DIPLOMANIA

In brief --

Well, we're late again! It would seem that this magazine is doomed by the pressure
of our hyperactive publication schedule to be "irregular". Nevertheless, if we were-
n't going away for several weeks during May and June, we could promise #21 out by the
end of May -- the material which was squeezed out of this issue by the Hypereconomic
rules would easily make up another 20-page issue. All we can promise is that #21
will come out within two to three months after this one, at the latest.

On hand for
#21 are some Middle-Earth press releases; a review by Sid Cochran of Confrontation
and Milipoliks; Part II of our survey of the Variant Diplomacy Games; A revised
listing of Regular Diplomacy games (similar to that in DIPLOMANIA #18); a listing of
Variant games; our discussion of deadlines, missed moves, and dropouts; an article
by Jared Johnson on "Unethical Practices in Diplomacy"; and other material. But
more material is still needed for #21 and future issues; the more we have on hand,
the more frequently the issues will appear.

The INSURRECTION rules will appear in DIPLOMANIA #22; they are still being worked
over. Hopefully, the inventor, Wayne Hoheisel, will be able to help a bit on this....
The INTERPLANETARY DIPLOMACY rules will appear in DIPLOMANIA #23 or 24. These will
be our last variants for some time, unless someone comes up with a fantastic new
game which strikes our fancy.

SIMULATION DIPLOMACY (SDD) players note that the rules for HYPERECONOMIC DIPLOMACY,
which are published herein, are the rules which will be used for their game. Special
rules for Team play will be published shortly in AUX ARMES! After that, game SDD
will finally be under way. However, players are still needed (no charge) for the
major and minor neutrals -- if you've already written asking to play such a position,
please write again, specifying whether "major" or "minor" (or Switzerland), and also
noting this is for game SDD.

In addition to SDD, there is also a straight game of HYPERECONOMIC (with individuals
instead of teams) forming. For this game we need players for the major powers ($3),
the major neutrals ($2), and the minor neutrals ($1) (fees due at time of application).
Again, if you have asked before, please ask again (this time with money enclosed).
This game will have its own magazine, too (PSYCHOMANIA). Specify DMK when writing.

Prize Tournaments:
    March of Dimes Tournament -- Avalon Hill & Gamescience Division: A. All players
must play 3 AH games PBM and may, in addition, add to their game list any PBM Game-
science game and AH's Management. B. $1.00 must be sent with a self-addresses, stamp-
ed envelope to Dan Evans, 3405 Westchester, Bakersfield, Cal., 93309. C. Management
players will be required to send a 6¢ stamp with each move. Prizes so far include
subs to various magazines (S&T, STORMTROOPER, PANZERFAUST, etc.), games (AH, GS, etc.),
and gift certificate. Diplomacy Division: A. All players must send a 6¢ stamp with
each move. B. All players must send a $1 donation which entitles them to play at
least 7 games. Prizes so far include subs to various magazines (VALHALLA, GRAUSTARK,
PANZERFAUST, etc.), games (AH, etc.), 1 complete fleet for Fletcher Pratt Naval War
Game (this is a prize we'd like to have!), etc.

All proceeds form this postal tourna-
ment go to charity (March of Dimes). To enter (or for further info), write Dan Evans,
3405 Westchester, Bakersfield, Calif., 93309.

CORRESPONDENCE IN POSTAL PLAY
by Gene Prosnitz

((The third, and final, article in a series dealing with different aspects of postal Diplomacy strategy. The first dealt with "Principles of Alliances", and appeared in DIPLOMANIA 16/17; the second, "Alliance-Breaking, Double-Crossing, and the Balance-of-Power Principle", was published in DIPLOMANIA #18.))

As a veteran of over-the-board play who has just recently "discovered" the postal game, I've found that the vast differences in communication create a tremendous disparity between the two games, not so much in the tactical area, but in the sphere of negotiations and alliances.

