

A U X A R M E S !

DIPLOMANIA Supplement --- ~~NYT~~ Games Bureau Diplomacy Division --- Issue No. 10
Editor and Publisher: Don Miller - - - - - 13 February 1971
The Journal of HYPERECONOMIC DIPLOMACY (Postal Dippy Game DMK) -- This is WAR!!

1901 PROPAGANDA/PRESS RELEASES (Cont. from page 10) --

Trieste -- The Austro-Hungarian government announced today that it has found the rightful heir to the Italian throne in the forests of Calabria. #### Prime Minister Alfred von Steffen, speaking for His Majesty, the King, explained that after the assassination of Filippo II in 1898 and during the coup by Daniel I, the prince, Eduard, was in a forest retreat in southern Italy near the Calabrian-Apulian border. "We happened to find him when our advance guard was approached by an armed band of foresters. Upon hearing that we were Austrians freeing their country, they embraced us, and led us to the prince." #### The Prime Minister ended with this statement: "Knowing that the W.O.R.L.D. will not acknowledge Eduard, we are supporting his revolution in Calabria."

Volos -- "VIO" (newspaper of NU) -- A National Union caucus has announced that the money exchange has found no takers or interested nations; there is only Drachmas and Argentine Pesos. "The Peso backs the Drachma", leader Viopolous said. No confirmation has come from the government.

"STOP ALL WARS." -- The Danish People.

WANTED -- Suitable locations within Europe and the Far East for the branch offices of a Major International Bank. If you have or know of any such locations, please contact: J.W. Key, 4611 N. Pennsylvania, Apt. 1-D, Oklahoma City, Okla., 73112.

AND ANOTHER OFFICIAL DECLARATION --

MEXICO proposes the expulsion of Russia from W.O.R.L.D. for cause--namely, unprovoked aggression against Turkey, as well as economic sanctions.

In Brief --

Deadline for all lists, suggestions, country-switching, etc. requested within this issue (refer specifically to pages 1, 3, 4, 5, 6, 7, and 8) -- March 16. Assuming you all come through by March 16 as requested (Secretary-General should mail W.O.R.L.D. Report to GM no later than 3 days after deadline (i.e., by March 19)), deadline for following issues will be approx. April 19 and May 24.

See page 3 for positions which need to be filled for game to continue. In addition to those AA! recipients listed on page 3, the following AA! recipients may also join game at no cost: Terry Kuch, Len Lakofka, Bill McDuffie, Hal Naus, Don Turnbull (traders); Charles Wells (subber thru #15).

Should we have a Bourse in DMK? If so, suggestions are wanted by GM.

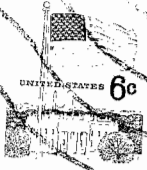
All players with national currencies are asked to send GM a \$-conversion table by March 16 deadline.

Remember, Official Declarations & Propaganda may be sent for each issue of AA!.

AA! is pubbed every 5 weeks, and is 20¢ ea., 7/\$1 (15¢ ea., 8/\$1 G.B. Reg. Members).

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RESULTS OF FINAL BALLOTING RE FATE OF GAME DMK

As the second ballot brought forth many of those persons who had failed to respond to the first ballot, we now have enough players to continue the game. But, as we stated in AAI#9, we will continue it only as long as the players continue to express an interest by remaining active. We shall count on all of you to get your orders in each time, on time, and to generally cooperate with the GM and Secretary-General in keeping the game running smoothly. If at any time we determine, through missed moves or other lack of response, that too many of the players are no longer interested, the remainder of the game will be cancelled on the spot. And, in return for your cooperation, we'll try to keep AAI coming out on schedule. So, on with the game...and good luck to you all!

The following persons failed to respond to either ballot, and have been dropped. If any of them should later wish to rejoin the game, he will have to come in as a new player or replacement, including payment of all fees, etc. --

Steve Bruce (ECUADOR); Pam Bungardner (COLOMBIA); Chuck Carey (SPAIN; SPANISH TERRITORIES); Jim Carey (VENEZUELA); Bob Hall (CHILE); Tom Heyde (Revolutionary); Larry Justus (URUGUAY); Dave May (BOLIVIA); Dave Montgomery (PERU); Ken Porter (ALBION; MEDITERRANIA; UNITED REPUBLIC); Conrad Von Metzke (TONGA); Allen Williamson (Revolutionary); Loring Windblåd (BRAZIL); Mark Wingate (CHINA); Sid Witt (PARAGUAY).

