

NEW CATALOGUE ISSUE!!!

Number 7

ARDA

22 June 1981

ARDA is an occasional and irregular publication (and just to prove how irregular: this issue is dated 1 day after #6; #6 was dated six months after #5; so there!) of the North American Variant Banks, and comes from NAVB-West, the central archive depository for the NAVB system. It is edited and 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 NAVB holdings and activities, to publish Diplomacy variants, and to promote the variant branch of the hobby generally. This is Pandemonium Publication #720.

ARDA is sent free of charge to various hobby people listed in #5. ARDA will trade for other Diplomacy variant publications so long as the editor is aware that we don't display stunning regularity (or any regularity of any sort, for that matter).

SUBSCRIPTIONS: 5c per page (or 10c for each sheet printed on both sides) plus postage and envelope. Whole issue prices: ARDA 2 (REPLACED BY THIS ISH), \$1.10; ARDA 3, \$.50; ARDA 4, \$.90; ARDA 5, \$.35; ARDA 6, \$.45. Please make checks payable to R. C. Walker...U.S. funds only, please.

INQUIRIES are accepted. Other Custodians have priority. All others are on a time-available basis and must (MUST) be accompanied by a business size, stamped, self-addressed envelope (SASE).

GAMES may be purchased from us at 10c per sheet plus handling (50c for orders up to 20 sheets, \$1 for orders of 21 sheets or more). All orders will be sent by first class mail. Our catalogue is in this issue, with updates in succeeding issues. A complete new catalogue is published periodically. Again, when ordering, make chekcs payable to R. C. Walker, U.S. funds only.

THE N.A.V.B. CATALOGUE

This catalogue lists most of the Diplomacy variants in our files. In some cases, numbers are assigned for special purposes, or the games are not available from us, or are available only in conjunction with other games. Special notes with the listings describe these particular conditions.

Each listing will show the NAVB Catalogue Number first. The number consists of two letters (major category + subcategory), a number (numerical assignment within the category), a slash, and another number (showing the number of players in the game. The number of players may vary (thus, "/02-5" would show that from 2 to 5 players can play) or may be unlimited (shown by "/On").

After the catalogue number, the name of the game and the name of the designer will be shown. These will be followed by any special notes, and then by two columns of numbers. The first shows the number of maps, the second shows the number of pages of rules. Rules may be printed on both sides, but each side counts as a "sheet"; maps are always printed on one side only. Maps or rules may be ordered separately.

Games acquired since our last update (in #5) are incorporated in these listings and are not shown separately. A number of older games have been added which have long been in our files but not previously offered because there were later (and different) editions of the same games. We hope for a fairly hefty update listing nextish since by then we hope to have set up an exchange with the UKVB (Steve Agar). After the alphameric listings there will be an alphabetic list of games with NAVB Numbers after them.

NOTE: If * precedes the Number, the game is assigned a number for Miller Number purposes only; it is not available from us. Games in issues of DIPLOMACY WORLD still in print are obtainable only from that source.

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M. Europe, 450-1500	Z. reserved
	- Combined Editions

Maps/RulesA. ANCIENT PERIODb. Britain

ab01/07 Invasion 44 / J. Robertson 1 2

c. Carthage, Rome, & the Greek East

ac01/06 Ancient Empires II / J. Lipscomb (DIPLOMACY WORLD 21)
 ac02/07 Diadochi II / D. Vedder 2 1
 ac03/05 Diadochi V / D. Vedder (DIPLOMACY WORLD 14)
 ac04/05 Legion / J. Ostapkovich 2 13
 ac05/05 473 B.C. / J. Hulland 2 1
 *ac06/07 Imperialism XI / R. Walker
 ac07/07 Diadochi I / D. Vedder 2 1
 ac08/07 Diadochi III / D. Vedder 2 2
 ac09/07 Diadochi IV / D. Vedder 2 1

g. Greece

ag01/09 Imperialism IX-R (Peloponnesian War) / R. Walker (*+8 pp. of Vedder/Walker discussion of design) 4 2*
 ag02/08 Peloponnesian Dip. / D. Klein -nik// 4 2
 ag03/08 149 B.C. (War Between the Ancient Balkan States / T.Mayer 1 1
 ag04/02-19 Pre-Homeric Dip. / K. St.Andre 1 1
 *ag05/09 Imperialism IX / R. Walker

p. Palestine

ap01/04 Ancient Hebrew Kingdoms / J. Biehl (*incl. w/rules) x* 1

r. Roman Empire

ar01/05 Emperor / R. Vedder (incl. w/ac03/05)
 ar02/05 Triumvirate / R. Vedder (incl. w/ac03/05)
 ar03/06 260 A.D. / S. Rosenberg 2 2
 ar04/07 Princeps / R. Walker 2 2

B. BIOSPHERE GAMESe. Evolution

be01/06 Conquest of the Land / S. Rich 1 1

s. Survival

bs01/10 Biodiplomacy / A. & T. Burkacki 1 5

C. MODIFICATIONS OF THE BASIC GAMEa. Alternate World, Different Great Powers

ca01/09 Aberration III (Imperialism XIII) / R. Walker 4 2

(C. MODIFICATIONS....)

b. Changes to Both Map & Rules

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, \$0.50)		
cb06/07	Overlapping Seas III / M. J-Polczynski	1	1
cb07/07	Quasi-Classical Dip. / M. J-Polczynski (w/Pseudo-C. D.)	2	2
cb08/07	Pseudo-Classical Dip. / M. J-Polczynski (comb.w/cb07/07)		
*cb09/35	Simulation Dippy II / Shagrin & Miller		
*cb10/04	3x3 w/2 Wild Card Players / ?H. Naus		
*cb11/03	3-Man on 9-Man Board / ??		
cb12/07	Lima I / J.-P. Macedoni (* legal size)	1	2*
cb13/06	Multipplomacy / C. Hemming	0	5

c. High Complexity Rules

cc01/09	Aberration IV (9-Man Dip. IV) / R. Walker	5	4
cc02/09	Gibraltar II / M. J-Polszynski	1	6
cc03/07-n	Warmonger / L. Dunning	2	12
cc04/07	Superdiplomacy / D. Alderson	1	8
*cc05/07	Morglay / Pournelle & Alderson		

d. Modifications by Fred Davis

cd01/07	Aberration I (w/Aberration II)	2	1
cd02/07	Aberration II (comb. w/cd01/07)		
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
cd10/07	Abstraction I	1	7

e. One Extra Great Power Added

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 (*description in rules)	0*	1

h. High Complexity Map

ch01/07	Omnibus Dip. / C. Turner	8	1
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m. Minor Changes to Map Only

cm01/07	Kriegsmarine Variation / A. Phillips (*order w/Comb.Ed. 1)	C	1*
cm02/07	Small World Dip. (I) / S. Tihor	X	1

n. Two Extra Great Powers Added

cn01/09	Cline 9-Man Dip. II ("IV") (9-Man Dip. VI) / R. Cline (DIP.WORLD 1)		
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
*cn06/09	Cline 9-Man Dip. I / R. Cline		

t. Team Game on Modified Board

ct01/07	3x3 Teams w/Wild Card Player III / D. Miller	1	1
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D. AFRICAa. Pre-Colonial Period (roughly before 1860)

da 01/05(10) Uhuru / L. Peery 2 3

c. Colonial Period (c.1861-1960)

