rules, Counters; F.R. card; special offers, etc.)): "Outgoing Mail"; ads; "Operation Olympic: The Invasion of Japan, 1 November 1945", by Frank Davis; "Footnotes" (short articles & letters by S&T readers); "Science Fiction Futures: A Critical Survey", by S. Patrick, John Boardman, & Redmond Simonsen; "Sackson on Games"; book reviews; "Seelöwe Game Notes"; Feedback Questions. ## #46 (9-10/74; 48 pp., incl. covers, / enclosures (Combined Arms ("Combat Operations, 1939-70's") Map, Rules, Counters, Scenario Sheet; F.R. card; special offers, etc.)): "Outgoing Mail"; ads; "Combined Arms: Combat Operations in the 20th Century", by S. Patrick; "Patrol!: Modern Infantry Tactics, 1914-74", by D. Isby; "Sackson on Games"; "Footnotes"; "Star Force Game Notes"; Feedback Questions. ##### Scratch our comments earlier in this issue re S&T; it's improved considerably since the issues we reviewed in earlier TGL's (we wrote our comments before looking at these issues). S&T now offers considerably more to the reader than it used to, with the addition of several new and interesting/informative features. But our favorite section still remains "Sid Sackson on Games". (The SF section in #45 was particularly interesting, in view of our "other" hobby....) Highly recommended to all wargamers and military history buffs.

SUPERNOVA (Lewis Pulsipher, Box 1021 Graduate Center, Duke Univ., Durham, NC 27706; irregular (don't know if it's still being published); mimeo; 40¢ ea.) -- #22 (12/73; 21 pp.; SUPERNOVA Mailing Roster; lettercolumn; T. Andrew Mayernik on Tactical 4D; rules, map for Phantom Star Raiders, by Tony Watson (oops! make that just the rules); rules, map for Interstellar Diplomacy, by Lew; miscellany); #23 (31/5/74; 18 pp. / 4-pg. "SF & F GAMING INFO SHEET SUPPLEMENT of 1/6/74; news/announcements; game reviews, by Lew, Jim Zegel, T. Watson, David Sleight, Tom Galloway; book reviews, by

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AUX ARMES!: MAGAZINES RECEIVED (Continued) --

John Cleaveland, Lew (SF books, i.e.); Rules & Map for Warped Space, by Peter Aronson; Rules & Map for Lunatic Diplomacy III, by Tom Galloway; "Suggested Rule Changes for Second Galactic War", by Tony Watson; SF Fanzine Reviews, by Tom Galloway; lettercolumn. #### The only SF/Fantasy-oriented wargaming 'zine currently being published (Ron Melton's ALTERNATE REALITY is more of an SF 'zine with wargaming added) (at least, we hope it's currently being published....). The rules/maps alone are worth the price of admission--but there's also extensive coverage of the entire SF/Fantasy gaming scene. Highly recommended to all SF/Fantasy fans with a gaming bent, and vice versa.