The following persons responded, but elected to drop the game: Doug Beyerlein (MOROCCO); Marge Gemignani (HOLLAND); Harry Gullett (PERSIA); Chris Hawkins (BOSNIA/BALKANIA); Don Hetsko (Unassigned); Wayne Hoheisel (SWEDEN); Dave Lindsay (Unassigned); Brenton Ver Ploeg (CUBA).

Players choosing to remain in game, arranged by country and type of country, are:

<u>MAJOR POWERS</u>		<u>MAJOR NEUTRALS</u>		<u>MINOR NEUTRALS</u>	
A-H, Terr.	-- St. Cyr	*BALKANIA, Terr.	-- Linden	AFABIA	-- Boskey
FRA, Terr.	-- Buchman	BELGIUM, Terr.	-- Alderson	BULGARIA, Terr.	-- Just
GER, Terr.	-- Reiter	NORWAY	-- Phillips	DENMARK, Terr.	-- Bobker
ITA, Terr.	-- Cartier	PORTUGAL, Terr.	-- Pournelle	GREECE, Terr.	-- R. Johnson
OTT. EMP.	-- Schlange	SWITZERLAND	-- Zumstein	MONTENEGRO	-- Hueston
RUS, Terr.	-- Harrison	HOLLAND	-- (open)	SERVIA, Terr.	-- P. Wilson
UNITED REP	-- (open)	SWEDEN	-- (open)	MOROCCO	-- (Open)
		SPAIN, Terr.	-- (open)		
		PERSIA	-- (open)		

PUPPET STATES, & other On-Board "Nations"

ALBION (UNITED REP)	-- (open)	SCHLESWIG-HOLSTEIN (GER)	-- Reiter
BYZANTINE EMPIRE	-- Walker	THE VATICAN	-- Miller (w/Terr.)
CARPATHIA (A-H & RUS)	-- St. Cyr & Harrison	"Henry Plantagenet" (Rev. in FRA)	-- (open)
MEDITERRANIA (UNITED REP)	-- (open)		

OFF-BOARD NATIONS

ARGENTINA	-- Key	Open:	AUSTRALIA, BOLIVIA, BRAZIL, CHINA, CHILE, COLOMBIA,
AZTEC EMPIRE	-- Walker		ECUADOR, JAPAN, PARAGUAY, PERU, TONGA, URUGUAY,
REP. OF TEXAS	-- Key		VENEZUELA
U.S.A.	-- Schelz		

MISCELLANEOUS

SECRETARY-GENERAL	-- Wolfe	REPLACEMENT PLAYERS } -- (P. Ansoff, R. Ansoff, Cochran,
		REVOLUTIONARIES } -- (Dean, Halle

*Includes BOSNIA, RUMANIA †also includes CUBA

Before the game can continue, we must fill as many as possible of the vacant on-board positions (particularly the Major Power and Major Neutrals). The replacement players, Revolutionaries, Off-Board Players, and Minor Neutrals are invited (if you would like to switch from your present position) to send the GM a list of countries which you would like to play ("open" countries only), in order of preference. Where first choices are unique, players will play that country. Where more than one player choose the same country as their first choice, the "winner" will be determined by chance. NOTE: Players eligible for reassignment are grouped as follows:

Group I -- P. Ansoff, R. Ansoff, Cochran, Dean, Hälle.

Group II -- Key, Schelz, ~~Walker~~, anyone else not listed on page 2.

Group III -- Bobker, Boskey, Hueston, R. Johnson, Just, P. Wilson.

Countries will be assigned to all players in Group I who wish reassignment before any assignments are made to Group II. Likewise, countries will be assigned to all players in Group II wishing reassignment before any assignments are made to III. This is because we would, naturally, rather have players who are not currently playing On-Board countries take up on-board positions before messing around with the current on-board arrangement. ((We scratched Walker from the above list because he currently has an on-board nation: BYZANTINE EMPIRE.))

Positions to be filled, and their ranking in order of importance to game, is as follows (ranking by Group; order of countries within group is not significant):

Group I -- Major Power: UNITED REPUBLIC (with ALBION & MEDITERRANIA).

Group II -- Major Neutrals: HOLLAND, PERSIA, SPAIN (with TERR.), SWEDEN.

Group III -- Minor Neutrals: MORCCCO.

Group IV -- Other On-Board Positions: "Henry Plantagenet" (Revolutionary in FRA).

Group V -- Off-Board Countries which are members of W.O.R.L.D.: BRAZIL, CHINA, COLOMBIA, JAPAN, VENEZUELA.

Group VI -- Off-Board Countries which are not members of W.O.R.L.D. but which have been in game already: AUSTRALIA, BOLIVIA, CHILE, ECUADOR, PARAGUAY, PERU, TONGA, URUGUAY.