No games yet in this category

m. Modern Period (c.1961 on)

dm01/07 South African Dip. / J. Lipscomb 1 1

E. NEAR, MIDDLE, & FAR EASTc. China

ec01/06 Chinese Dip. / T. McCloud 1 1

*ec02/07 Open Door (Colonialism III) / R. Walker

j. Japan

ej01/06 Jimmu / M. Mills 1 2

m. Middle East

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

em04/07 Jihad I / R. Vedder 4 3

s. Southeast Asia

es01/06 Indonesian Dip. / R. Fox 1 1

es02/07 Southeast Asia '56 / J. Massar 1 1

es03/07 East Indies Dip. II / Sawyer & Davis 2 4

F. FANTASY SETTINGS (other than Tolkien; for which see "T")a. Kregen

fa01/08 Kregen / K. St.Andre 2 2

b. Barsoom

fb01/07 Barsoomian Blitz / K. St.Andre 2 6

fb02/06(8) Barsoom / L. Pulsipher (see Combined Edition 4)

d. Dalarna

fd01/06 Dalarna II / J. Leeder 2 2

fd02/06 Dalarna I / J. Leeder 2 2

e. Earthsea

fe01/05-6 Earthsea Dip. / T. Galloway (DIPLOMACY WORLD 4)

h. Conan's World (the Hyborian Age)

fh01/05 Hyborian Age Dip. I / G. Gygax 4 2

fh02/05 Hyborian Age Dip. II / B. Labelle (also in Comb. Ed. 4) 1 2

fh03/08 Hyborian Age Variant III / T. Hubbard 2 1

fh04/11(2) Hyborian Dip. / J. Peters (also in DIPLOMACY WORLD 15) 2 2

n. No Specific Literary Setting

fn01/0n Simple Rules for F/SF Variants / L. Pulsipher) (see Comb.Ed. 4)

fn02/02-7 Song of the Night*/ L. Pulsipher (see Combined Ed. 5)

fn03/0n Umbar** / K. St.Andre 4 4

*Derivative from Moorcock's Elric stories.

**Derivative from Zelazny's Amber novels.

v. Dying Earth Period

fv01/07 The Dying Earth II / L. Pulsipher (see Combined Edition 4)

w. The Witchworld

fw01/05 Witch World I / L. Pulsipher 1 1

fw02/06 Witch World II / J. Robertson 1 3

G. GLOBAL GAMESe. Global/Economic

ge01/47	Hypereconomic Dip. II / Miller & Ansoff	2	30
*ge02/23	Hypereconomic Dip. I / D. Miller		

f. Post-1920 Period (including future & indeterminate dates)

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. Langs	2	2
gf05/03-10	2001 / R. Walker (\$2.00 flat rate)	12	8
gf06/28	Das Dippyspiel / R. Walker	16	16
gf07/09	Futur War / B. Sherrad (*not legible; needs new edition)	*	*
gf08/08	Small World Dip. II-R / F. Davis	2	3

h. Pre-1871 Period

gh01/06	Colonia I / F. Hyatt	10	4
gh02/09	Colonia IV / F. Hyatt	10	2
gh03/09	Colonia V / F. Hyatt	10	2
gh04/08	Colonia II / F. Hyatt	10	4
gh05/08	Colonia III / F. Hyatt	10	5
gh06/15	Colonia III-15 / R. Stimmel (*order w/gh05/08)	2*	2*
gh07/17	Colonial Winters / F. Winters (*not clearly reproduceable)	8*	9*

p. 1871-1920

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 VIIIRR / R. Walker	5	3
gp07/07-13/14	Mercator II--V-B complete* (*except maps for M.III½) (**all games include "A" option: Air Power)	12	10**
gp08/13	Mercator II / D. Wakefield (*includes M. II--IVSF-WNS)	3	7*
gp09/13	Mercator III / D. Wakefield (*see gp08/13)	3	*
gp10/13	Mercator III½ / D. Wakefield (*see gp08/13)(**not avail.)	**	*
gp11/14	Mercator IV / D. Wakefield (*see gp08/13)	3	*
gp12/07	Mercator IVSF ("Samson-Flansted) (*see gp08/13)(**gp11/14)**	**	*
gp13/07	Mercator IVSF-WNS ("With Nastier Stabs") (*,** as above)	**	*
gp14/14	Mercator V-A / D. Wakefield (w/V-B)(*order w/gp08/13 rules)	3	3*
gp15/14	Mercator V-B / D. Wakefield (comb. w/gp14/14)		
*gp16/09	Imperialism VIII / R. Walker		

H. EUROPE, 1501-1900a. 16th Century

No games yet in this category.

b. 17th Century

hb01/15	Thirty Years' War / P. Newman	4	3
hb02/07	Westphalia VI (Europe 1648) / H. Mahler	1	1
hb03/07	Westphalia VII / H. Mahler	x	1
hb04/07	Westphalia VIII / H. Mahler	1	1
*hb05/07	Europe 1650 / C. Alexander		

c. 18th Century (1701-1789)

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....,1689-1815/L.Pulsipher (see Comb.Ed.5)	4	6*
hc05/07	Seven Years' War / L. Pulsipher (*+3pp. designer's notes)	4	6*
hc06/08	1700 A.D. II / M. Dean	1	1

H. EUROPE, 1501-1900n. Napoleonic Period (1790-1814)

hn01/08-9	Eckert's Napoleonic Dip. / B. Eckert	0	1
hn02/07	Napoleon's Europe, 1795 / G. Drews	6	1
hn03/06	Napoleonic Dip. (II) / G. Gygax	1	4
hn04/06	La Revolution / J. Robertson (* legal size)	2*	3*

p. Modern Period (1815-1900)

hp01/09	1885 II (9-Man Dip. VIIIR) / F. Davis	1	2
hp02/09	1885 (I) (9-Man Dip. VIII) / F. Davis	1	4

