

July will see the launch of a new publication devoted to postal games. *On the Game* will be a multi-games zine which will games simple to learn but interesting to play, as well as occasional features on chess and bridge and a smattering of puzzles.

Waiting lists are now open for Diplomacy, The Crossword Game (as in Electric Monk), the Crossnumber Game, and Bus Boss.

On the Game will include two established subzines of Smodnoc, so that a wide range of games will be in play right from the start.

A four-page flyer including rules for the Crossword and Crossnumber games will be widely distributed very soon.

Subscriptions are welcome. If you send me money now you will get issue 1 free, and later issues at the guaranteed price of 60p per issue, until your money runs out.

On the Game will be published about every 5 or 6 weeks and will normally arrive on your doormat within a week of the final deadline for orders. *On the Game 1* will be available in time for Manorcon.

Subscriptions can be made by cheque to :-

Paul Cockayne
18 Henry Road
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Nottingham
NG2 7NA

THE BLUE NOSE SPECIAL

The Blue Nose Special concentrates on three well-known and popular games, as well as featuring regular film reviews. It comes to *On the Game* from *Smodnoc* after 79 issues.

Acquire - players build hotel chains while buying and selling shares whose value fluctuates according to the size of each chain.

Fictionary Dictionary - the postal version of Call my Bluff

Railway Rivals - the classic railway game where players build lines and race along them

John Colledge "Dunorroch", 24 Brunstane Bank, Edinburgh EH15 2NR 031-657 1305

NOVELTY

After 27 issues as a subzine of *Smodnoc*, Novelty is moving to larger premises in *On the Game*.

As the name suggests, Novelty specialises in new games and in games new to postal play. Most offerings were invented by readers and are unique to Novelty. Each game is simple yet challenging, and little or no diplomacy is required. Games currently on offer include:

Beat the Boss - the unpunctual employees of Dull Enterprises try to arrive at work as late as possible.

Blow Football - a new game in which six players push a football around a hexagonal table.

Brave the Resident - visit a con to sell your game to ten potential customers.

Countdown - a simple adaptation of Channel Four's first programme for postal play.

Designer Dice - design your own non-standard dice to help you roll higher than your opponents.

Grunters - follow the progress of teams of weightlifters as they decide how many kilos to attempt.

Mornington Crescent - devise a secret rule to limit the others' moves then guess your opponents' rules.

Punters - gives managers and spectators alike a chance to gamble on the United results.

Running Wild - get your token to the end before the other players work out what colour it is.

United - a 20-team league with a more intimate atmosphere than many mainstream United leagues.

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5th June 1994

Dear *Stephen*

Overleaf you will find a one page flyer for a new multi-games zine which will be launched in July, in time for Manorcon. As you can see, it will be re-housing two subzines from Smodnoc, which have scored very highly in the subzine poll for the last two years, and my contribution should serve to round out these subzines to offer a very comprehensive games service.

I'd be grateful if you could find space in your next issue to publicise this new zine. If you happen to have a blank page, this flyer is intended to provide a ready-made space filler. Alternatively, just a few lines to summarise what will be happening would be very welcome.

If you'd like to receive the zine yourself, I'd be happy to trade, even if I'm not currently a subscriber of yours, though of course I'll have to review my trading policy when I see how it shapes up.

All the best,



Paul Cockayne