Group VII -- Any other sovereign nation of 1901 not already in game.

All Group I and Group II nations must be played before game can continue. Any unplayed Group III nation will be assigned to another Minor Neutral which borders on it (if any); if more than one Minor Neutral borders on it, it will be assigned to the one who gets the highest score on a contest (several questions concerning the historical background of the nation to be assigned); if no Minor Neutral Borders on it, it will be assigned to the W.O.R.L.D. Trusteeship Council for them to govern. If the Group IV position is unassigned, it will be effective for one more season, and then just fade away. Any Group V or VI positions unassigned will just go into limbo until/unless someone comes forth to play them (i.e., they will no longer be listed in AUX ARMES!, will no longer gain or lose factors, and will be treated as "neutral" on the playing board). Unplayed Group V positions will not be counted towards a W.O.R.L.D. quorum, and they may not hold or be considered for any W.O.R.L.D. positions. Group VII positions which are unplayed are also considered neutral on the playing board. Such neutral Off-Board nations as those in Groups V thru VII may not be entered by the military or colonizing forces of any nation; however, trade routes may pass thru them without hindrance or penalty. (But proper trade procedures and costs must be observed.)

Anyone listed above in Groups I-III who wishes to change positions may do so without penalty or extra fee. However, there is one exception: Ref. Group II, anyone not listed on page 2, and anyone listed on page 2 who was dropped for lack of response or who dropped voluntarily, may re-enter game, either in their former position (they have priority here) or in a new position, by payment of a \$1 fee for a subscription to AUX ARMES! (7 issues, unless you are a Regular member of the Games Bureau thru at least issue #28 of THE GAMESLETTER, in which case 8 issues).

CURRENT RECIPIENTS OF AUX ARMES!

The following persons currently receive AUX ARMES!, and are thus all eligible to play in game DMK until the expiration of their subscription or trade agreement (addresses, phone numbers (where known), and country assignments will be given in next issue of AUX ARMES!--so make sure we have your current address (check addresses on address page of this issue, and send us your latest phone number)):

Dan Alderson (#16)	Jeff Key (Trade for THE VOICE, <u>et al</u>)
Peter Ansoff (Trade for THE SIBERIAN)	Bill Linden (#30)
Ricky Ansoff (#17)	Don Miller (GM/editor/publisher)
Steve Bobker (#24)	Andy Phillips (Trade for SHAAFT!)
Jim Boskey (#17)	Jerry Pournelle (#18)
Ed Buchman (#15)	Dick Reiter (#24)
Steve Cartier (#45)	George Schelz (#9 -- must send \$1)
Sid Cochran (#18)	Helmut Schlange (#12)
Ritchie Dean (#21)	Larry St. Cyr (#24)
Ed Halle (#10 -- must send \$1)	Rod Walker (Trade for NUMENOR, <u>et al</u>)
Cole Harrison (#30)	Pat Wilson (#12)
Steve Hueston (#17)	Jeff Wolfe (#12)
Bob Johnson (Trade for DIPLODEUR)	Bill Zumstein (#17)
Eric Just (#17)	

All of the numbers shown above indicate last issue on AUX ARMES! sub. Ed Halle and George Schelz must resubscribe no later than next issue in order to remain in game (\$1 each, for 7 issues (8 if you join G.B. as a Regular member)).

Subscribers will note that most subscriptions were adjusted upwards, in view of the reduction in size of AUX ARMES!, from those subscription-lengths shown in AUX ARMES! #9. Adjustments were made as follows: (1) The number of copies on each sub (from #10 on) was divided by two. (2) Where the result was even, one issue was added to the sub for each two issues on the old sub. (3) Where the result was odd, and the player had sufficient Games Bureau credit, the old subscription was adjusted upwards one issue (at the pro-rated price (old sub rate) of 28¢ per issue), and one issue was added to the sub for each 2ish on the adjusted old sub. (4) Where the result was odd, and the player did not have any (or sufficient) Games Bureau credit, the old sub was adjusted downwards by one issue, the pro-rated single-issue (old sub) cost of 28¢ was added to the player's Games Bureau credit, and one issue was added to the sub for each 2 issues on the adjusted old sub. Clear? (Now you see the type of devious mind which invented this monster game....)

W.O.R.L.D. REORGANIZATION

SECRETARY-GENERAL is Jeff Wolfe, 4514 Granger St., San Diego, Cal., 92107. He will be in charge of re-organization, and will have full responsibility for administrative decisions and future operation of World Organization for Responsible Leadership and Deliberation (W.O.R.L.D.). All W.O.R.L.D. business will be conducted through AUX ARMES! (General Assembly) and by letter (Councils and Committees) for now; Jeff may eventually publish a 'zine of his own.