L. CENTRAL & SOUTH AMERICAc. Central America

lc01/07	Central American Dip. / R. Fox	1	8
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s. South America

ls01/06	Continent / R. Perkins	2	1
ls02/05	Guelph Variant / R. Bawtinheimer	1	1

M. EUROPE, 450-1500a. 450-900

ma01/07	Lest Darkness Fall Dip. / G. Costikyan	3	6
ma02/08	Barbaria / R. Tulp	1	2

b. 901/1050

mb01/11	Feudalism ("II") (Imperialism IX) / R. Walker	6	3
mb02/07	1000 A.D. / J. Lovibond	3	3

c. 1051-1200

mc01/13	Excommunication II / G. Costikyan	4	2
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d. 1201-1350

No games yet in this category.

e. 1351-1500

No games yet in this category.

i. Indeterminate Date

mi01/06	Alternate World Dip. I / S. Perrin (w/Alt.World Dip. II)	0	1
mi02/05	Alternate World Dip. II / S. Perrin (comb.w/mi01/06)		

N. NORTH AMERICAa. Entire Continent

na01/07	North American Dip. / D. Jousma	2	2
na02/07	North America 2020 / G. Overby	1	2

e. Eastern Area

ne01/05	1776 / R. Vedder (*+3 pp. of GM rulings)	4	4*
ne02/06	Flintlock II / J. Vedder	2	4

m. Mexico

nm01/03-10	Aztlan / K. St. Andre	2	7
nm02/08	The Maya / J. Boyer	4	2

p. Early Period & Indians

np01/08	Indianomacy II / D. Miller	1	5
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s. One State or Small Region

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
ns04/07	Mobtown / N. Morris (*legal size)	1*	2*

(N. NORTH AMERICA)

u. United States

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
nu05/07	United States Dip. II / F. Davis	1	3
nu06/07	United States Dip. II-R / R. Davis	1	2

O. OCEANSa. Map Centered on Atlantic Ocean

oa01/07	Atlantica III / F. Davis	2	6
oa02/07	Atlantica I / F. Davis	2	8
oa03/07	Atlantica II / F. Davis	2	7
oa04/07	Atlantica II-R / F. Davis	2	6

p. Map Centered on Pacific Ocean

op01/08	Pacifica ("I") / S. Rosenberg	2	1
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P. PORTIONS OF EUROPE (Area of the Regular Board)a. Austria-Hungary

pa01/06	Collapse of the Dual Empire / R. Wein	2	3
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b. Southeast Region

pb01/07	The Balkan War / R. Wheeler	0	2
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e. British Isles

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
pe08/06	Marchervap ((Wales)) / J. Lovibond (*legal size)	2*	2*

f. France

pf01/08	French Dip. / R. Fox	1	1
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g. Germany

pg01/10	1618 (Dip. 1618) / S. Rosenberg	1	2
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i. Ireland

pi10/08	Scotice Scripti III / Comber & Boyer	5	3
pi02/07	Bhearna Baoghail / M. Mills	1	3
pi03/08	Scotice Scripti II / Comber & Miller	1	4
pi04/08	Scotice Scripti I / P. Comber	1	2

n. Northwest (England/France/Low Countries/&c.)

pn01/08	Hundred Years' War / L. Peery	5	5
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r. Russia (including Siberia)

pr01/08	Red October / J. Robertson	2	3
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s. Scandinavia

ps01/02-15	Baltic Dip. / R. Sacks	1	1
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w. Italy

*pw01/09	Italy, 1500 / C. Alexander		
*pw02/06	Machiavelli / Battleline		

z. North Sea & Baltic Region

pz01/05	Viking Dip. / J. Rosen	1	2
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Q. EUROPE, 1920-2000f. 1920-1933

No games yet in this category.

h. Hitler Era (1934-1944)

qh01/06	Imperialism VII-R (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)		
*qh06/06	Imperialism VII / R. Walker		
qh07/05	The Great Patriotic War / N. Palmer (*legal size)	0	5*

p. Post-World War II

qp01/05	Cold War / R. Blackshaw	1	2
qp02/08	World War III / S. Rosenberg	1	2
qp03/15	World War III b / ?	2	2

R. RULES REVISIONS USING THE REGULAR BOARDa. Regular Rules Plus Additions

ra01/07	Baseball Dip. / L. Pulsipher (order w/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 also Combined Edition 6)	0	1

b. Change to One Basic Component Only

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 (order w/rm11/14)		
rb05/07	Bum's Rush / A. Phillips (*order w/Combined Edition 1)	0	1*
rb06/07	Cognac / R. Bart (order w/rs07/07)		
rb07/07	Diplomatic Dip. / M. J-Polczynski	0	1
rb08/07	DND Dip. / T. Baillie (DIPLOMACY WORLD 14)		
rb09/07	Escalated Dip. / D. Alderson (*order w/Combined Edition 1)	0	1*
rb10/07	Fink Variant Rule / H. Mahler	0	1
rb11/07	Lebling Variant / D. Lebling (*order w/Combined Edition 3)	0	1*
rb12/07	Phoenix / M. Bullock (*order w/Combined Edition 3)	0	1*
rb13/07	Take-Away Dip. / D. Alderson (*order w/Combined Edition 1)	0	1*
rb14/06	We've Been Shafted By a Guy Who Cancelled Out On Us/G. Wallace	0	1
rb15/07	Diplowinn (Dafteor) / N. Nathan (w/Three-Handed Dip.)	0	1
rb16/07	Bridge Dip. / K. Baumeister	0	2
*rb17/07	Key's Rule Dip. / J. Key		
rb18/07	Cryptodiplomacy I / J. McCallum	0	1
rb19/07	Proxy Plomacy / M. Bullock	0	1
rb20/07	Succadaneum / M. Berch (DIPLOMACY WORLD 27)		

d. Hidden Movement

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 2pp. edition of	0	2*
rd04/07	Kriegspiel Dip. III / B. Tretick (rd01/07)	0	*
rd05/07	Deadman Dip. / B. Arnett	0	3
rd06/07	Disorganized Dip. / L. Pulsipher	0	1
rd07/07	Kriegsplomacy (Kriegspiel Dip. IV) / Wells & Woods	0	5

e. Economic Games

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	0	4
*re04/07	Economic Dip. III / R. Shagrin		
*re05/07	Super-economic Dip. (Dollar Dip.) / F. Mulhauser		

