

# ARDA

2 January 1980

## CATALOGUE ISSUE

ARDA is an occasional and irregular publication of the North American Variant Bank and of NAVB-West. It is published by the Custodian of NAVB-West, Rod Walker, "Alcala", 1273 Crest Dr., Encinitas CA 92024. The purpose of ARDA is to carry information on current NAVB holdings and activities, and to promote Diplomacy variants generally. This is Pandemonium Publication #681.

ARDA is sent free of charge to the following individuals: Custodians, NAVB-East and NAVB-North; Miller Number Custodian; Editor and Diplomacy Editor, DIPLOMACY WORLD; Custodians, United Kingdom and European Variant Banks; Hobby Archivist; acting head of DVC. We will trade, but editors are warned that we are very irregular. Subscriptions are available: 5¢ per page plus postage & envelope. ARDA 1 is \$1 even. The flat rate for this issue appears at the end.

Inquiries are accepted from variant project custodians on a priority basis. All others are on a time-available basis and must be accompanied by SASE, using a standard business-size envelope.

Prices quoted are in U.S. currency only. ARDA is available from NAVB-West only. Games, however, may be obtained from NAVB-North (John Lipscomb, 1201 Osler St., Saskatoon, Saskatchewan, CANADA S7N 0T8), using Canadian currency. Many games listed herein are or may be available from original or other sources at prices considerably less than ours. In some cases, these games are available only from the original source. They are listed here so you'll be aware of them.

Our price for games is 10¢ per sheet, plus 50¢ handling for orders up to 20 sheets and \$1 handling for orders above 20 sheets. All orders are sent by First Class.

Policy: We will not reproduce certain games currently available elsewhere. This includes any game published in DIPLOMACY WORLD where back issues are still in print. Issues 2-4 are available from Walt Buchanan, R.R. #3, Box 324, Lebanon IN 46052, 75¢ ea. Issues 7-11 & 13-19 are \$1.25 each, also from Walt. Issues 21-23 are \$1.25 each from Jerry Jones, 1854 Wagner St., Pasadena CA 91107.

Games designed by Fred Davis should be ordered through NAVB-East, c/o Mr. Davis at 1427 Clairidge Rd., Baltimore MD 21207. Games are also available from Lew Pulsipher and Greg Costikyan; for information on these, see later in this issue. Their prices are invariably cheaper than mine.

THE CATALOGUE is in three parts. Part 1 is a revised version of our topical listings. Please note: (a) I am shortening the catalogue numbers by two "0"s... temporarily, since the third positions aren't necessary yet. (b) The number of sheets is indicated maps first, then rules. (c) The numbers should be self-explanatory; the last digit(s) indicate the number of players needed; "n" being indefinite.

Part 2 is an alphabetical listing of our holdings, with catalogue numbers. It is also cross-indexed by alternate names.

Part 3 is a listing of games in our files but not regularly offered or indexed for various reasons.

Thanks are due to many people who helped me fill gaps in our files. In particular I wish to thank Greg Costikyan, Lew Pulsipher, Fred Hyatt, and Fred Davis for their many contributions. We received bunches of things from all of them (gratis or on a trade basis), and they were a tremendous help to the Bank.

I also wish to thank the many publishers who have mentioned ARDA in their 'zines. I hope you will continue to mention us...if the players know we're here, we may yet see a considerable renaissance of variant play.

## TOPICAL CATALOGUE OF VARIANTS OFFERED

Index to Topics

A. Ancient Period	N. North America
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D. Africa	Q. Europe, 1920-2000
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F. Fantasy Settings	S. Science Fiction & Space
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I. reserved	V. Put-Ons & Current Events
J. reserved	W. reserved
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L. Central & South America	Y. reserved
M. Europe, 450-1500	Z. reserved
	- Combined Editions

A. ANCIENT PERIOD

Maps/Rules

<u>b. Britain</u>			
ab01/07	Invasion 44 / J. Robertson	1	2
<u>c. Carthage, Rome &amp; the Greek East</u>			
ac01/06	Ancient Empires II / J. Lipscomb (DIPLOMACY WORLD 21)		
ac02/07	Diadochi II / D. Vedder	2	1
ac03/05	Diadochi V (w/Imperator & Triumvirate) / D. Vedder (D.W. 14)		
ac04/05	Legion / J. Biehl	2	13
ac05/05	473 B.C. / J. Hulland	2	1
* → p. Palestine	→ g. Greece - sup. 10, <u>Addendum</u>		
ap01/04	Ancient Hebrew Kingdoms / J. Biehl	x	1
<u>r. Roman Empire</u>			
ar01/05	Imperator / R. Vedder (see ac03/05)		
ar02/05	Triumvirate / R. Vedder (see ac03/05)		
ar03/06	260 A.D. / S. Rosenberg	2	2

B. BIOSPHERE GAMES

<u>e. Evolution</u>			
be01/06	Conquest of the Land / S. Rich (DIPLOMACY WORLD 13)		
<u>s. Survival</u>			
bs01/10	Biodiplomacy / A. & T. Burkacki	1	5

C. MODIFICATIONS OF THE BASIC GAME

<u>a. Alternate World, Different Great Powers</u>			
ca01/09	Aberration III (Imperialism XIII) / R. Walker	4	2
<u>b. Changes to Both Map and Rules</u>			
cb01/07	Persian Variant I / M. J-Polczynski	1	2
cb02/07	Scheisskopf Dip. II / D. Wileman	1	1
cb03/07	Stab-Happy Dip. / Rosenberg & Diller	1	1
cb04/07	Variation C / R. Johnson	1	3
cb05/07	Diplomacy 1958 / A. Calhamer (in QUARMALL 1, 50¢ flat)		
cb06/07	Overlapping Seas III / M. J-Polczynski	1	1
<u>c. High Complexity Rules</u>			
cc01/09	Aberration IV (9-Man Dip. IV) / R. Walker	5	4
cc02/09	Gibraltar II / M. J-Polczynski	1	6
cc03/07-n	Warmonger / L. Dunning	2	12
<u>d. Games Designed by Fred Davis</u>			
cd01/07	Aberration I (w/Aberration II)	2	1
cd02/07	Aberration II (see cd01/07)		