Composition of the various W.O.R.L.D. Councils (Security Council excepted) were, at last note, as follows:

ECONOMIC & SOCIAL COUNCIL -- GERMANY, NORWAY, RUSSIA.	(3)
INTERNATIONAL COURT OF JUSTICE -- MONTNEGRO, GM.	(1 / GM)
TRUSTESHIP COUNCIL -- SWITZERLAND, GERMANY.	(2)

Any player, including any of the ones noted above, who is willing to serve on any of these Councils or on the Court, is requested to write the S-G immediately and let him know. Players listed above have preference, if any of them are still interested. If more than enough players apply for any position, the positions remaining after the interested original players have been reassigned will be de-

by lot by the S-G (to save time; ordinarily, such decisions would be made by vote of the General Assembly). NOTE: Persons on these Councils must immediately (after composition of Council is firmed) choose a Chairman, who will be responsible for sending out ballots for votes by council, leading discussion, and tabulating results of votes and reporting on same to the S-G (who will, in turn, report to the GM for publication in AA!). These Councils must be active for the W.O.R.L.D. to properly fulfill its functions in game.

In addition to the above Councils, there will be a Standing Committee on Awards, to give out special Political Point Awards as outlined elsewhere in this issue. Any member of W.O.R.L.D. may volunteer, to the S.G., by nextish of AA! If more than the 3 persons required for this position volunteer, the make-up of the Committee will be decided by vote of the General Assembly. If less than the required number volunteer for this (or any of the above) positions, we're on trouble-- so let's hear from you! Be active!

S-G says he is going to suggest some changes in W.O.R.L.D. procedures. For now, the following will be the manner in which W.O.R.L.D. Business is conducted (committees and Councils are responsible for the conduct of their own business) by the General Assembly and the S-G: (1) AUX ARMES! will be published at approx. one-month intervals. Seasons in game will be approx. two months (two issues) apart. Voting, etc. sessions of the W.O.R.L.D. will be one issue (one month) apart. In each issue, S-G will set forth all motions received from W.O.R.L.D. members, all discussion on motions made during preceding session, and all votes on motions made two sessions back, as well as on those motions designated by the S-G as requiring no discussion. ##### In other words, a motion will be made in issue A of AA! If designated "no discussion required" by S-G (Using his own judgment on this matter), votes will be due by, and published in, the next issue (B) of AA! If not designated "no discussion required" by the S-G, any discussion on the motion will be published in the next issue (issue B), and the vote will be due by the following issue (issue C). However, if any three W.O.R.L.D. members vote "More Discussion" in the voting in issue B for a "no discussion required" motion, then discussion must be allowed in issue C, with the vote postponed 'til issue D. Likewise, if any three W.O.R.L.D. members ask for "more discussion" in issue B of the "discussion allowed" motion, another round of discussion must be allowed in issue C, and final vote will be taken in issue D. ### NOTE: This is a procedural decision, made to allow ample discussion where discussion is needed. However, it (the right to ask for "more discussion") could be taken away by the S-G in a simple administrative decision. (He, after all, has final say in administration of W.O.R.L.D.) Therefore, do not abuse this right by using the "more discussion" right as a delaying tactic, or you are liable to have it taken away from you by an impatient S-G. The W.O.R.L.D. can function effectively only if delaying tactics and the like are done away with, and all W.O.R.L.D. business is brought to an orderly and forthright conclusion as speedily as possible.

In next issue of AA!, S-G will publish a complete list, by issue # and page, of all treaties published to date in AUX ARMES! (and thus, by such publication automatically registered with W.O.R.L.D.). He will assign a number to each, by which the treaty will in the future be denoted. He will, in the future assign a number to all new treaties published (or referred to in AA! as received by GM). NOTE: All treaties must henceforth be sent to both the GM (for notation in AA!) and to the S-G (for W.O.R.L.D. files) or they cannot be registered by W.O.R.L.D. Also, any treaties held by the S-G today which have not been published in AA! are invalid, as this means the GM has not received a copy, and that's a no-no! (Secret treaties, however, need be sent only to the GM, as they are not published or noted in AA!, and they are not registered with W.O.R.L.D. Secret treaties must be noted as SECRET, or they will be treated as open.) A party (or parties, as appropriate) to a treaty must notify the S.G. and the GM for a registered treaty to be removed from the W.O.R.L.D. Registry. ##### Note that the purpose of registering a treaty

is to give it as much official status as possible, in order to make it as binding as possible, and to give scope for protest before the W.O.R.L.D. (with possible W.O.R.L.D. disapproval--and even sanctions--against the violator) in case of violation. (We refuse, as was suggested, to make all treaties binding. We believe enforcement of treaties should be a player-function, rather than a GM responsibility.)