(R. RULES REVISION USING THE REGULAR BOARD)

f. Fewer Players: Per the Rulebook

*rf01/05 5-Man Game (1961 Rules) / A. Calhamer
 *rf02/06 6-Man Game (1961 Rules) / A. Calhamer
 *rf03/05 Napoleonic Dip. (I) (5-Man Game, 1966 Rules) / A. Calhamer

k. Earlier & Pirated Versions

*rk01/07 1961/1966 Rulebook
 rk02/07 1914 (Brazilian Variant)(Portuguese Dip.) / Grow
 Productos ((English Translation) 0 7

m. Major Revisions

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-Nazu / 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)
 rm11/07 Twin Earths Dip. III / L. Pulsipher (w/Bizarro Dip.)(DIP.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 (order w/Combined Edition 5)
 rm16/07 Halocaust Dip. ("I") / L. Gillespie (*also needs 1973
 rules for something called "Halocaust") 0 3*
 rm17/10 Ten-Man Dip. / K. Black (w/Growth) 0 1
 rm18/07 Stabber's Dip. / K. Baumeister 0 1
 *rm19/35 Simulation Dip. I / R. Shagrin
 rm20/07 Vain Rats ?II / R. Sharp 0 2
 rm21/10 Ten-Man Dip. II / G. Overby (w/Woolworth Dip.) 0 1
 rm22/05 Woolworth Dip. / G. Overby (order w/rm21/10)
 rm23/07 The Lords of Law & Chaos / L. Pulsipher 0 2
 rm24/07 Vacation Dip. / Kuszynski & Rodriguez 0 2
 rm25/07 SER Optionals ("I") / S. Rich 0 2

n. New Type(s) of Unit(s) Only

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 (I) / R. Walkerdine 0 4
 rn06/07 Growth / K. Black (order w/rm17/10)
 rn07/07 Multiplicity II / K. Black 0 2

p. Essays/Compilations on/of Simple Variants (see also rm15/07)

rp01/0n Simple Dip. Variants / L. Pulsipher 0 3
 rp02/07 Compilation of Simple Variants / L. Pulsipher (order w/Comb.Ed. 5)

r. Random & Chaotic Alterations of the Map (*=separate or w/Comb.Ed. 6)

rr01/07 *Black Hole Dip. I / R. Bart (w/ Black Hole II & III) 0 1
 rr02/07 *Dilatory Dip. / S. Rosenberg (w/Diluvian Dip.) 0 1
 rr03/07 *Diluvian Dip. / M. Diller (order w/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

(R. RULES REVISIONS USING THE REGULAR BOARD)
 (r. Random & Chaotic Alterations of the Map)
 rr09/07 *Black Hole Dip. II (Nielsen-Drews Black Hole)/Nielsen & Drews)(order w/rr01/07)
 rr10/07 Black Hole Dip. III (order w/rr01/07)
 rr11/07 Dudness / Rosenberg & Costikyan (order w/Combined Edition 6)
 rr12/07 Blob Dip. / D. Barlow (order w/Combined Edition 6)
 rr13/07 Migrating Supply Center / ?L. Pulsipher (order w/ Combined Ed. 6)
 rr14/07 Schizodip I / M. Bullock (order w/Combined Edition 6)
 rr15/07 Squash / B. Grossman (order w/Combined Edition 6)

s. Major Revisions With Short Rules

rs01/34	Anarchy I / D. Miller (w/Anarchy II & IV)	0	1
rs02/07	Anarchy IV / L. Pulsipher ("III") (order w/rs01/34)		
rs03/02-11	Anarchy V / L. Pulsipher (w/Anarchy VI)(*or w/Comb.Ed.6)	0	1*
rs04/02-34	Anarchy VI / L. Pulsipher (order w/rs03/02-11)		
rs05/07	Chaos I / D. Miller (*order w/Combined Edition 2)	0	1*
rs06/07	Confewshun / D. Staples (*order w/Combined Edition 2)	0	1*
rs07/07	Deviants / J. Hall (w/Cognac)	0	1
rs08/07	Fluid Dip. I / P. Arnson (w/Baseball Dip.)	0	1
rs09/15	Megalomania / Wallace & Bart	0	1
rs10/05	Mercenary (I) / C. Bennett (w/Random Dip.)	0	1
rs11/07	Random Dip. / C. Bennett (order w/rs10/05)		
rs12/07	Random Paralysis Dip. / D. Kadlecsek (*order w/Comb.Ed. 2)	0	1*
rs13/07	Red Herring Dip. / D. Alderson (*order w/Combined Ed. 1)	0	1*
rs14/07	Shadow Worlds / N. Palmer (order w/ra04/07)		
rs15/11	Tri-State Variant / R. Brooks	0	1
rs16/07	Twin-Earths Dip. I / D. Miller (*or w/Combined Edition 6)	0	1*
rs17/07	Anarchy II / D. Miller (order w/rs01/34)		
rs18/03	Three-Player Dip. / L. Pulsipher (order w/Combined Edition 5)		
rs19/03	Three-Handed Dip. / E. Birsan (order w/rb15/07)		
rs20/07	Flexible Build Dip. / A. Wells	0	1

t. Team Games (see also ct01/07)

rt01/06	3x3 Team Game, ItalyOmitted / D. Miller (w/3x3, Turkey om.)	0	1
rt02/06	3x3 Team Game, Turkey Omitted / D. Miller (order w/rt01/06)		
*rt03/07	3x3 Team Game w/Wild Card Player I / D. Miller		
*rt04/07	3x3 Team Game w/Wild Card Player II / D. Miller		
*rt05/07	3x3 Team Game w/Wild Card Player IV / D. Miller		

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	0	3
rv08/07	Anarchy III (Chaos ?III) / D. Miller	0	6
rv09/0n	Grand Tournament Dip. / D. McGee	0	5
rv10/07	Naval Dip. (Bloody Dip.) / K. Baumeister	0	3
rv11/07	Cryptodiplomacy II / G. Overby (*legal size)	0	3*
rv12/07	Patterson's Dip. / M. Mills	0	22

w. Alternate Past or Future

rw01/02-5/n	Colonisation / L. Pulsipher (order w/Combined Edition 5)		
rw02/07	Holy Roman Empire / L. Pulsipher (order w/Combined Edition 5)		

x. Two Players Only* (*Properly speaking, no game involving fewer than three players could be in any way a "Diplomacy" variant. These are listed for curiosity/completeness value only. We don't recommend any of these things, as they involve no diplomacy.