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cd03/07	Abstraction II	1	4
cd04/07	Dual Space Dip. (Overlapping Seas I)	1	3
cd05/07	Dual Space Dip. w/"Gibraltar Rule" (Overlapping Seas II)	1	4
cd06/05/6	Germany Vs. the World	1	2
cd07/07	Gusher Dip.	1	4
cd08/07	Our Version of the Regular Diplomacy Board (*description)	1*	0
cd09/07	Rail & Sea Dip.	1	5
<u>e. One Extra Great Power Added</u>			
ce01/08	Bawtinheimer 8-Player Variant / B. Bawtinheimer	1	1
ce02/08	Swiss Variant II / F. Davis (DIPLOMACY WORLD 16)		
ce03/08	Powers & Pirates / C. Gibson (*rules include description)	0*	1
<u>h. High Complexity Map</u>			
ch01/07	Omnibus Dip. / C. Turner	8	1
<u>m. Minor Changes to Map Only</u>			
cm01/07	Kriegsmarine Variation / A. Phillips (*order w/Comb.Ed. 1)	0	1*
cm02/07	Small World Dip. (I) / S. Tihor	x	1
<u>n. Two Extra Great Powers Added</u>			
cn01/09	Cline 9-Man Dip. II ("IV") (9-Man Dip. VI) / R. Cline (DIPLOMACY WORLD 17)		
cn02/09	9-Man Dip. I / D. Miller	1	2
cn03/09	9-Man Dip. III / J. Chalker	1	5
cn04/09	Cline 9-Man Dip. III / Cline/vonMetzke/Naus/Bullock	1	1
cn05/09	Cline 9-Man Dip. IV ("V") / Cline/Davis	1	1
<u>t. Team Game on Modified Board</u>			
ct01/03+3+1	3x3 w/Wild Card Player III / D. Miller	1	1
<u>D. AFRICA</u>			
<u>a. Pre-Colonial Period (roughly before 1860)</u>			
da01/05/10	Uhuru / L. Peery	2	3
<u>c. Colonial Period (c.1861-1960)</u>			
<u>m. Modern Period (c.1861 on)</u>			
dm01/07	South African Dip. / J. Lipscomb	1	1
<u>E. NEAR, MIDDLE, &amp; FAR EAST</u>			
<u>c. China</u>			
ec01/06	Chinese Dip. / T. McCloud	1	1
<u>m. Middle East</u>			
em01/11	Allah Akba'ar / J. Robertson	4	1
em02/07	Jihad II / R. Vedder	4	2
em03/07	Partition of the Ottoman Empire / G. Costikyan	3	2
<u>s. Southeast Asia</u>			
es01/06	Indonesian Dip. / R. Fox	1	1
es02/07	Southeast Asia '56 / J. Massar	1	1
<u>F. FANTASY SETTINGS</u>			
<u>b. Barsoom</u>			
fb01/17	Barsoomian Blitz / K. St.Andre	2	6
fb02/06/8	Barsoom / L. Pulsipher (see Combined Edition 4)		
<u>d. Dalarna</u>			
fd01/06	Dalarna II / J. Leeder	2	2
<u>e. Earthsea</u>			
fe01/05/6	Earthsea Dip. / T. Galloway (DIPLOMACY WORLD 4)		
<u>h. Conan Period</u>			
fh01/05	Hyborian Age Dip. I / G. Gygas	4	2
fh02/05	Hyborian Age Dip. II / B. Labelle (see also Comb. Ed. 4)	1	2
fh03/08	Hyborian Age Variant III / T. Hubbard	2	1
fh04/02/11	Hyborian Dip. / J. Peters (also in D. W. 15)	2	2
<u>n. No Specific Literary Setting</u>			
fn01/On	Simple Rules For Fantasy/Science Fiction Variants / L.Pulsipher (see Comb.Ed.4)		
fn02/02-7	Song of the Night* / L. Pulsipher (see Combined Ed. 5)		
	(*but derivative of Moorcock...Elric)		

<u>v. Dying Earth Period</u>			
fv01/07	The Dying Earth II / L. Pulsipher (see Combined Edition 4)		
<u>w. The Witchworld</u>			
fw01/05	Witch World II / L. Pulsipher	1	1
<u>G. GLOBAL GAMES</u>			
<u>e. Global/Economic</u>			
ge01/23	Hypereconomic Dip. II / Miller/Ansoff	2	30
<u>f. Post-1920 Period (including future &amp; indeterminate dates)</u>			
gf01/09	Holocaust / S. McLendon (DIPLOMACY WORLD 22)		
gf02/08	Small World Dip. (II) / F. Davis	2	3
gf03/07	World Dip. / W. Stapel	3	1
gf04/06	World War IV Dip. / S. Hanks	2	2
gf05/03-10	2001 / R. Walker (\$2.00 flat rate)	12	8
<u>h. Pre-1871 Period</u>			
gh02/09	Colonia IV / F. Hyatt	10	2
gh03/09	Colonia V / F. Hyatt	10	2
<u>p. 1871-1920</u>			
gp01/11	Imperialism XV / R. Walker	7	2
gp02/06	Worldip. I / E. Manfredi	3	4
gp03/09	World Powers / R. Ware	2	1
gp04/21	World Variant ("I") / K. Pettis	17	5
gp05/12	Youngstown Variant XII / Walker/Vedder (see xm09/08-12)		
gp06/09	Imperialism VIIIIR / R. Walker	5	3
gp07/07/13/14	Mercator II - V-B complete* (*except maps for M. III $\frac{1}{2}$ ) (*all games include "A" option - air power)	12	10**
gp08/13	Mercator II / D. Wakefield (*rules for II through IVSF-WNS)	3	7*
gp09/13	Mercator III / D. Wakefield (*rules w/gp08/13)	3	*
gp10/13	Mercator III $\frac{1}{2}$ / D. Wakefield (*rules w/gp08/13)(**not avail.)	**	*
gp11/14	Mercator IV / D. Wakefield (*rules w/gp08/13)	3	*
gp12/07	Mercator IVSF (Samson-Flansted)(*rules/maps w/gp08/13 & 11/14)	*	*
gp13/07	Mercator IVSF-WNS (With Nastier Staps) (*note as w/gp12/07)	*	*
gp14/14	Mercator VA / D. Wakefield (*plus gp08/13 rules)	3	3*
gp15/14	Mercator VB / D. Wakefield (see gp14/14)		
<u>E. EUROPE, 1501-1900</u>			
<u>a. 16th Century</u>			
<u>b. 17th Century</u>			
hb01/15	Thirty Years' War / P. Newman	4	3
hb02/07	Westphalia VI (Europe 1648) / H. Mahler (DIPLOMACY WORLD 2)		
hb03/07	Westphalia VII / H. Mahler	x	1
hb04/07	Westphalia VIII / H. Mahler	1	1
<u>c. 18th Century (1701-1789)</u>			
hc01/06	Diplomacy 1701 / M. Homeier	1	1
hc02/07	Europe 1721 / J. Boyer	4	2
hc03/07	Verrat / M. Childers	16	5
hc04/04-7	The Struggle for Hegemony in Europe, 1689-1815 / L. Pulsipher (Comb. Ed. 5)		
hc05/07	Seven Years' War / L. Pulsipher (*+3pp. designer's notes)	4	6*
<u>n. Napoleonic Period (1790-1814)</u>			
hn01/08/9	Eckert's Napoleonic Dip. / B. Eckert	0	1
hn02/07	Napoleon's Europe, 1795 / G. Drews	6	1
<u>p. Modern Period (1815-1900)</u>			
hp01/09	1885 II (9-Man Dip. VIIIIR) / F. Davis	1	2
<u>L. CENTRAL &amp; SOUTH AMERICA</u>			
<u>s. South America</u>			
ls01/06	Continent / R. Perkins	2	1
ls02/05	Guelph Variant / R. Bawtinheimer	1	1

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5.

M. EUROPE, 450-1500

<u>a. 450-900</u>			
ma01/07	Lest Darkness Fall Dip. / G. Costikyan	3	6
<u>b. 901-1050</u>			
mb01/11	Feudalism ("II") (Imperialism IX) / R. Walker	6	3
mb02/07	1000 A.D. / J. Lovibond	3	3
<u>c. 1051-1200</u>			
mc01/13	Excommunication II / G. Costikyan	4	2
<u>d. 1201-1350</u>			
<u>e. 1351-1500</u>			
<u>i. Indeterminate Date</u>			
mi01/06	Alternate World Dip. I / S. Perrin (w/Alt.WorldDip. II)	0	1
mi02/05	Alternate World Dip. II / S. Perrin (see mi01/06)		