Special GM ruling -- THE VATICAN is a full member of the W.O.R.L.D., with full voting rights, etc., just like any of the original W.O.R.L.D. members. The purpose of this is to give GM a voice in W.O.R.L.D. functions in lieu of direct GM intervention in W.O.R.L.D. affairs. (I.e., VATICAN delegate will make motions, conduct discussion, and vote on issues via established W.O.R.L.D. procedures, just like any other W.O.R.L.D. member.) We are taking the direct route in making THE VATICAN a member by GM fiat rather than thru established W.O.R.L.D. procedures in order to cut some corners and (hopefully) be able to lend a hand in getting W.O.R.L.D. going again.

All of you -- please cooperate (and participate) in W.O.R.L.D. We wish to give the W.O.R.L.D. concept as thorough a test as possible before Hyperec I ends, as we hope to embody a similar concept in Hyperec III, and would like to work the bugs out of it before starting Hyperec III.

RULE MODIFICATIONS TO DATE

Rules were changed by, added by, or superseded by issues of AUX ARMES! as shown.

Rule #1, Unchanged; #2, unchanged; 3, unchanged; 4, unchanged; 5, AA#5 (also see AA#9 for current set-up and seasonal yields as changed to reflect conquests, formation of Puppet States, application of Research factors, etc.); 6, unchanged; 7, unchanges; 8, unchanged; 9, AA#4; 10, AA#1; 11, AA#5; 12, AA#5; 13, AA#'s 1,4,5; 14, unchanged; 15, AA#'s 1,5; 16, AA#'s 1,5; 17, AA#5; 18, unchanged; 19, AA#1; 20, unchanged; 21, AA#4; 22, AA#1; 23, AA#'s 1,5; 24, AA#'s 1,5; 25, AA#'s 1,5; 26, AA#'s 1,5; 27, AA#'s 1,5; 28, unchanged; 29, AA#1; 30, unchanged; 31, AA#1; 32, AA#1; 33, AA#'s 1,5; 34, AA#5; 35, AA#'s 1,4,5; 36, AA#5 (will be deleted when there are again a # of off-board countries); 37, AA#1 (will be deleted when there are again a reasonable # of off-board countries); 38, deleted; 39, deleted; 40, AA#1; 41, AA#1; 42, AA#4; 43, AA#1; 44, AA#1; 45, changed to #53, AA#1; 46, changed to #54, AA#1; 47, changed to #55, AA#'s 1,4,5. New rules: #45, AA#'s 1,5; 46, AA#'s 4,5; 47, AA#'s 5,7; 48, AA#1; 49, AA#1 (will be deleted when there is again a reasonable # of off-board nations); 50, AA#1; 51, AA#1; 52, AA#1; 56, AA#4; 57, AA#4; 58, AA#4; 59, AA#'s 4,5; 60, AA#4; 60a, AA#5; 61, AA#'s 4,5; 62, AA#4; 63, AA#'s 5,6; 64, AA#4; 65, AA#4; 65a, AA#5; 66, AA#5; 67, AA#5; 68, AA#5; 69, AA#7. There were also special unnumbered changes in most AA!'s, particularly in #'s 6 (pg. 20, #'s 6,7,8), 7 (pp 1,18, #'s 3,4,5,6,8,9), and 7 (pg. 15, #6); and there were numerous precedents set in the move section and in the answers to various questions throughout the first nine issues of AA!.

Map changes appeared in first set of rules, and in AA#'s 6 and 9. #### W.O.R.L.D. Charter appeared in DIPLOMANIA #23, and some procedural rules in various issues of AUX ARMES! and in the first two issues of THE W.O.R.L.D. RECORD (the latter are now invalid, as they were established by the old S-G). Finally, all of the rule changes printed in AA! #1 also appeared in DIPLOMANIA #21. (The original Hyperec I rules appeared in DIPLOMANIA #19/20, but are also available separately.)

The above listing is printed FYI, so you can check your own set to see that you have everything. Unfortunately, most of the publications in which rule changes appeared, as well as the above-mentioned DIPLOMANIA's, are now out-of-print (it should be noted here that a few copies of the W.O.R.L.D. Charter are still available separately). Send us a list of your needs, and, if you're willing to pay any extra cost involved, we'll see what we can do about getting what you need xeroxed.