(R. RULES REVISIONS USING THE REGULAR BOARD)

(x.	Two Players Only, no diplomacy involved)		
rx01/02	Ghostly Ghastly Dip. / G. Wallace (order w/rx04/02)		
rx02/02	Intimate Dip. I / S. Wyatt	0	2
rx03/02	Intimate Dip. IA (Betelgeuse) / Baird, <u>et alii</u>	0	3
rx04/02	Novice Variant / R. Brooks (w/Ghostly Ghastly Dip.)	0	1
rx05/02	Two-Player Dip. / L. Pulsipher (order w/Combined Edition 5)		
*rx06/02	2-Man Dip I / H. Naus		
*rx07/02	World War I Dip. I / J. Boardman		
*rx08/02	2-Man Dip. II / L. Peery		
*rx09/02	2-Man Dip. III (FRT vx. EGI) / B. Lindsay		
y.	<u>One Player Only</u> (No, we're not kidding. If you see the ridiculousness of only two players playing "diplomacy", we now reach the stage of ultimate ridiculousness.)		
ry01/01	Solo Diplomacy / L. Pulsipher (DIPLOMACY WORLD 26)		

S. SCIENCE FICTION & SPACEa. 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 Galaxies 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 (order w/Comb.Ed. 4)		
sg05/02-12	The Star Kings / L. Pulsipher (order w/ Combined Ed. 4)		
sg06/07	Cosmic Dip. / L. Dunning	2	6
sg07/06	Interstellar Conquest / L. Rubinow (*includes 1-sheet conference map)	3*	1
sg08/05	Opposition / P. Willey (*legal size)	1*	1
sg09/05	Ecliptic / P. Willey (*legal size)	4*	4*
sg10/05	Galactic Empire II / D. Wilson	1	5
sg11/0n	Interstellar Dip. I / L. Pulsipher (w/Interstellar Dip. II)	1	4
sg12/0n	Interstellar Dip. II / L. Pulsipher (order w/sg11/0n)		

T. TOLKIEN-BASED GAMESa. Angmar Period (Third Age)

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. V-R / L. Pulsipher (order w/Comb. Ed. 4)		

m. Multiple Scenarios

tm01/02-7	War of the Ring / L. Pulsipher	2	2
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s. Super-Sauron

ts01/08	Downfall of the Lord of the Rings...I / H. Patterson (*4-sheet map also available)(NOTE: Also in Comb.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 (*=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*

(T. TOLKIEN-BASED GAMES)

	(s. Super-Sauron)		
ts07/06	Third Age II / D. Morris	2	3
*ts08/05	Mordor Vs. the World III / Alderson & Miller		
ts09/05	Mordor Vs. the World IV $\frac{1}{2}$ / Miller & Sauron (*Needs ts05/05)	*	1*
ts10/06	The Great Years / K. Neuman (*not reproduceable; needs new edition)	*	*

w. War of the Rings Period (w/o Super-Sauron)

tw01/05	Middle-Earth Dip. II / D. Miller (also in Combined Ed. 4)	1	2
tw02/05	Middle-Earth Dip. I / J. Wright	1	1

U. ABSTRACT & HYPOTHETICAL GAMESa. Alternate World Settings : Global

ua01/07	Global Variant / L. Pulsipher	1	1
ua02/02-11	Timesteps / L. Pulsipher (order w/Combined Edition 4)		

d. Map Constructed During Game

ud01/0n	Quantum Space / T. McCloud (order w/ Combined Edition 4)		
ud02/07	Fiat Lux / G. Constikyan	0	2

g. Geometrical (Perfectly Balanced) Board

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	1	1
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 (order w/ Combined Ed. 4)		
ug08/07	Pruest Dip. / R. Prevot	0	1
*ug09/04	Space War / D. Alderson		

h. Hybrid Games

uh01/02	Diplochess/ Birsan & Davis	0	2
uh02/04	Dip-Tac-Toe / F. Davis	0	1

m. Board is a Maze

um01/0n	Algernon Dip. / T. Galloway	1	2
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n. No Board At All

un01/0n	Lizard / K. St. Andre	0	1
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r. Hypothetical Board with Random & Chaotic Changes

ur01/02-9	Geo-Shift Dip. / Aronsen & Pulsipher	1	1
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u. Hypothetical Geographic Area

uu01/05(7)	Ancient Empires I / J. Boyer	1	1
uu02/07	Antiozni 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 I / W. Johnson	3	4
uu06/06	Mythomacy II / T. Kuch	1	2
uu07/0n	Slobbovia II / R. Blau	3	7
uu08/03-75	Amoeba / St. Andre & Walker	2	1
uu09/08	Sea Dip. / W. Johnson	2	3
uu10/09	Empire II / Johnson & St. Andre (*order w/uu05/10)	4	1*
uu11/0n	Carthage / H. Patterson (*legal size)	4*	4

V. PUT-ONS & CURRENT EVENTSb. Board is a Put-On

vb01/05	Bharph Dip.* / W. Johnson (*and we're not putting you on)	1	1
vb02/07	Circle Variant / M. Weidmark	x	1
vb03/0n	Mountain / J. Lipscomb	x	1

(V. PUT-ONS & CURRENT EVENTS)

c. Social Satire

vc01/05	Diplomafia / E. Jones (w/Gambling Dip.)	1	3
vc02/06	The Executioner Dip. / M. Stackpole	1	2

h. Hobby Put-On

vh01/07	Dudland / G. Costikyan	2	2
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i. Rules Are a Put-On

vj01/07	Auction Dip. / D. Wheeler	0	1
vj02/07	Gambling Dip. / G. Costikyan (order w/vc01/05)		
vj03/04(6)	Strip Dip / F. Davis	0	1
vj04/07	Drug Dip. / A. Kasanof	0	2

W. WESTERN HEMISPHEREc. Colonial Period

wc01/02-5	Conquest of the New World (I) / L. Pulsipher (DIPLOMACY WORLD 25)		
wc02/02-6	Conquest of the New World II / F. Davis	1	4

X. EXPANSIONS OF THE REGULAR BOARDa. Extra Abstract or Unreal Spaces

xa01/07	Black Angels / L. Pulsipher (*order w/Combined Ed. 1)	0	1*
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d. Added Area Not Directly Connected to Main Board

xd01/07	Sacred Rhinoceros I / M. Liesnard (w/Sacred Rhino. II)	1	2
xd02/07	Sacred Rhinoceros II / M. Liesnard (order w/xd01/07)		

m. Large Areas Added East and/or South of the Board

xm01/10	Youngstown Variant II / R. Walker (also in xm09/08-12)	6	1
xm02/10	Youngstown Variant IV ("III") / Walker & Phillips (also in xm09/08-12) (*order w/xm01/10) (w/Y.V. V)	0*	1*
xm03/10	Youngstown Variant V ("IV") / Walker & Weidmark (order w/xm02/10)		
xm04/10	Youngstown Variant VII / Walker & Massar (also in xm09/08-12) (*order w/xm01/10)	0*	1*
xm05/11	Youngstown Variant VIII / Walker & Vedder (w/ Y.V. IX, X, & Ushindi) (also in xm09/08-12) (*order w/xm01/10)	4*	2*
xm06/10	Youngstown Variant IX / Walker & Vedder (order w/xm05/11)		
xm07/09	Youngstown Variant X / Walker & Vedder (order w/xm05/11)		
xm08/08	Ushindi (Youngstown Variant XI) / Walker & Vedder (order w/xm05/11)		
xm09/08-12	Youngstown Variant II-XII complete / Walker <u>et alii</u>	12	10
xm10/10	Youngstown Variant VI / Walker & Walkerdine (*inquire first with SASE)	*	*
xm11/07	Imperialism XVI / L. Pulsipher (DRAFT ONLY; NOT YET AVAILABLE)		

r. Board and Rules Changed

xr01/06	Absurdity I / F. Davis	2	2
xv02/06	Absurdity II / F. Davis	2	2

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. \$3.00 from Lew Pulsipher, 700 Morreene Rd., Apt. C-11, Durham NC 27705.		