N. NORTH AMERICA

<u>a. Entire Continent</u>			
na01/07	North American Dip. D. Jousma	2	2
<u>e. Eastern Area</u>			
ne01/05	1776 / R. Vedder (*+3 pp. of GM rulings)	4	4*
ne02/06	Flintlock II / J. Leeder	2	4
<u>m. Mexico</u>			
nm01/03-10	Aztlan / K. St.Andre	2	7
nm02/08	The Maya / J. Boyer	4	2
<u>p. Early Period &amp; Indians</u>			
np01/08	Indianomacy II / D. Miller	1	5
<u>s. One State or Small Region</u>			
ns01/06	Alabama Dip. / R. Bart	1	1
ns02/07	Michigan Dip. / R. Beasacker	1	2
ns03/05	Stress (The Battle for Detroit) / M. Bartnikowski	1	1
<u>u. United States</u>			
nu01/06	All American Dip. / Johnson/Kirschner	2	1
nu02/05	Americana 1860 / T. Tilson	2	1
nu03/07	United States Dip. III / F. Davis	1	2
nu04/07	United States Dip. III $\frac{1}{2}$ ((new space names only)) / F. Davis	2	3

O. OCEANS

<u>a. Map Centered on Atlantic Ocean</u>			
oa01/07	Atlantica III / F. Davis	2	6
<u>p. Map Centered on Pacific Ocean</u>			
op01/08	Pacifica ("I") / S. Rosenberg	2	1

P. PORTIONS OF EUROPE (REGULAR BOARD AREA)

<u>a. Austria-Hungary</u>			
pa01/06	Collapse of the Dual Empire / R. Wein	2	3
<u>b. Southeast Region</u>			
pb01/07	The Balkan War / R. Wheeler	0	2
<u>e. British Isles</u>			
pe01/06/7	Anglo-Saxomacy / L. Pulsipher	1	1
pe02/07	Excalibur / K. Clark (DIPLOMACY WORLD 23)		
pe03/09	Game of the Clans (Scottomacy) / R. Hoheisel	1	6
pe04/08	Gesta Danorum ("I") / J. Leeder	2	2
pe05/07	Wars of the Roses / R. Sandell	2	2
pe06/10	The Men Who Would Be King / J. Walker	2	3
pe07/07	1066 / K. Clark	1	1
<u>g. Germany</u>			
pg01/10	1618 (Dip. 1618) / S. Rosenberg	1	2

<u>i. Ireland</u>			
pi01/08	Scotie Scripti III / Comber/Boyer	5	3
pi02/07	Bhearna Baoghail / M. Mills	1	3
<u>n. Northwest (England/France/Low Countries/ &amp;c.)</u>			
pn01/08	Hundred Years' War / L. Peery	5	5
<u>r. Russia (including Siberia)</u>			
pr01/08	Red October / J. Robertson	2	3
<u>s. Scandinavia</u>			
ps01/02-15	Baltic Dip. / R. Sacks (DIPLOMACY WORLD 8)	1	1
<u>z. North Sea &amp; Baltic</u>			
pz01/05	Viking Dip. / J. Rosen	1	2
 <u>Q. EUROPE, 1920-2000</u>			
<u>f. 1920-1933</u>			
<u>h. Hitler Era (1934-1944)</u>			
qh01/06	Imperialism VIIR (Things to Come II) / R. Walker	7	2
qh02/10	1934 / D. Staples	1	2
qh03/05	1938 / L. Pulsipher (DIPLOMACY WORLD 10)		
qh04/05	1939I / L. Pulsipher (see Combined Edition 5)		
qh05/05	1939II / L. Pulsipher (see Combined Edition 5)		
<u>p. Post-WW II</u>			
qp01/05	Cold War / R. Blackshaw	1	2
qp02/08	World War III / S. Rosenberg	1	2
 <u>R. RULE REVISIONS USING THE REGULAR BOARD</u>			
<u>a. Regular Rules Plus Additions</u>			
ra01/07	Baseball Dip. / L. Pulsipher (see rs08/07)		
ra02/07	Diplomacy-Clue Variant / F. Davis	1	3
ra03/07	Gigaton Bomb Variant / L. Miyata	0	2
ra04/07	Pacifist Dip. / N. Palmer (w/Shadow Worlds)	0	1
ra05/07	Plague (II) / A. Gruen (see Combined Edition 6 also)	0	1
<u>b. Change to One Basic Component</u>			
rb01/07	Active Neutrals / R. Sacks (*order w/Combined Ed. 3)	0	1*
rb02/07	Anonymity I & II / D. Miller	0	1
rb03/07	Anonymity III / L. Pulsipher	0	1
rb04/07	Bizarro Dip. (Anonymity IV) / L. Pulsipher (see rml1/14)		
rb05/07	Bum's Rush / A. Phillips (*order w/Combined Ed. 1)	0	1*
rb06/07	Cognac / R. Bart (see rs07/07)		
rb07/07	Diplomatic Dip. / M. J-Polczynski	0	1
rb08/07	END Dip. / T. Baillie (DIPLOMACY WORLD 14)		
rb09/07	Escalated Dip. / D. Alderson (*order w/Combined Ed. 1)	0	1*
rb10/07	Fink Variant Rule / H. Mahler	0	1
rb11/07	Lebling Variant / D. Lebling (*order w/Combined Ed. 3)	0	1*
rb12/07	Phoenix / M. Bullock (*order w/Combined Ed. 3)	0	1*
rb13/07	Take-Away Dip. / D. Alderson (*order w/Combined Ed. 1)	0	1*
rb14/06	We've Been Shafted By a Guy Who Cancelled Out on Us / G. Wallace	0	1
<u>d. Hidden Movement</u>			
rd01/07	Kriegspiel Dip. I / B. Tretick	0	8
rd02/07	Diplomyopia / C. Hemming	0	2
rd03/07	Kriegspiel Dip. II / B. Tretick (*w/older 2-page edition of	0	2*
rd04/07	Kriegspiel Dip. III / B. Tretick rd01/07)	0	*
<u>e. Economic Games</u>			
re01/07	Economic Dip. I / J. Pournelle	0	3
re02/07	Economic Dip. II / Pournelle/Miller	0	5
re03/07	Economic Dip. IV / F. Davis (DIPLOMACY WORLD 9)		