NEW RULES NEEDED

We would like to simplify this game where possible; we therefore solicit suggestions from the players on which rules could be dropped or modified without detracting from the play (e.g., the rules on "Alliances", "Joint Commands", and the like). Your suggestions will be put to a player-vote.

On the other side of the coin, we would like to add a few more rules before we stop making changes in this game. Since DMK was supposed to be an "experimental" game, we would like to play-test these additional rules before finalizing them for Hyperec III. We therefore request from the players suggestions for rules in the following areas (Political Points will be awarded for rules which are adopted largely or in toto by the GM; so please send complete rules where possible):

(1) A Political Point System -- Incorporated into this system should be provisions for the following:

- (a) Accumulation of a set number of Political Points as 3rd method of winning.
- (b) PP's awarded only by vote of W.O.R.L.D. General Assembly (exceptions: see (g) and (h), below).
- (c) Social & Economic Council recommends to G.A. an Annual Award for most outstanding humanitarian accomplishment. May also recommend special awards for humanitarian acts at any time. "Humanitarian" is defined here as "for the betterment of mankind in general and/or the relief of suffering in particular".
- (d) Automatic award for sponsor of each W.O.R.L.D. motion passed by the G.A.
- (e) Special Committee on Awards to be established by W.O.R.L.D. (3-man).
Function: To discuss and recommend (or kill) special awards as suggested by W.O.R.L.D. members (S-G, etc.). May itself propose special awards.
- (f) Annual award (nominated from "floor" of G.A.) for "Most Outstanding W.O.R.L.D. Member", as voted upon by G.A.
- (g) Special Awards from GM (one-time only, by nextish of AA!) for best proposals submitted by players for new rules as requested in this section.
- (h) A block of points (either so many per game, so many per game-year (our preference), or so many per season, to be awarded by GM for suggestions, constructive criticism, etc., during the game, if in his opinion such suggestions, etc., result in improved play and the like.
- (i) Some or all PP's may be taken away from a W.O.R.L.D. member by a 2/3 vote of W.O.R.L.D. as a penalty for aggression or the like (to put some teeth into W.O.R.L.D.). In other words, W.O.R.L.D. sanctions may consist of loss of Political Points as well as other avenues open to organization.

(2) Colonization Rule (with provision for bringing more \$ into game) -- Proposed rule is set forth below; what we need here are suggestions for improvement of rule, and lists of colonies, showing gold-producing ones and ones which were limited in agricultural and/or mineral production.

- (a) Purpose is to allow "colonization" of existing (in 1900) colonies not now in game, by sending (via specified trade route, using both European and world maps) a specified number of factors to a colony owned by the sending power in the real world in 1900/1901.
- (b) Using shipping, and following rules for trade, etc., at least one M, one I (or $\frac{1}{2}$), and 2 Ag's (per M) must be sent to the colony in order to establish its ownership and initiate mining, farming, etc.
- (c) One full season following arrival of factors, colony may begin producing, as follows:

(1) Agricultural Factors -- The first season, one Ag per M; the second, two Ag's per M; the third, 3 Ag's per M; the fourth, 4 Ag's per M (and for each season thereafter). Maximum production of Ag's per season per colony is limited to 20. Exception: If the colony is one which is not suited for agriculture geographically, climatically, and/or in terms of size, the rate of production is

limited to one Ag per M per season, and to a maximum of 2 Ag's per season. However, additional Ag's may be gained thru fishing (max. 2 FF's per ocean province per colony). And note that sufficient Ag's (2 per M) must be on hand at start of each season to feed M's, or starvation will occur IAW rule #59. Finally, note that Ag output is reduced by $\frac{1}{2}$ during each WINTER season, and colonial Ag's deteriorate at same rate as rest of Ag's in game.

(2) Industrial Factors -- Beginning the second full season after colonization, one I per M (in lieu of Ag's for that M); third season, and each season thereafter, two I's per M per season (up to a max. of 8 I's per season). No colony may produce more than a combined total of 20 Ag's & I's per season. Also, in those colonies limited in size, a max. of one I per season may be produced.

(3) Gold Factors -- Beginning the third full season after colonization, $\frac{1}{2}$ per M (in lieu of I's or Ag's for that M) per season may be produced by those colonies which produced gold in 1900/01. Max. production for any one colony: 2 per season. Gold factors may be produced in addition to the limit of 20 I's and Ag's per colony per season.

(d) All factors remain in the colony in which they are produced until shipped elsewhere (via proper procedures via specified trade routes). Colony may not go below minimum level (1 M, 1 I or $\frac{1}{2}$, 2 Ag's) and still produce anything.