#5. DIPLOMACY GAMES & VARIANTS / Lew Pulsipher. \$5.50 from Gamescience,
01956 Pass Rd., Gulfport MS 30501.

#6. REGULAR BOARD VARIANTS/ Compiled by Greg Costikyan.

0 1

A QUICK GUIDE TO VARIANTS PUBLISHED IN ARDA

#4: Napoleonic Diplomacy II (hn03/06)

#5: Barbaria (ma02/08)

ALPHABETIC LIST OF NAVB NUMBERS

This list will give the first part of the designator only, omitting the tail end which indicates number of players. Then it will give the name of the game.

cd01	Aberration I	fb02	Barsoom
cd02	Aberration II	fb01	Barsoomian Blitz
ca01	Aberration III	ra01	Baseball Dip.
cc01	Aberration IV		Battle for Detroit see Stress
	Aberration V see Abstraction II	ce01	Bawtinheimer 8-Player Variant
cd10	Abstraction I (Aberration V)		Betelgeuze see Intimate Dip. I-A
cd03	Abstraction II	sg04	Between Galaxies I
xr01	Absurdity I	sg01	Between Galaxies II
xr02	Absurdity II	vb01	Bharph Dip.
rb01	Active Neutrals	pi02	Bhearna Baoghail
rn01	Air-Sea Dip. (Breakthrough II)	bs01	Biodiplomacy
ns01	Alabama Dip.	rb04	Bizarro Dip. (Anonymity IV)
um01	Algernon Dip.	xa01	Black Angels
em01	Allah Akba'ar	rr01	Black Hole Dip. I
nu01	All American Dip.	rr09	Black Hole Dip. II (Nielsen-Drews BH)
mi01	Alternate World Dip. I	rr10	Black Hole Dip. III
mi02	Alternate World Dip. II	rm14	Blitzkrieg Dip.
nu02	Americana 1860	rr12	Blob Dip.
uu08	Amoeba		Bloody Dip. see Naval Dip.
rs01	Anarchy I	rm02	Bolshevik
rs17	Anarchy II		Breakthrough Dip. II see Air-Sea Dip.
rv08	Anarchy III (Chaos ?III)	rb16	Bridge Dip.
rs02	Anarchy IV	rb05	Bum's Rush
rs03	Anarchy V		Calhamer 5-Man Game see Napoleonic I
rs04	Anarchy VI	uu11	Carthage
uu01	Ancient Empires I	uu03	Cat Dip.
ac01	Ancient Empires II	lc01	Central American Dip.
ap01	Ancient Hebrew Kingdoms Dip.	rs05	Chaos I
pe01	Anglo-Saxomacy		Chaos ?III see Anarchy III
rb02	Anonymity I & II	ec01	Chinese Dip.
rb03	Anonymity III	vb02	Circle Variant
	Anonymity IV see Bizarro Dip.	sb01	Cities in Flight I
rm01	Anonymous Dip.	cn06	Cline 9-Man Dip. I
uu02	Antigoni Isles	cn01	Cline 9-Man Dip. II (9-Man Dip. VI)
sg08	Apposition	cn04	Cline 9-Man Dip. III
oa02	Atlantica I	cn05	Cline 9-Man Dip. IV
oa03	Atlantica II	rm03	Coast-Running Variant
oa04	Atlantica II-R	rb06	Cognag
oa01	Atlantica III	qp01	Cold War
vj01	Auction Dip.	pa01	Collapse of the Dual Empire
nm01	Aztlan	gh01	Colonia I
pb01	Balkan War, The	gh04	Colonia II
ps01	Baltic Dip.	gh05	Colonia III
ma02	Barbaria	gh06	Colonia III-15
ug01	Barebones (Jeffersonian) Dip.	gh02	Colonia IV

(ALPHABETIC LIST)

- gh03 Colonia V
uu04 Colonial Variant
gh07 Colonial Winters
rw01 Colonisation
rp02 Compilation of Simple Variants
rv01 Complot
rs06 Confewshun
be01 Conquest of the Land
wc01 Conquest of the New World I
wc02 Conquest of the New World II
ls01 Continent
sg06 Cosmic Dip.
rb18 Cryptodiplomacy I
rv11 Cryptodiplomacy II
- Dafteor see Diplowinn
- fd02 Dalarna I
fd01 Dalarna II
rd05 Deadman Dip.
rs07 Deviants
ac07 Diadochi I
ac02 Diadochi II
ac08 Diadochi III
ac09 Diadochi IV
ac03 Diadochi V
rr02 Dilatory Dip.
rr03 Diluvian Dip.
uh01 Diplochess
cb05 Diplomacy 1958
hc01 Diplomacy 1701
ra02 Diplomacy-Clue Variant
vc01 Diplomafia
rb07 Diplomatic Dip.
rd02 Diplomyopia
rb15 Diplowinn (Dafteor)
gf06 Das Dippyspiel (Imperialism XII)
uh02 Dip-Tac-Toe
rd06 Disorganized Dip.
rb08 DND Dip.
Dollar Dip. see Supereconomic
- ts01 Downfall ... I
rn02 Dreadnought Dip.
uj04 Drug Dip.
cd04 Dual Space (Overlapping Seas) I
cd05 Dual Space (Overlapping Seas) II
vh01 Dudland
rr11 Dudness
fv07 The Dying Earth II
- fe01 Earthsea Dip.
es03 East Indies Dip. II
hn01 Eckert's Napoleonic Dip.
sg09 Ecliptic
re01 Economic Dip. I
re02 Economic Dip. II
re04 Economic Dip. III
re03 Economic Dip. IV
uu05 Empire I
uu10 Empire II
- rb09 Escalated Dip.
rv02 Espionage
Europe 1648 see Westphalia VI
hb05 Europe 1650
hc02 Europe 1721
pe02 Excalibur
mc01 Excommunication II
vc02 The Executiiner Dip.
- mb01 Feudalism II (Imperialism X)
ud02 Fiat Lux
rb10 Fink Variant Rule
rs20 Flexible Build Dip.
ne02 Flintlock II
rs08 Fluid Dip. I
rm04 Foe-Nazu
sa01 Foundation Game I
Foundation Game II/III see Tactical
Foundation I/II
- rr04 Fourth Dimension
pf01 French Dip.
gf07 Futur War
sg10 Galactic Empire II
vj02 Gambling Dip.
pe03 Game of the Clans (Scottomacy)
ur01 Geo-Shift Dip.
cd06 Germany Vs. the World
pe04 Gesta Danorum
rx01 Ghostly Ghastly Dip.
cc02 Gibraltar II
ra03 Gigaton Bomb Variant
ua01 Global Variant
rm05 Grand Fenwick's Revenge Dip.
rv09 Grand Tournament Dip.
qh07 Great Patriotic War
tsl0 The Great Years
rn06 Growth
ls02 Guelph Variant
cd07 Gusher Dip.
- rm16 Halocaust Dip.
rn03 Hard Choice Dippy
gf01 Holocaust
rw02 Holy Roman Empire
pn01 Hundred Years' War
fh01 Hyborian Age Dip. I
fh02 Hyborian Age II
fh03 Hyborian Age Variant III
fh04 Hyborean Dip.
ge02 Hypereconomic Dip. I
ge01 Hypereconomic Dip. II
rv03 Hyperspace Dip. II
- ar01 Imperator
qh06 Imperialism VII (Things to Come I)
qh01 Imperialism VII-R (Things to C. II)
gp16 Imperialism VIII
gp06 Imperialism VIII-RR
ag05 Imperialism IX