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<u>m. Major Revisions</u>		
rm01/07	Anonymous Dip. / J. Lovibond	0 1
rm02/08	Bolshevik / H. Patterson	0 1
rm03/07	Coast-Running Variant / E. Verheiden	0 2
rm04/08	Foe-Nazi / R. Bart	0 1
rm05/08-20	Grand Fenwick's Revenge Dip. / S. Tihor	0 2
rm06/21	Intrigue / S. Doubleday	0 1
rm07/07	Militarism III / L. Pulsipher	0 1
rm08/07	Nuclear Dip. II ("I") / J. Dittmar (DIPLOMACY WORLD 19)	
rm09/07	Shadow Dip. / N. Shears	0 1
rm10/07	Treaty Dip. / R. Walker (DIPLOMACY WORLD 10)	
rm11/14	Twin Earths Dip. III / L. Pulsipher (w/Bizarro Dip.) (DIPLOMACY WORLD 14)	
rm12/07	Variants of the Ghods / L. Pulsipher (DIPLOMACY WORLD 3)	
rm13/21	Third Man Dip. / B. Tretick	0 2
rm14/07	Blitzkrieg Dip. / B. Tretick	0 2
rm15/07	Realistic Variants / L. Pulsipher (see Combined Ed. 5)	
rm16/07	Halocaust Dip. "I" / L. Gillespie (*also needs 1973 rules for a game called "Halocaust")	0 3*
rm17/10	Ten-Man Dip. / K. Black (w/Growth)	0 1
<u>n. New Type(s) of Unit(s) Only</u>		
rn01/07	Air-Sea Dip. (Breakthrough Dip. II) / B. Tretick	0 8
rn02/07	Dreadnought Dip. / D. Burkett	0 1
rn03/07	"Hard Choice" Dippy / D. Efron	0 1
rn04/07	MicroDip. / T. Kuch	0 2
rn05/07	Multiplicity / R. Walkerdine	0 4
rn06/07	Growth / K. Black (see rml7/10)	
<u>p. Essays/Compilations of Simple Variants (see also rml5/07)</u>		
rp01/0n	Simple Dip. Variants / L. Pulsipher	0 3
rp02/07	Compilation of Simple Variants / L. Pulsipher (see Comb. Ed. 5)	
<u>r. Random &amp; Chaotic Alterations of the Map (*=may be ordered separately or with Combined Ed. 6)</u>		
rr01/07	*Black Hole Dip. I / R. Bart (w/B.H. II & II)	0 1
rr02/07	*Dilatory Dip. / S. Rosenberg (w/Diluvian Dip.)	0 1
rr03/07	*Diluvian Dip. / M. Diller (see rr02/07)	
rr04/07	Fourth Dimension / Swanson/Jeffrey	0 1
rr05/21	Irish Dip. / C. Walsh	0 1
rr06/07	*Near Utter Chaos / Rosenberg/Costikyan/Heuer	0 1
rr07/07	Schizodip. II / M. Bullock	0 1
rr08/07	*Utter Chaos / Rosenberg/Costikyan/Heuer	0 1
rr09/07	*Black Hole Dip. II (Nielsen-Drews Black Hole) / Nielsen/Drews (see rr01/07)	
rr10/07	Black Hole Dip. III (see rr01/07)	
rr11/07	Dudness / Rosenberg/Costikyan (see Combined Ed. 6)	
rr12/07	Blob Dip. / D. Barlow (see Combined Ed. 6)	
rr13/07	Migrating Supply Center / ?L. Pulsipher (see Combined Ed. 6)	
rr14/07	SchizoDip I / M. Bullock (see Combined Ed. 6)	
rr15/07	Squash / B. Grossman (see Combined Ed. 6)	
<u>s. Major Revisions with Short Rules</u>		
rs01/34	Anarchy I / D. Miller (w/Anarchy II & IV)	0 1
rs02/07	Anarchy IV / L. Pulsipher ("III") (see rs01/34)	
rs03/02-11	Anarchy V / L. Pulsipher (w/Anarchy VI) (*also w/Comb.Ed. 6)	0 1*
rs04/02-34	Anarchy VI / L. Pulsipher (see rs03/02-11)	
rs05/07	Chaos I / D. Miller (*order w/Combined Ed. 2)	0 1*
rs06/07	Confewshun / D. Staples (*order w/Combined Ed. 2)	0 1*
rs07/07	Deviants / J. Hall (w/Cognac)	0 1
rs08/07	Fluid Dip. I / P. Arnson (w/Baseball Dip.) (DIPLOMACY WORLD 11)	
rs09/15	Megalomania / Wallace/Bart	0 1
rs10/05	Mercenary (I) / C. Bennett (w/Random Dip.)	0 1

rsl1/07	Random Dip. / C. Bennett (see rs10/05)		
rsl2/07	Random Paralysis Dip. / D. Kadlecek (*order w/Combined Ed. 2)	0	1*
rsl3/07	Red Herring Dip. / D. Alderson (*order w/Combined Ed. 1)	0	1*
rsl4/07	Shadow Worlds / N. Palmer (see ra04/07)		
rsl5/11	Tri-State Variant / R. Brooks	0	1
rsl6/07	Twin-Earths Dip. I / D. Miller (*also with Combined Ed. 6)	0	1*
rsl7/07	Anarchy II / D. Miller (see rs01/34)		
rsl8/03	Three-Player Dip. / L. Pulsipher (see Combined Ed. 5)		
	t. Team Games (see also ct01/03+3+1)		
rt01/03+3	3x3, Italy Omitted / D. Miller (w/3x3, Turkey omitted)	0	1
rt02/03+3	3x3, Turkey Omitted / D. Miller (see rt01/03+3)		
	v. Major Revisions With Long Rules		
rv01/07/11/21	Complot / E. Jones	0	15
rv02/07	Espionage / R. Shears	0	4
rv03/07	Hyperspace Dip. II / D. Miller	0	6
rv04/07	Mad Dip. / J. Lovibond	0	3
rv05/07	Militarism I / L. Pulsipher	0	2
rv06/07	Para-Time ("I") / D. Miller	0	4
rv07/07	Sword & Sorcery Dip. / S. Rich (DIPLOMACY WORLD 9)		
rv08/07	Anarchy III (Chaos ?III) / D. Miller	0	6
rv09/0n	Grand Tournament Dip. / D. McGee	0	5
	w. Alternate Past or Future		
rw01/02-5/n	Colonisation / L. Pulsipher (see Combined Ed. 5)		
rw02/07	Holy Roman Empire / L. Pulsipher (see Combined Ed. 5)		
	x. Two Players Only* (*In the opinion of the Editor, these are not <u>Diplomacy</u> variants. They use the board & rules, but there is <u>no</u> diplomacy. Players can learn the rules with these, but they are of no use otherwise.)		
rx01/02	Ghostly Ghastly Dip. / G. Wallace (see rx04/02)		
rx02/02	Intimate Dip. I / S. Wyatt	0	2
rx03/02	Intimate Dip. IA (Betelgeuse) / Baird, et alii	0	3
rx04/02	Novice Variant / R. Brooks (w/Ghostly Ghastly Dip.)	0	1
rx05/02	Two-Player Dip. / L. Pulsipher (see Combined Ed. 5)		

### S. SCIENCE FICTION & SPACE

#### a. Isaac Asimov

sa01/07	Foundation Game I / F. Mulhauser	1	6
sa02/06/7	Tactical Foundation Games I/II (Foundation Games II/III) / R. Brooks	1	3

#### b. James Blish

sb01/03-7	Cities in Flight I / T. Galloway	1	2
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#### g. Planets, Stars, and/or Galaxies

sg01/05-7	Between Balaxies II / L. Pulsipher	1	1
sg02/05	Interplanetary Warfare / G. Reed	2	3
sg03/0n	Interstellar Dip. III / L. Pulsipher	1	4
sg04/02-9	Between Galaxies I / L. Pulsipher (see Combined Ed. 4)		
sg05/02-12	The Star Kings / L. Pulsipher (see Combined Ed. 4)		
sg06/07	Cosmic Dip. / L. Dunning	2	6

### T. TOLKIEN

#### a. Angmar Period

ta01/06	Middle-Earth Dip. IV / B. Mebane	1	2
ta02/07	Middle-Earth Dip. V / L. Pulsipher	1	1
ta03/05	Middle-Earth Dip. VII / L. Pulsipher	1	1
ta04/08	Middle-Earth Dip. VIII / L. Pulsipher	4	1
ta05/07	Middle-Earth Dip. VR / L. Pulsipher (see Combined Ed. 4)		