SWABBERS (1142 S. 96th Ave., Zeeland, MI 49464; 40¢ ea., 6/\$2; bi-monthly (was monthly thru most of '74); ditto) -- #29 (11/73; 10 pp.; notes/announcements; "Common Sense Midway", by Herb; "The Advantages of the Lee", by Tim Tilson; "Jutland--Refought off England", by Herb; "Naval Miniatures: Rules, Models and Space", by HB); #30 (12/73; 10 pp.; notes/announcements; "U.S.N.: Strategy, Tactics, Deployment, and Assaults", by Tim Kutta; Tilson on "Victory Conditions"; Herb on the "British K Class" subs; miscellany); #31 (1-2/74; 22 pp.; special Trafalgar issue (\$1.25), w/rules, counters, & charts for game; miscellany); #32 (3/74; 12 pp.; notes/announcements; "Trafalgar: A Brief History"; game review: Lord Nelson at Trafalgar; Tilson reviews Don't Give Up the Ship, Trafalgar, & Navwar Naval Rules for the Sailing Era; game reviews: Trireme, Solomons Campaign; miscellany); #33 (4/74; 12 pp.; notes/announcements; "Un-Anonymous GA", by Bob Beasecker; Tim Tilson's column on sailing minis; "Naval Game Design Theory", by HB; HB on merging CA and Solomons Campaign); #34 (6/74; 12 pp.; notes/announcements; completion of Beasecker article from #33; Pt. II of HB's "Naval Game Design Theory" article; "Tactical Battles from Freedonia & Inogrob", by Jack Ullman (repr. BUSHWACKER); miscellany); #35 (7/74; 12 pp.; notes/announcements; "PBM CA", by Royal Pritchard; "Paper and Pencil Fletcher Pratt", by Fred Davis (repr. BWCKR); "American Ships of the Line", by Lew Pulsipher; "Naval Game Design Theory" (Pt. III), by HB); #36 (8/74; 12 pp.; notes/announcements; 'zine review: WARSHIP INTERNATIONAL; "The Spanish Armada of 1588", by John Coleman; game review: Raider; "Naval Game Design Theory" (Pt. IV), by HB; miscellany); #37 (9/74; notes/announcements; "The Armada" (Pt. II), by Coleman; game review: Wooden Ships and Iron Men; "Naval Game Design Theory" (Pt. V), by HB). ### The only fanzine we're currently receiving devoted entirely to naval wargaming, and recommended as such to anyone interested in the naval side of the wargaming field. Lots of good things here--the only problem is the repro, which is very uneven (in #37, it was all we could do just to make out the titles; the text beneath the titles was totally (and we mean totally) illegible....).

WARGAMER'S DIGEST ("The Magazine of Strategy, Tactics, and Game Playing"; POBox 5526, Madison, WI 53705; ed. Gene McCoy; offset; monthly; 75¢ ea., 12/\$5.95) -- I:4 (2/74; 34 pp., incl. covers): Editorial; "The Use of Smoke in Wargaming"; "The Classic Battle of Cannae"; "Modern Defense in Depth"; "The Battle of Austerlitz"; "The Battle of Oasis Rafut--In Wargaming", by Bill Hoyer; "swap column"; club news column; numerous ads and photos. ### Impressive issue of this new (to us) wargaming 'zine. Excellent repro, interesting contents (especially the lead article). Would be most interested in seeing additional issues (assuming it's still being published, of course). Recommended to all table-top wargamers.

WARGAMER'S NEWSLETTER ("A Monthly Magazine for Those Who Fight Battles with Model Soldiers"; now published by Belmont-Maitland (Publishers) Ltd., Tradition, 188 Piccadilly, London, W1V 9DA (POBox 4QA), England; edited by Donald Featherstone, 69 Hill Lane, Southampton SO1 5AD, England; subs (from publisher): 30p ea., £3.60/yr. (overseas, £3.85 or \$11); offset; 8½" x 12" (5 3/4" x 8 1/4" thru #143)) -- #135 (6/73; 28 pp. / covers): Editorial; Mike Blake on (individual) Skirmish Wargames; "Innovations in World War II Wargames", by Trevor Halsall; Keith Robinson on the future of wargaming; "Austrian Napoleonics--I", by S.J. Watts; Battle Report by Ken Bunger; lettercolumn; short 'zine reviews; notes/announcements; numerous short pieces & features; ads. ### #136 (7/73; 28 pp. / covers): Editorial; "Downfall of an Amateur
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AUX ARMES! : MAGAZINES RECEIVED (Continued) --