(ALPHABETIC LIST)

- ag01 Imperialism IX-R (Peloponnesian War)
 Imperialism X see Feudalism II
 ac06 Imperialism XI
 Imperialism XII see Das Dippy-spiel
 Imperialism XIII see Aberration III
 gp01 Imperialism XV
 xm11 Imperialism XVI
 np01 Indianomacy II
 es01 Indonesian Dip.
 sg02 Interplanetary Warfare
 sg07 Interstellar Conquest
 sg11 Interstellar Dip. I
 sg12 Interstellar Dip. II
 sg03 Interstellar Dip. III
 rx02 Intimate Dip. I
 rx03 Intimate Dip. I-A (Betelgeuze)
 rm06 Intrigue
 ab01 Invasion 44
 rr05 Irish Dip.
 pw01 Italy 1500
 Jeffersonian Dip. see Barebones
 em04 Jihad I
 em02 Jihad II
 ej01 Jimmu
 rb17 Key's Rule Dip.
 fa01 Kregen
 cm01 Kriegsmarine Variation
 rd01 Kriegspiel Dip. I
 rd03 Kriegspiel Dip. II
 rd04 Kriegspiel Dip. III
 Kriegspiel Dip. IV see Kriegsplomacy
 rd07 Kriegsplomacy (Kriegspiel IV)
 rb11 Lebling Variant
 ac04 Legion
 ma01 Lest Darkness Fall Dip.
 cb12 Lima I (Variante de Macedoni)
 un01 Lizard
 ug02 Logical Dip. I
 ug03 Logical Dip. II
 ts02 Lord of the Rings Dip. I
 rm23 The Lords of Law and Chaos
 ug04 Lunatic Dip. I
 ug07 Lunatic Dip. II.
 pw02 Machiavelli
 rv04 Mad Dip.
 pe08 Marchervap
 nm02 The Maya
 rs09 Megalomania
 pe06 The Men Who Would Be King
 gp07 Mercator II thru V
 gp08 Mercator II
 gp09 Mercator III
 gp10 Mercator III½
 gp11 Mercator IV
 gp12 Mercator IV - Samson Flansteed
 gp13 Mercator IV-SF With Nastier Stabs
 gp14 Mercator V-A
 gp15 Mercator V-B
 rs10 Mercenary I
 ns02 Michigan Dip.
 rn04 MicroDip.
 tw02 Middle-Earth Dip. I
 tw01 Middle-Earth Dip. II
 ta01 Middle-Earth Dip. IV
 ta02 Middle-Earth Dip. V
 ta05 Middle-Earth Dip. V-R
 ta03 Middle-Earth Dip. VII
 ta04 Middle-Earth Dip. VIII
 rr13 Migrating Supply Center
 rv05 Militarism I
 rm12 Militarism III
 ns04 Mobtown
 ts03 Mordor Vs. the World I
 ts04 Mordor Vs. the World II
 ts08 Mordor Vs. the World III
 ts05 Mordor Vs. the World IV
 ts09 Mordor Vs. the World IV½
 cc05 Morglay
 vb03 Mountain
 rn05 Multiplicity I
 rn07 Multiplicity II
 cb13 Multiplomacy
 uu06 Mythomacy II
 rf03 Napoleonic Dip. I (Calhamer 5-Man)
 hn03 Napoleonic Dip. II
 hn02 Napoleon's Europe, 1795
 rv10 Naval Dip.
 rr06 Near Utter Chaos
 Nielsen-Drews Black Hole see B.H. II
 na02 North America 2020
 na01 North American Dip.
 rx04 Novice Variant
 rm08 Nuclear Dip. II
 ch01 Omnibus Dip.
 ec02 Open Door (Colonialism III)
 cd08 Our Version of the Regular Dip. Bd.
 Overlapping Seas I/II see Dual Space
 cb06 Overlapping Seas III
 op01 Pacifica
 ra04 Pacifist Dip.
 rv06 Para-Time
 em03 Partition of the Ottoman Empire
 rv12 Patterson's Dip.
 ag02 Peloponnesian Dip.
 Peloponnesian War see Imperialism IX
 cb01 Persian Variant I
 Phillips Dippy see Kriegsmarine