#### m. Multiple Scenarios

tm01/02-7	War of the Ring / L. Pulsipher (DIPLOMACY WORLD 11)		
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<u>s. Super-Sauron</u>			
ts01/08	Downfall of the Lord of the Rings...I / H. Patterson (*4-sheet map also available) (NOTE: Also in Combined Ed. 4)	1*	2
ts02/06	Lord of the Rings Dip. I / J. Key	1	4
ts03/05	Mordor vs. the World I / D. Alderson	1	8
ts04/05	Mordor vs. the World II / Alderson/Miller (*same map. ts03/05)	-*	2
ts05/05	Mordor vs. the World IV / D. Miller	1	8
ts06/06	Third Age I / B. Libby (+3 pp commentary by R. Sharp*)	1	2*
ts07/06	Third Age II / D. Morris	2	3
<u>w. War of the Rings Period (no super-Sauron)</u>			
tw01/06	Middle Earth Dip. II / D. Miller (Also in Combined Ed. 4)	1	2
 <u>U. ABSTRACT &amp; HYPOTHETICAL GAMES</u>			
<u>a. Alternate World Settings; Global</u>			
ua01/07	Global Variant / L. Pulsipher (DIPLOMACY WORLD 7)		
ua02/02-11	Timesteps / L. Pulsipher (see Combined Ed. 4)		
<u>d. Map Constructed During Game</u>			
ud01/On	Quantum Space / T. McCloud (see Combined Ed. 4)		
<u>g. Geometrical (Perfectly Balanced) Board</u>			
ug01/08	Barebones (Jeffersonian) Dip. / H. Mahler	1	1
ug02/06	Logical Dip. I / A. Ovens	1	1
ug03/05	Logical Dip. II / L. Pulsipher	1	1
ug04/02-8	Lunatic Dip. I / T. Galloway (DIPLOMACY WORLD 2)		
ug05/07	"Pink" Dip. / D. Pink	2	2
ug06/05	Space Station Ultra / L. Kendter, Sr.	1	1
ug07/02-8	Lunatic Dip. II / T. Galloway (see Combined Ed. 4)		
ug08/07	Purest Dip. / R. Prevot	0	1
<u>m. Board is a Maze</u>			
um01/On	Algernon Dip. / T. Galloway	1	2
<u>r. Hypothetical Board With Random &amp; Chaotic Changes</u>			
ur01/02-9	Geo-Shift Dip. / Aronsen/Pulsipher	1	1
<u>u. Hypothetical Geographic Area</u>			
uu01/05/7	Ancient Empires I / J. Boyer	1	1
uu02/07	Antigoni Isles / D. Hayward	2	1
uu03/03	Cat Dip. / E. Melchior (DIPLOMACY WORLD 3)		
uu04/07	Colonial Variant / Reed/Berggren	1	2
uu05/10	Empire / W. Johnson	3	4
uu06/06	Mythomacy II / T. Kuch	1	2
uu07/On	Slobbovia II / R. Blau	3	7
 <u>V. PUT-ONS &amp; CURRENT EVENTS</u>			
<u>b. Board is a Put-On</u>			
vb01/05	Bharph Dip.* / W. Johnson (*and we're not putting you on)	1	1
vb02/07	Circle Variant / M. Weidmark	x	1
vb03/On	Mountain / J. Lipscomb	x	1
<u>c. Social Satire</u>			
vc01/05	Diplomafia / E. Jones (w/Gambling Dip.)	1	3
vc02/06	The Executioner Dip. / M. Stackpole	1	2
<u>h. Hobby Put-On</u>			
vh01/07	Dudland / G. Costikyan	2	2
<u>j. Rules Are a Put-On</u>			
vj01/07	Auction Dip. / D. Wheeler	0	1
vj02/07	Gambling Dip. / G. Costikyan (see vc01/05)		
vj03/04/6	Strip Dip / F. Davis	0	1
vj04/07	Drug Dip. / A. Kasanof	0	2

X. EXPANSIONS OF THE REGULAR BOARD

<u>a. Extra Abstract or Unreal Spaces</u>			
xa01/07	Black Angels / L. Pulsipher (*order w/Combined Ed. 1)	0	1*
<u>d. Added Area Not Directly Connected to Main Board</u>			
xd01/07	Sacred Rhinoceros I / M. Liesnard (w/Sacred Rhinoceros II)	1	2
xd02/07	Sacred Rhinoceros II / M. Liesnard (see xd01/07)		
<u>m. Large Areas Added East and/or South of the Board</u>			
xm01/10	Youngstown Variant II / R. Walker (see also xm09/08-12)	6	1
xm02/10	Youngstown Variant IV ("III") / Walker/Phillips (see also xm09/08-12) (*also needs xm01/10) (w/Y.V. V)	0*	1*
xm03/10	Youngstown Variant V ("IV") / Walker/Weidmark (see xm02/10)		
xm04/10	Youngstown Variant VII / Walker/Massar (*also needs xm01/10) (see also xm09/08-12)	*	1*
xm05/11	Youngstown Variant VIII / Walker/Vedder (includes Y.V. IX, X, & Ushindi) (*in addition to xm01/10)(see also xm09/08-12)	4*	2*
xm06/10	Youngstown Variant IX / Walker/Vedder (see xm05/11)		
xm07/09	Youngstown Variant X / Walker/Vedder (see xm05/11)		
xm08/08	Ushindi (Youngstown Variant XI) / Walker/Vedder (see xm05/11)		
xm09/08-12	Youngstown Variant II-XII complete / Walker <u>et alii</u>	12	10
<u>r. Board and Rules Changed</u>			
xr01/06	Absurdity I / F. Davis	2	2
xr02/06	Absurdity II / F. Davis	2	2

Addendum: A. ANCIENT WORLDg. Greece

ag01/09	Imperialism IX (Peloponnesian War) / R. Walker (*+8 pp., Vedder/Walker discussion of design)	4	2*
ag02/08	Peloponnesian Dip. / D. Klein	4	2
ag03/08	149 B.C. (War Between the Ancient Balkan States) / T. Mayernik	1	1

COMBINED EDITIONS

#1.	Black Angels, Bum's Rush, Escalated Dip., Kriegsmarine Dip., Red-Herring Dip., Take-Away Dip.	0	1
#2.	Chaos I, Confewshun, Random Paralysis Dip.	0	1
#3.	Active Neutrals, Lebling Variant, Phoenix	0	1
#4.	SCIENCE FICTION AND FANTASY VARIANT PACKAGE. \$2.50 from Lew Pulsipher, 209 Alexander, Apt. D, Durham NC 27705.		
#5.	DIPLOMACY GAMES AND VARIANTS / Lew Pulsipher. \$5.00 from Lou Zocchi, 01956 Pass Rd., Gulfport MS 30501.		
#6.	REGULAR BOARD VARIANTS / Compiled by Greg Costikyan	0	4

OTHER SOURCES FOR GAMES

Lew Pulsipher, address above. 10¢: AngloSaxomacy. 20¢ Logical Dip. II, Interstellar Dip. III, Aberration IV, Cities in Flight. 30¢: Worldip. I, Hyborian Age I, 1776. 35¢: War of the Ring. Price is for each game. Also enclose 15¢ for handling with each order.

Greg Costikyan, P.O. Box 865, Brown University, Providence RI 02912. Send SASE for each variant desired: Excommunication!, Near Utter Chaos, Grand Fenwick's Revenge Dip., Ancient Hebrew Kingdoms, World War III, Partition of the Ottoman Empire, Europe: 1721, Stab-Happy Dip.

Michael Mills, 3457 Makyes Rd., Nedrow NY 13120. SASE for Bhearna Baoghail. Rod Walker, this address. 50¢ for QUARMALL 1, which has the maps/rules for Diplomacy 1958 plus the moves for a complete in-person game. \$2.00 for 2001. We have a limited supply of the original 1968 edition of Aberration I & II; since this is a sort of collector's item, it's \$1.00, postpaid. Extra maps are available, at 25¢ each. (Of course, the NAVB edition is much easier to read.)