(e) Colony may not be entered by military units of another nation. Shipping routes, however, may be interdicted by naval units of another power under the "blockade" rule (#35).

(f) Once established, political control of colonies may be transferred by owner to another player, or colonies may be granted independence under a new ruler. Colonies may not gain membership in W.O.R.L.D. as long as they are under colonial rule.

(g) The Economic & Social Council of W.O.R.L.D. shall appoint a Standing Committee to oversee administration of colonies, to assure that the inhabitants thereof shall receive humanitarian treatment at the hands of the colonial power.

(3) Rules for formation, organization, and operation of W.O.R.L.D. Bank -- Idea here is to provide National Banks with a place to deposit their funds (with greater interest on long-term deposits), in order to provide the National Banks with sufficient profits to enable them to pay interest to their depositors. Funds in W.O.R.L.D. Bank will also provide capital for W.O.R.L.D. to use in its operations. W.O.R.L.D. Bank may also consider issuing several different types of bonds. This is a very important institution, and is urgently needed in the game.

(4) Piracy Rule (to go along with Colonization Rule).

(5) Expansion of Disaster Rule (#48) to provide for more severe regional disasters occurring more frequently throughout the world, in lieu of world-wide disasters.

(6) Rule for Fortification of Provinces (in Hyperec I, for all countries allowed Home-Guards, either as a replacement for (our choice) or as an alternative to the Home-Guards. (In Hyperec III, may be extended to apply to all nations.)

(7) Replacement for Rule #41 (Ag Deterioration) -- Perhaps one Ag per season per 4 M's, or the like, to reflect "consumption" rather than "deterioration"? At any rate, something more realistic than the present rule.

Remember, suggestions are needed concerning rule-changes in addition to those shown above, particularly in direction of simplification, but also suggestions for new rules to be playtested in anticipation of their use in Hyperec III.

NOTE -- Rules 38 and 39 are deleted (hereafter, # deposits are to be made to National Banks and to the W.O.R.L.D. Bank only; investment is thus now a player-function only). ~~###~~ Rules 36, 37, and 49 will be deleted when there are again a reasonable number of Off-Board nations in game.

ANOTHER OFFICIAL DECLARATION

THE VATICAN -- Pope Impius U (formerly known as Donald I), before a hastily-summoned Council of Church leaders and ambassadors to the Vatican from all the nations of the earth, today issued the following statement:

"Since Our Treasury is so low that We are unable to carry on Our Good Works, We are asking that every nation with a Gold balance of 20 or more factors at the end of WINTER, 1901 donate to the Church an amount of Gold equivalent to 1/20 th of the Gold in their national treasuries (rounded downwards to the nearest whole factor). This amount is to be included in your SPRING, 1901 orders to the GM.:

"Those who so contribute to the Vatican will be Blessed by Us (the number of Blessings will, of course, depend on the amount contributed). Those nations in the 20/ group who fail to contribute their allotted amount will be summarily Ex-communicated.

"In addition, any nation whose Gold balance at the end of any FALL season is 10 or more Gold factors greater than at the end of the preceding FALL season is asked to give 1/10 th of its earnings to the Church (amount to be rounded downwards to the nearest whole factor). Again, We will either Bless you or Excommunicate you, as appropriate.

"Four-fifths of all monies received by the Vatican will be placed in an account in the W.O.R.L.D. Bank, the income therefrom to be used by the Church for its Good Works throughout the world. These Good Works will include emergency relief for victims of natural and manmade disasters, alleviation of hunger in underdeveloped countries, missionary and educational work in backward countries, and anything else We decide is necessary for relief of suffering and the betterment of Mankind.

"In addition, an annual award will be made by the Church, the recipient to be determined by a vote of all who contributed to the Church during that year, to the nation who did the most for the spiritual, moral, and physical betterment of Mankind.

"The other 1/5 th of all donations will be kept by the Vatican, to be used for the necessary expenses of upkeep of the Vatican itself and for feeding, housing, clothing, and otherwise caring for the people who abide in Church lands (i.e., lands ceded to Us by various nations).

"A couple of other points before closing: Since the province of Rome was ceded to Us by Italy, rather than conquered by force of arms, We are assuming all administrative responsibility for it (i.e., annexing it) immediately. This will insure that the people living within receive the best possible treatment, as well as His protection. To help Us in this endeavor, We appeal to any nation who is able to send Us one or two Manpower factors to please do so (along with some Ag's, so the M's won't starve), and possibly an I or two so We can open up a factory or two to aid the unemployed and better the standard of living.