- rb12 Phoenix
 ug05 "Pink" Dip.
 ra05 Plague II
 Portuguese Dip. see 1914
 ce03 Powers & Pirates
 ag03 Pre-Homeric Dip.
 ar04 Princeps
 rb19 Proxy Plomacy
 cb08 Pseudo-Classical Dip.
 ug08 Purest Dip.
- ud01 Quantum Space
 cb07 Quasi-Classical Dip.
- cd09 Rail & Sea Dip.
 rs11 Random Dip.
 rs12 Random Paralysis Dip.
 rm15 Realistic Variants
 rs13 Red Herring Dip.
 pr01 Red October
 hn04 La Revolution
- xd01 Sacred Rhinoceros I
 xd02 Sacred Rhinoceros II
 cb02 Scheisskopf Dip. II
 rr14 Schizodiplomacy I
 rr07 Schizodiplomacy II
 pi04 Scotice Scripti I
 pi03 Scotice Scripti II
 pi01 Scotice Scripti III
 Scottomacy see Game of the Clans
- uu09 Sea Dip.
 rm25 SER Optionals
 hc05 Seven Years' War
 rm09 Shadow Dip.
 rs14 Shadow Worlds
 rp01 Simple Dip. Variants
 rm19 Simulation Dippy I
 cb09 Simulation Dippy II
 fn01 Simple Rules for F/SF Variants
 uu07 Slobbovia II
 cm02 Small World Dip. I
 gf02 Small World Dip. II
 gf08 Small World Dip. II-R
 ry01 Solo Dip.
 fn02 Song of the Night
 dm01 South African Diplomacy
 es02 Southeast Asia '56
 ug06 Space Station Ultra
 ug08 Space War
 rr15 Squash
 rm18 Stabber's Dip.
 cb03 Stab-Happy Dip.
 sg05 The Star Kings
 ns03 Stress (The Battle for Detroit)
 vj03 Strip Dip.
 hc04 Struggle for Hegemony...1689-1815
 rb20 Succedaneum
 cc04 Superdip.
 re05 Supereconomic Dip. (Dollar Dip.)
- ce02 Swiss Variant II
 rv07 Sword & Sorcery Dip.
- sa02 Tactical Foundation I (Foundation II)
 sa03 Tactical Foundation II (Found. III)
 rb13 Take-Away Dip.
 rt01 Team Game, 3x3, Italy omitted
 rt02 Team Game, 3x3, Turkey omitted
 rt03 Team Game, 3x3 w/Wild Card I
 rt04 Team Game, 3x3 w/Wild Card II
 ct01 Team Game, 3x3 w/Wild Card III
 rt05 Team Game, 3x3 w/Wild Card IV
 rm17 Ten-Man Dip. I
 rm21 Ten-Man Dip. II
 Things to Come see Imperialism VII
- ts06 Third Age I
 ts07 Third Age II
 rm13 Third Man Dip.
 hb01 Thirty Years' War
 rs19 Three-Handed Dip.
 rs18 Three Player Dip.
 ua02 Timesteps
 rm10 Treaty Dip.
 rs15 Tri-State Variant
 ar02 Triumvirate
 rs16 Twin-Earths Dip. I
 rm11 Twin Earths Dip. III
 rx05 Two-Player Dip.
- da01 Uhuru
 fn03 Umbar
 nu05 United States Dip. II
 nu06 United States Dip. II-R
 nu03 United States Dip. III
 nu04 United States Dip. III $\frac{1}{2}$
 xm08 Ushindi (Youngstown XI)
 rr08 Utter Chaos
- rm24 Vacation Dip.
 rm20 Vain Rats II
 Variante de Macedoni see Lima I
 rm12 Variants of the Ghods
 cb04 Variation C (Version C)
 hc03 Verrat
 Version C see Variation C
 pz01 Viking Dip.
- War Between Ancient Balkan States
 see 149 B.C.
- tm01 War of the Ring
 cc03 Warmonger
 pe05 Wars of the Roses
 hb02 Westphalia VI (Europe 1648)
 hb03 Westphalia VII
 hb04 Westphalia VIII
 rb14 We've Been Shafted By a Guy Who
 Cancelled Out on Us
 fw02 Witch World I
 fw01 Witch World II
 rm22 Woolworth Dip.

gp02 Worldiplomacy I
 gf03 World Dip.
 gp03 World Powers
 gp04 World Variant
 rx07 World War I Dip. I
 qp02 World War III
 qp03 World War III b
 gf04 World War IV Dip.
 xm01 Youngstown Variant II
 xm02 Youngstown Variant IV
 xm03 Youngstown Variant V
 xm10 Youngstown Variant VI
 xm04 Youngstown Variant VII
 xm05 Youngstown Variant VIII
 xm06 Youngstown Variant IX
 xm07 Youngstown Variant X
 Y. V. XI see Ushindi
 gp05 Youngstown Variant XII

 rx06 2 Man Dip. I
 rx08 2 Man Dip. II
 rx09 2 Man Dip. III
 cb11 3-Man on 9-Man Board
 cb10 3x3 w/2 Wild Card Players
 rf01 5-Man Game (1961 Rules)
 rf02 6-Man Game (1961 Rules)
 cn02 9-Man Dip. I
 cn03 9-Man Dip. III
 9-Man Dip. IV see Aberration IV
 9-Man Dip. VI see Cline II
 9-Man Dip. VII see Cline I
 9-Man Dip. VII see 1885 I
 9-Man Dip. VII-R see 1885 II
 10-Man Dip. see Ten-Man Dip.
 ag03 149 B.C. (War Between Ancient
 Balkan States)
 ar02 260 A.D.
 ac05 473 B.C.
 mb02 1000 A.D.
 pe07 1066
 1600 see Thirty Years' War
 pg01 1618 (Diplomacy 1618)
 hc06 1700 A.D. II
 ne01 1776
 hp02 1885 I (9-Man Dip. VIII)
 hp01 1885 II (9-Man Dip. VIII-R)
 rk02 1914 (Brazilian Var; Portu-
 guese Dip.)
 qh02 1934
 qh03 1938
 qh04 1939 I
 qh05 1939 II
 gf05 2001

at the moment. That's a lot of variants. That's a lot of typing on those lists. It's late & I'm getting incoherent. Hasta la vista.

And that would be (or seem to be) all for this turkey. This is the third time I've typed our catalogue, and it gets bigger every time. I hope we won't have all that many additions to it in the near future that we'll have to retype it yet again anytime soon.

LAST ISSUE: Some of our subscribers may have been bored with the content of last issue, being as it was a Miller Number takeover and catchup 'zine. Not the most emotionally stimulating material in the world, was it? Alas, unless Greg reappears (which he may well do), you can look forward to bunches and bunches of more of the same and worse. But it will be only temporary, as I will not retain the MNC position any longer than I have to.

NEXT ISSUE: I hope to get that out also early this summer and include something a trifle more interesting. A complete game, at any rate. Does anyone have any favorite thing he'd like to see me reprint? I have no specific plans at the moment, so am open to suggestions. This format does have some limitations, so that some variants may not be suitable for reprinting here. I would of course be glad to receive anything in the way of a new variant for publishing, also.

Let me take this opportunity to plug my fantasy fanzine, PELLENNORATH. Our motto is, "We Map the Worlds". PELL covers the subject of the geography of f/sf settings.

We have thus far had 3 issues. In #1 we covered the Corum novels, Hyperborea, Poseidonis, Zembla, and the Dreamworld. Issue #2 was a Burroughs special, covering Amtor, Lutha, Barsoom, Poloda, and Pellucidar. Issue #3, just out, is devoted to Prydain, Viriconium, Dorimare, and Zimiamvia. A sample is \$1. A sub is 5/\$4. PELL is digest-sized, 20 pp. Always lots of maps, of course.

Meanwhile: I make it about (over) 430 titles which we seem to stock here

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(Whole cost for this issue would seem to be \$1.10. Oy....)