Wargamer", by Phil Barker; "Comments on the Britons (50 BC - 50 AD)", by Ian Scott & Paul Traynor; "Campaigns in Wargaming", by G.F. Hutton; John Lawler on Richthofen's War; Battle Report, by Mark Evans; "Make Your Own Army: Austrian Napoleonic", by S. Watts (cont. from #135); lettercolumn; "In Defense of Wargames Research Group Rules", by Bob O'Brien; short book & 'zine reviews; notes/announcements; short pieces, features, columns; ads. ## #137 (8/73; 28 pp. / covers): Editorial; "Campaigns in Wargaming" (cont.), by G. Hutton; Battle Report (cont.), by M. Evans; Mike Blake on individual skirmishes; lettercolumn; book reviews by Bill Thurbon; misc. short book & 'zine reviews; George Lord on the Canadian wargaming scene; notes/announcements; misc. pieces, columns, features; ads. ## #138 (9/73; 28 pp. / covers): Editorial; "The Generals Who Knew Too Much", by Robt. W. Jones; "Napoleonic Scales and Formations", by Christopher Scott; "Exceptional Morale an Exception", by D. Clark; "Amending the Wargames Research Group Ancient Rules", by Joe Passarelli; "A Wargames Army of Boers", by Noel Zaal; Battle Report, by David Sweet; lettercolumn; book & 'zine reviews; notes/announcements; misc. pieces, columns, features; ads. ## #139 (10/73; 28 pp. / covers): Editorial; "Artillery in Napoleonic Wargames", by Bruce Quarrie; "Thoughts on Considering Rules for Ancient Naval Warfare", by Keith Hamilton-Smith; Battle Report, by Harold Gerry; lettercolumn; "Houses in Wargames", by Peter Gouldesbrough; game review: Dunquerque (by Ian Foley); book & 'zine reviews; notes/announcements; misc. pieces, columns, features; ads. ## #140 (11/73; 28 pp. / covers): Editorial; "Exceptional Morale", by Alan Smith; "Superiority in Arms", by D. Clark; "Some Thoughts on Cavalry Use in Napoleonic Wargames", by B. Quarrie; Battle Report by Randal Gray; ; "The Other Side of the Hill", by Richard Brooks; "Thoughts on Considering Rules for Ancient Naval Wargaming" (cont.), by K. Hamilton-Smith; lettercolumn; book & 'zine reviews; notes/announcements; misc. pieces, features, columns; ads. ## #141 (12/73; 28 pp. / covers): Editorial; Steve Curtis on individual skirmishes; "Flexible Artillery Effect", by P. Gouldesbrough; "Terrain in National Convention Ancient Battles", by Phil Barker; Battle Report, by R. Gray & A. Raymond; lettercolumn; book & 'zine reviews; misc. pieces, features, columns; ads. ## #142 (1/74; 28 pp. / covers): Editorial; "Notes on 18th Century Wargaming", by Bill Abrams; book & 'zine reviews; Battle Report, by Russ Edwards; lettercolumn; notes/announcements; misc. pieces, features, columns; ads. ## #143 (2/74; 28 pp. / covers): Editorial; R. Jones on the wargamer's quest for reality; "Austrian Grenadier Regiments", by John Cook; "A New Look at Morale and Casualties", by Meredith Goaling; "Renaissance Turkish Infantry", by Sean McEvey; "French Military Information", by John Kane; lettercolumn; "An Early Wargamer", by John Flint; book & 'zine reviews; notes/announcements; misc. pieces, columns, features; ads. ## #144 (3/74; 28 pp. / covers): Editorial; Battle Report, by M. Blake, Ian Colwill, & S. Curtis; "Lessons of the Yom Kippur War 1973", by P. Barker; "Russian/German Campaign", by Donald Wolff; "Do You Like Dice?", by Ian Graham; "Further Thoughts on Napoleonic Cavalry", by M.J. Perkins; M. Barker on the American Scene; Lettercol; book & 'zine reviews; notes/announcements; misc. pieces, columns, features; ads. ## #145 (4/74; 28 pp. / covers): Editorial; Battle Report (cont. from #143); "An Introduction to Board Wargaming", by Keith Robinson; Grady McWhiney on the American Scene; lettercolumn; book & 'zine reviews; notes/announcements; misc. pieces, features, columns; ads. ## #146 (5/74; 36 pp. / covers): Editorial; "A Discussion About Tanks"; "In Modern Times--A Campaign in 3 Parts", by Ron Miles; "Review of the New Scruby Napoleonic Figures", by M. Blake; Newell Chamberlin on the American scene; Battle Report, by N. Zaal; "Reserves on the Wargames Table", by Stephen Douglas; "Napoleonic Wargames Formations", by Robin Eyre-Tanner; lettercolumn; book & 'zine reviews; misc. pieces, features, columns; ads. ##### Like WN's new format very much--only wish they wouldn't reduce the type-size quite so much. The #1 magazine for the table-top wargamer, with plenty of articles and information, and all kinds of interesting columns & features (there's a lot hidden inside that "misc. pieces, features, columns"...).

((Whew! What a stack! Almost made it this issue--just two issues of WORLD WAR ENTHUSIAST (#'s 5 & 6) to go; will cover them next issue. --ed.))