"Finally, Our Ambassador to the W.O.R.L.D., having just been granted full credentials, is being given instructions on some matters to be put before the next session of the General Assembly. Among other things, these matters will involve some suggestions for revision of the W.O.R.L.D. Charter to achieve a more efficient and responsive organization.

"His Blessings upon you all (for the time being, at least)!"

 MORE PROPAGANDA/PRESS RELEASES FOR WINTER, 1901

Bucharest, Feb 8 1901 -- A representative of the revolutionaries of Gascony arrived today seeking recognition. The "minister", one Falstaff, took up quarters at the Royal Methodius Hotel, and proceeded to drink up the entire seasonal wine production of the province.

Buenos Aires, Argentina (30 June 1901) -- The President of Argentina has today publicly announced his intention to press his nation's claim to the Falkland Islands to the fullest. His statement included the comment that the English have so far refused to even acknowledge the several correspondences sent them by the Republic.

in an effort to bring the dispute to a satisfactory conclusion. He stated that if "England gives us no other choice, we shall occupy the islands by military force." He concluded by saying, "Force is the least desirable choice in settling any dispute, but when all else fails, you know that you can get a mule's attention by clobbering it between the eyes with a two-by-four."

Geneva, 8 Nov 1901 -- The Rumanian Ambassador today amplified his charges of Spanish involvement in Venezuela. He claimed that the revolution which put Jaime Carioca into power was financed by Spanish money, and provided with the latest weapons manufactured by Spain's ordnance corps. "But the crowning proof", he said, "is that Carioca is the brother-in-law of the Spanish Finance Minister! How can Spain expect the nations of the world to accept this with equanimity?"

Mediterrania -- From His palace in Nicosia, King Charles discussed a wide variety of subjects with reporters. The king felt regret over Queen Victoria's being removed to Albion, but admitted that, "She was getting a bit balmy." Charles also shared the United Republic's concern over the French. Later the gentlemen from the press were shown the fierce home guard in full parade dress. Included among the troops was a detachment of Barbary Apes from Gibraltar. Confided King Charles, "We needed someone for espionage work, and they were the closest thing to a Frenchman we could find."

Poros -- "THE DEMOKRATIA", the CDU leader Rhoopapas called on Rumania, Bosnia and Montenegro to join in formation of United Balkania. "Press for acceptance of my suggestions in the W.O.R.L.D. body is my hope", he said.

Piraeus -- "Comera", Defense Minister Onaxos has heartily agreed to the PM's suggestion. He feels that such annexation could guarantee peace in this part of the Mediterranean for centuries.

Russia -- This is the age of Artic exploration. Russia lauds the Danish triumphs in Greenland and has launched her own expedition to Novaya Zemlya. Another frontier of man bows to human ingenuity!

Spetsai -- "STRATEGAS" (newspaper of United Demagogues) -- General Kalamis declared today that a popular force should be raised and marched to Constantinople, thereby recovering Greek territory. He has a force of 1,200 men ready to begin-- however, 1,165 of them are officers and non-coms.

Tenochtitlán (25 December 1900) -- The coronation of Emperor Moctezuma III was carried out today amid great and ancient pageantry. The altar of the Temple of Quetzocoatl (formerly the Cathedral of Our Lady of Guadalupe) was baptised in blood as several hundred prisoners (including three dozen Yanquis) from the War of Independence were sacrificed by the High Priest Huizcoatl, His Imperial Majesty's brother.

Tonga (20 Dec 1901) -- Treaties having been signed and official protocol having been completed, Tonga is celebrating its first Independence Day. His Majesty, George, Sovereign of Tonga, issued an official Document of Independence which was read to assembled throngs all over Tonga today. Meanwhile, the new Tongolese Department of State and the Post Office has issued its first series of stamps and called for an exchange of ambassadors with all nations. It is understood that Mexico has already sent an envoy, and Tonga is replying with M'a Aa'a A, distinguished native doctor, who will leave tomorrow for Mexico City.

United Republic -- The Marquis of Salisbury today announced the decision of Parliament to totally abolish the monarchy from the United Republic. "To compensate for Queen Victoria's loss, we've given her Albion, overlooking the beautiful English Channel. Why, on a clear day, you can even see the French fleet sailing!", exclaimed Mr. Porter. When asked about Anglo-French relations, the Marquis remarked, "This is sticky business. We've done our best to be a good neighbor, but apparently the Frenchies can't understand plain English. It seems our friend, the Kaiser, is also in our predicament." Mr. Porter also revealed that a new, super fishing fleet is being constructed in Kent to match the French one in Picardy.

(More prop. on pg.1)