## ALFA LIST OF NAVB HOLDINGS

cd01/07	Aberration I	rm02/08	Bolshevik
cd02/07	Aberration II		Breakthrough Dip. II see Air-Sea
ca01/09	Aberration III	rb05/07	Bum's Rush
cc01/09	Aberration IV	uu03/03	Cat Dip.
cd03/07	Abstraction II	rs05/07	Chaos I
xr01/06	Absurdity I		Chaos (?III) see Anarchy III
xr02/06	Absurdity II	ec01/06	Chinese Dip.
rb01/07	Active Neutrals	vb02/07	Circle Variant
rm01/07	Air-Sea Dip.	sb01/03-7	Cities in Flight I
ns01/06	Alabama Dip.	cn01/09	Cline 9-Man Dip. II ("IV")
um01/0n	Algernon Dip.	cn04/09	Cline 9-Man Dip. III ("V")
em01/11	Allah Akba'ar	cn05/09	Cline 9-Man Dip. IV
nu01/06	All American Dip.	rm03/07	Coast-Running Variant
mi01/06	Alternate World Dip. I	rb06/07	Cognac
mi02/05	Alternate World Dip. II	qp01/05	Cold War
nu02/05	Americana 1860	pa01/06	Collapse of the Dual Empire
rs01/34	Anarchy I	gh02/09	Colonia IV
rsl7/07	Anarchy II	gh03/09	Colonia V
rv08/07	Anarchy III	uu04/07	Colonial Variant
rs02/07	Anarchy IV ("III")	rw01/02-5/n	Colonisation
rs03/02-11	Anarchy V	rp02/07	Compilation of Simple Variants
rs04/02-34	Anarchy VI	rv01/07/11/21	Complot
uu01/05/7	Ancient Empires I	rs06/07	Confewshun
ac01/06	Ancient Empires II	be01/07/8	Conquest of the Land
ap01/04	Ancient Hebrew Kingdoms Dip.	ls01/06	Continent
pe01/06/7	Anglo-Saxomacy	sg06/07	Cosmic Dip.
rb02/07	Anonymity I/II	fd01/06	Dalarna II
rb03/07	Anonymity III	rs07/07	Deviants
	Anonymity IV see Bizarro	ac02/07	Diadochi II
rm01/07	Anonymous Dip.	ac03/05	Diadochi V
uu02/07	Antigoni Isles	rr02/07	Dilatory Dip.
oa01/07	Atlantica III	rr03/07	Diluvian Dip.
uj01/07	Auction Dip.	cb05/07	Diplomacy 1958
nm01/03-10	Aztlan	hc01/06	Diplomacy 1701
pb01/07	The Balkan War	ra02/07	Diplomacy-Clue Variant
ps01/02-15	Baltic Dip.	vc01/05	Diplomafia
ug01/08	Barebones Dip.	rb07/07	Diplomatic Dip.
fb02/06/8	Barsoom	rd02/07	Diplomyopia
fb01/17	Barsoomian Blitz	rb08/07	D.N.D. Dip.
ra01/07	Baseball Dip.	ts01/08	Downfall of the Lord of the Rings... I
	Battle for Detroit	rn02/07	Dreadnought Dip.
	see Stress	uj01/07	Drug Dip.
ce01/08	Bawtinheimer 3-Player	cd04/07	Dual Space Dip.
pi02/07	Bhearna Baoghail	cd05/07	Dual Space Dip. w/"Gibraltar Rule"
	Betelgeuse see Intimate IA	vh01/07	Dudland
sg04/02-9	Between Galaxies I	rr11/07	Dudness
sg01/05-7	Between Galaxies II	fv01/07	The Dying Earth II
vb01/05	Bharph Dip.	fe01/05/6	Earthsea Dip.
bs01/10	Biodip.	hn01/08/9	Eckert's Napoleonic Dip.
rb04/07	Bizarro Dip.	re01/07	Economic Dip. I
xa01/07	Black Angels	re02/07	Economic Dip. II
rr01/07	Black Hole Dip. I	re03/07	Economic Dip. IV
rr09/07	Black Hole Dip. II	uu05/10	Empire
rr10/07	Black Hole Dip. III	rb09/07	Escalated Dip.
rml4/07	Blitzkrieg Dip.	rv02/07	Espionage
rrl2/07	Blob Dip.	hc02/07	Europe 1721 ("II")

pe02/07	Excalibur	rd01/07	Kriegspiel Dip. I
mc01/13	Excommunication II	rd03/07	Kriegspiel Dip. II
vc02/06	The Executioner Dip.	rd04/07	Kriegspiel Dip. III
mb01/11	Feudalism "II"	rb11/07	Lebling Variant
rb10/07	Fink Variant Rule	ac04/04	Legion
nc02/06	Flintlock II	ma01/07	Lest Darkness Fall Dip.
rs03/07	Fluid Dip. I	ug02/06	Logical Dip. I
rm04/08	Foe-Nazu	ug03/05	Logical Dip. II
sa01/07	Foundation Game I	ts02/06	Lord of the Rings Dip. I
	Foundation Games II/III	ug04/02-8	Lunatic Dip. I
	see Tactical Foundation	ug07/02-8	Lunatic Dip. II
rr04/07	Fourth Dimension	rv04/07	Mad Dip.
vj02/07	Gambling Dip.	nm02/08	The Maya
pe03/09	Game of the Clans	rs09/15	Megalomania
ur01/02-9	Geo-Shift Dip.	pe06/10	The Men Who Would Be King
cd06/05/6	Germany Vs. the World	gp07/07/13/14	Mercator combined edition
pe04/08	Gesta Danorum ("I")	gp08/13	Mercator II
rs01/02	Ghostly Ghastly Dip.	gp09/13	Mercator III
cc02/09	Gibraltar II	gp10/13	Mercator III <sup>+</sup>
ra03/07	Gigaton Bomb Variant	gp11/14	Mercator IV
ua01/07	Global Variant	gp12/07	Mercator IV SF
rm05/08-20	Grand Fenwick's Revenge	gp13/07	Mercator IV SF-WNS
rv09/0n	Grand Tournament Dip.	gp14/14	Mercator VA
rn06/07	Growth	gp15/14	Mercator VB
ls02/05	Guelph Variant	rs10/05	Mercenary (I)
cd07/07	Gusher Dip.	ns02/07	Michigan Dip.
rml6/07	Halocaust Dip. ("I")	rn04/07	MicroDip.
rn03/07	"Hard Choice" Dippy	tw01/06	Middle-Earth Dip. II
gf01/09	Holocaust	ta01/06	Middle-Earth Dip. IV
rw02/07	Holy Roman Empire	ta02/07	Middle-Earth Dip. V
pn01/08	Hundred Years' War	ta05/07	Middle-Earth Dip. V-R
fh02/05	Hyborian Age Dip. I	ta03/05	Middle-Earth Dip. VII
fh02/05	Hyborian Age Dip. II	ta04/08	Middle-Earth Dip. VIII
fh03/08	Hyborian Age Variant III	rr13/07	Migrating Supply Center
fh04/02-11	Hyborean Dip.	rv05/07	Militarism I
ge01/23	Hypereconomic Dip. II	rml2/07	Militarism III
rv03/07	Hyperspace Dip. II	ts03/05	Mordor vs. the World I
ar01/05	Imperator	ts04/05	Mordor vs. the World II
qh01/06	Imperialism VIIR	ts05/05	Mordor vs. the World IV
gp06/09	Imperialism VIIIRR	vb03/0n	Mountain
ag01/09	Imperialism IX	rn05/07	Multiplicity
	Imperialism X see Feudalism	uu06/06	Mythomach II
	Imperialism XIII see	hn02/07	Napoleon's Europe, 1795
	Aberration III	rr06/07	Near Utter Chaos
gp01/11	Imperialism XV		Nielsen-Drews see Black Hole II
np01/08	Indianomacy II	na01/07	North American Dip.
es01/06	Indonesian Dip.	rx04/02	Novice Variant
sg02/05	Interplanetary Warfare	rm08/07	Nuclear Dip. II ("I")
sg03/0n	Interstellar Dip. III	ch01/07	Omnibus Dip.
rx02/02	Intimate Dip. I	cd08/07	Our Version of the Regular...Board
rx03/02	Intimate Dip. IA		Overlapping Seas see Dual Space
rn06/21	Intrigue	cb06/08	Overlapping Seas III
ab01/07	Invasion 44	op01/08	Pacifica ("I")
rr05/21	Irish Dip.	ra04/07	Pacifist Dip.
	Jeffersonian see Barebones	rv06/07	Para-Time ("I")
em02/07	Jihad II	em03/07	Partition of the Ottoman Empire
cm01/07	Kriegsmarine Variaton		

All of these games have an airpower option, suffix "-A".

- ag02/08 Peloponnesian Dip.  
Peloponnesian War see  
Imperialism IX
- cb01/07 Persian Variant I
- rbl2/07 Phoenix
- ug05/07 "Pink" Dip.
- ra05/07 Plague (II)
- ce03/08 Powers & Pirates
- ug08/07 Purest Dip.
- ud01/0n Quantum Space
- cd09/07 Rail & Sea Dip.
- rs11/07 Random Dip.
- rs12/07 Random Paralysis Dip.
- rml5/07 Realistic Variants
- rs13/07 Red Herring Dip.
- pr01/08 Red October
- xd01/07 Sacred Rhinoceros I
- xd02/07 Sacred Rhinoceros II
- cb02/07 Scheisskopf Dip. II
- rr14/07 Schizodip. I
- rr07/07 Schizodip. II
- pi01/08 Scotice Scripti III  
Scottomacy see Game of the  
Clans
- hc05/07 Seven Years' War
- rm09/07 Shadow Dip.
- rs14/07 Shadow Worlds
- rp01/0n Simple Dip. Variants
- fn01/0n Simple Rules for Fantasy/  
Science Fiction Variants
- uu07/0n Slobbovia II
- cm02/07 Small World Dip. (I)
- gf02/08 Small World Dip. (II)
- fn02/02-7 Song of the Night
- dm01/07 South African Diplomacy
- es02/07 Southeast Asia '56
- ug06/05 Space Station Ultra
- rr15/07 Squash
- cb03/07 Stab-Happy Dip.
- sg05/02-12 The Star Kings
- ns03/05 Stress
- vj03/04/6 Strip Dip
- hc04/04-7 The Struggle for Hegemony in  
Europe, 1689-1815
- ce02/08 Swiss Variant II
- rv07/07 Sword & Sorcery Dip.
- sa02/06/7 Tactical Foundation I & II
- rbl3/07 Take-Away Dip.
- rt01/03+3 3x3 Team, Italy Omitted
- rt02/03+3 3x3 Team, Turkey Omitted
- ot01/03+3+1 3x3 Team, w/Wild Card  
Player III
- rml7/10 Ten-Man Dip.  
Things to Come II see  
Imperialism VIIR
- ts06/06 Third Age I
- ts07/06 Third Age II
- rml3/17 Third Man Dip.
- hb01/15 Thirty Years' War
- rs18/03 Three Player Dip.
- ua02/02-11 Timesteps
- rml0/07 Treaty Dip.
- rs15/11 Tri-State Variant
- ar02/05 Triumvirate
- rs16/07 Twin-Earths Dip. I
- rml1/14 Twin-Earths Dip. III
- rs05/02 Two-Player Dip.
- da01/05/10 Uhuru
- nu03/07 United States Dip. III
- nu04/07 United States Dip. III½
- xm08/03 Ushindi
- rr08/07 Utter Chaos
- rml2/07 Variants of the Ghods
- cb04/07 Variation C
- hc03/07 Verrat
- pz01/05 Viking Dip.  
War Between the Ancient Balkan States  
see 149 B.C.
- tm01/02-7 War of the Ring
- cc03/07-n Warmonger
- pe05/07 Wars of the Roses
- hb02/07 Westphalia VI
- hb03/07 Westphalia VII
- hb04/07 Westphalia VIII //Out on Us
- rbl4/06 We've Been Shafted by a Guy Who Canceled
- fw01/05 Witch World II
- gp02/06 Worldip. I
- gf03/07 World Dip.
- gp03/09 World Powers
- gp04/21 World Variant ("I")
- qp02/08 World War III
- gf04/06 World War IV Dip.
- xm01/10 Youngstown Variant II
- xm02/10 Youngstown Variant IV ("III")
- xm03/10 Youngstown Variant V ("IV")
- xm04/10 Youngstown Variant VII
- xm05/11 Youngstown Variant VIII
- xv06/10 Youngstown Variant IX
- xm06/09 Youngstown Variant X
- gp05/12 Youngstown Variant XI see Ushindi
- cn02/09 Youngstown Variant XII
- cn03/09 9-Man Dip. I
- 9-Man Dip. III
- 9-Man Dip. IV see Aberration IV
- 9-Man Dip. VI see Cline 9-Man Dip. II
- 9-Man Dip. VII see Cline 9-Man Dip. I
- 9-Man Dip. VIII-R see 1885 II
- 10-Man Dip. see Ten-Man Dip.
- 100 Years' War see Hundred Years' War  
149 B.C.
- ag03/08 260 A.D.
- ar03/06 473 B.C.
- ac05/05 1000 A.D.
- mb02/07

	1600 see Thirty Years' War	qh03/05	1938
pg01/10	1618	qh04/05	1939 I
ne01/05	1776	qh05/05	1939 II
hp01/09	1885 II	gf05/03-10	2001
qh02/10	1934		

## THE NON-CATALOGUE

Here follows a listing of games we are aware of but do not offer on a regular basis. In some instances, we don't have them; in others, we have only portions; in yet others, the game is superceded by a better version. Here we go.

Aberration V see Abstraction I	Dark Continent no information
Abstraction I replaced by II	Dark Tower no information
Africa (I) see Second Imperialism	Deadly Dirty no information
Africa (II) no information	Decline of the Lord of the Rings no info.
Age of the Young Kingdoms no info.	Deluge no information
L'Aigle et le Tigre no info.	Democratic Dip. no information
Air I no information	Diadochi I/III/IV replaced by II/V
Air II no information	Diplobucks no information
Air-Sea Dip. (Staples) No such game; identical with Tretick's	Diplochess no information
Algonquin Park Dip. no map	Diplomacy II no information
Alternate World Dip. III no info.	Diplomacy Hill no information
Alternate World Dip. IV no info.	Diplomat no information
Alternate World Dip. V no info.	Diplomatic Monopoly no information
Ambiguity no info.	Diplowinn no information
Amoeba no info.	Das Dippyspiel historical interest only
Apposition no info.	Dip-Tac-Toe no information
Atlantica I/II/IIR replaced by III	Downfall of the Lord of the Rings...II no info.
Atomic Warfare no info.	Ducosim Dip. 2-11 no rules (there is no #1)
Auto-Dip. design never completed	Dudder Chaos no information
Balance of Power no info.	The Dying Earth I playtest version only
Balkan Wars (I) & (II) no info.	Ecliptic no information
Beleriand no info.	Economic Dip. III no information
Big Brother's Expanded W.W. III no information.	Elimination no information
Bixan no information	Emigration no information
Black Wizard no information	Erratic no information
Blind Origin no information	Europe 1650 no information
Brave New World no rules	Europe 2010 no map
Breakthrough Dip. (I) no info.	Everywhere Dip. historical interest only
Bruxellisme I-IV no info.	Extended no information
Cannibalism I-II no info.	Extremely Anonymous no information
Carthage no information	Fame Game no information
Catspaw no information	Feudalism I never completed
Chaos II no information	FiascoMACY no information
Cities in Flight II no info.	Financial no information
Cline 9-Man Dip. I replaced by II	Finlandia no information
Colonia I-III replaced by IV/V (we don't have II yet)	Fish's Delight see Scachomacy
Colonialism I-III no info	Fistel Variant no information
Colonial Winters 2 maps missing	Flintlock I no information (?replaced by II)
Country/City no information	Fluid II no information
Coup d'Etat no information	Four Empires no information
Courier no information	Future War no information
Cryptodip. no information	Galactic Dip. no information
Dalarna I replaced by II	The Game of Lima see Lima IB
Danelaw I no information	Gemignani no information
Danelaw II no information	Geophysical no information
	Gibraltar I no information (?replaced by II)
	Godawful Game no information
	Great European War no information

The Great Lakes no rules  
 Great Patriotic War no information  
 Great Years no information  
 Griffin Variant no information  
 Guerilla Warfare no information  
 Guerre Nucleare no information  
 Heaven and Hell no information  
 Home Sweet Home no information  
 Hyboreax no information  
 Hypereconomic Dip. I replaced by II  
 Hypereconomic Dip. III no info.  
 Hyperspace Dip. I no info.  
 Hyperspace Dip. II½, III-V no info.  
 Ideology no information  
 Imperialism VIII, VIIIIR repl./VIIIIR  
 Imperialism XI no information  
 Imperialism XII see Das Dippyspiel  
 Imperialism XIV no information  
 Interstellar Dip. I-II replaced by III  
 Interstellar Dip. IV no info.  
 Intimate Anarchy no information  
 Italy 1500 no information  
 Jihad I replaced by II  
 Karma League no information  
 Key's Rule Variant hist.interest only  
 Kregen no rules  
 Landslide Dip. no information  
 Lemurian no information  
 Lima I-V, IB, IIB no information  
 Limited Intelligence Dip. no info.  
 Lord no information  
 Lord of the Rings Dip. II no info.  
 Lunatic Dip. III no information  
 Madman no information  
 Magic Dip. I-II no information  
 Malta no information  
 Marchervap no information  
 Marumbitzi no information  
 Mercator I no information  
 Mercenary (II) no information  
 Middle-Earth Dip. I repl. by II  
 Middle-Earth Dip. III & VI no info.  
 Militarism II no information  
 Mobile Supply Centers ?=MigratingSC  
 Mobtown no information  
 Monarchy no information  
 Moose no information  
 Mordor vs. the World III no info.  
 Mordor vs. the World IV½ accident  
 Morglay partial rules only  
 Moses Game no information  
 Napoleonic Dippy no information  
 Napoleon's Europe II no information  
 Nasty no information  
 Norman Europe no information  
 Nuclear Dip. (I) no information  
 Nuclear Holocaust no information  
 Open Door Dippy no information  
 Peerijavo Caper no information  
 Peeriland no information  
 Phillies Rule no information  
 Phillips Dippy no information  
 Plague (I) no information  
 Politicon no information  
 Polynesian no information  
 Portuguese Dip. no information  
 Pourquoi Pas no information  
 Princeps no information  
 Proxy Plomacy no information  
 Pseudo-Classical no information  
 Punic Wars no information  
 Quasi-Regular no information  
 Quest for the Runic Chip no information  
 Rather Silly no information  
 Re-Discover no information  
 Red Mirage no information  
 Republic no information  
 Reunification of India, 1945 no information  
 La Revolution no information  
 Ruinstoned no information  
 Sarajevo no information  
 Satrap no information  
 Seachomacy no information  
 Scheisskopf Dip. I no info. (?repl. by II)  
 Scotice Scripti I & II replaced by III  
 Sea Dip. no map  
 Second Imperialism no information  
 SER Optionals "I" possibly incomplete  
 Siberian-Iberian no information  
 Simulation Dippy I-II no information  
 Slimak's Rule no information  
 Slobbovia I no information (?repl. by II)  
 Space War no information  
 Speculation no information  
 Spider King no information  
 S.P.Q.R. no information  
 Stab I-II no information  
 Staples Variant no information  
 Sundered Worlds no information  
 Superdiplomacy possibly incomplete; not possible  
 to reproduce rules until they are retyped  
 Swiss Variant I no information (?repl. by II)  
 Switzerland "I" no information  
 Tadek Dip. no information  
 Telstar no information  
 Terrorism "I" no information  
 There Are Aliens Among Us no information  
 Trader I-II no information  
 Transatlantic no information  
 Transmat no information  
 Treachery no information  
 Tunnel no information  
 Tunnels and Frogs no information  
 Twin-Earths Dip. II no information  
 United States Dip. I-II replaced by III  
 Vain Rats I-II no information

Van Nuys Variant	no information	Youngstown Variant VIII-R	no information
Variante de Macedoni	see Lima I	Zeno	information no
Witch World I	no information	2-Man Dip (GAT vs. FRIE)	no information
World Decision	no information	2-Man Dip. (no Italy)	no information
Worldiplomacy I-A	no information	2-Man Dip. (no Turkey)	no information
World War I Dip. I-II	no info.	3-Man Game on 9-Man Board	no information
World War I	no information	9-Man Dip. II (Haus 9-Man)	no information
World War II	no information	9-Man Dip. V (Winter 9-Man)	no information
Young Kingdoms I-II	no information	9-Man Dip. VIII	see 1885 I
Youngstown Variant I	no longer exists	11-Man Dippy	no information
Youngstown Variant IIB/C	accidents	1648	no information
Youngstown Variant III	no information	1885 I	replaced by II
Youngstown Variant VI-A	no info.	1984	no information
		10,000 A.D.	see The Dying Earth I

And that's it. If anyone has copies of any of the missing items, I'd like to borrow them for copying. "No information" doesn't mean I don't know anything about the game, necessarily, but that I have nothing in my files. "Replaced" means I have the game but a better or redesigned version is being offered in our regular catalogue.

#### MISCELLANEOUS

1. Game Designs. We are looking for variant designs, particularly games in need of playtesting, for publication herein. If you have a finished game, however, you may wish to send it to Lew Pulsipher (address p. 10) for consideration for inclusion in DIPLOMACY WORLD. Lew is looking for good games for the hobby's only prozine.

2. Next issue will contain updates to the catalogue (if any), plus articles on the various versions of Cline 9-Man and Mercator. Plus other material which may come in. Plus...maybe a surprise. We hope to have the issue out by about 1 March 1980.

3. The Flat Cost of this issue is \$1.10.

4. Please advertise us if you publish. Tell your readers the services of NAVB are available...inquiries with SASE or our current complete catalogue for \$1.10. Please stress that I won't answer inquiries without SASE.

5. I will pay postage both ways on items being sent so that we can make copies for our files & then return the originals. Contributions are gratefully accepted. Payment, if requested, is on a sheet-for-sheet exchange for materials in our collection.

6. Other VB Custodians: Let's help each other. I will fill gaps in your files if you will help me fill gaps in mine. I suggest a sheet-for-sheet exchange, counting 3 legal size sheets as 4 regular sheets. Let's start by exchanging catalogues. Here is mine. Could you send me a listing of the games you have? I will then send you a list of what I need & we can then work out details of an exchange.

7. Der Garvey has apparently left the hobby. That leaves a gap I had hoped he would fill. Walter Luc Haas is the senior VB Custodian. We need a World Variant Bank Coördinator, and I can't think of a better person for the job. One thing we should all work out is a standard nomenclature for games and also perhaps a common cataloguing system (mine is just a stop-gap in lieu of anything better). Walter, are you interested in spearheading an effort of this sort?