In our original over-the-board group (unfortunately relatively inactive at present), there was constant negotiation and jockeying for a new and better deal. Alliances frequently shifted in order to maintain the balance of power, and people who did not have good allies (or any allies) were constantly negotiating in an effort to break alliances, and frequently succeeding. In contrast, the postal game much more often results in two allies crushing a third country, with no realignments, and little negotiation (except on the question of joint tactical maneuvers), until the enemy is completely obliterated.

Of course, if you wish to play an "honest" game, or at least have people think you're trustworthy, it's more difficult to change sides in the postal game. At least in over-the-board play you can do so openly -- i.e., the other players see to whom you're talking.

My principal criticism of existing postal Diplomacy strategy is the feeling that most players are not "busy" enough -- they are not doing enough negotiating. To my way of thinking, this is a shame, as to me the best part of the game is the diplomatic element -- this is the additional element which distinguishes Diplomacy from other war games. The diplomatic element should be especially important in postal play, where tactical skill counts for less, because with two weeks to plan a set of moves (as contrasted with 10 minutes in across-the-board play), there are fewer tactical blunders (or at least there should be), and the factor of tactical skill tends to level off.

One example: In several games I have non-aggression pacts with neighbors, including, at the date of this writing, three French-Italian pacts (my favorite alliance, in the early stages). I've found that while these neighbors have been following my suggestions, or at least not offending me, they rarely correspond.

This can have several drawbacks. For one thing, non-aggression pacts don't last forever, and if you don't keep in frequent touch with your neighbor, you won't be in as good a position to gauge his intentions. Also, even if my neighbor and I are not directly cooperating in a joint tactical maneuver, I'm still interested in his troop movements (i.e., keep them away from my territory). Furthermore, when the winter season comes, the neighbors with non-aggression pacts have a vital interest in each other's builds, yet I have never received a single request along these lines from any of these "friendly neutrals".

Another point: In a game where I'm Italy, England is being crushed by France and Germany. In another game, where I'm Germany, Austria is being attacked by both Russia and Turkey. In neither game have I received a call for help from these countries. Not that I would have been likely to double-cross my allies or friendly neutrals (heh, heh), but, the point is, you lose nothing by issuing a call for help. (I've just cited two examples; there are others.)

One of my biggest gripes is when I make a request of an ally or neutral and he does-n't let me know if he'll go along with it (assuming here, for the sake of argument, that he does comply with the request). Many players say, "Why do I have to answer his letter; my moves will speak for themselves!" However, this often creates quite a problem for the maker of the offer -- a problem which can best be analyzed by dividing these situations into two categories.

The first category consists of situations where the offeror's moves are doubtful, and may vary depending on the offeree's response. For example, as Italy I had an army in Piedmont, when a new government took over France. This development, occur-ing simultaneously with a sneak attack from Austria, made an Italian-French alliance desirable. I wrote France, offering to retreat from Piedmont in return for a non-aggression pact, with other terms in detail. France accepted, but did not do so until after the moves were in. At the same time, he left Marseilles undefended. My point is, having not heard from France by the move deadline, I feel it would have been fully justified, and not to be considered a double-cross, for me to have taken Marseilles. (Of course, it would have been unwise, and perhaps France, a good player, realized I knew this and felt a reply was unnecessary.)

The other category involves situations where the offeror's moves are unaffected by the other party's response. For example, as Germany I moved Kiel to Holland and Berlin to Kiel in Spring, 1901. Then I wrote England, with whom relations were in a state of flux, saying that an English attack on Denmark would be considered an act of war. In this case I didn't need a reply, as it was completely obvious that I was going to move Kiel to Denmark in Fall, 1901, irrespective of England's plans.

Even here, however, I feel it's desirable to answer, as (especially if the alliance has not yet been solidly established) the person who does not receive an answer may interpret silence for hostility, and devise an alternative strategy, including a planned attack on the country to which he made the original offer.

Along these lines, it's often advisable to tell a friendly neutral what your next moves will be, if it's simply a matter of reassuring him by telling him that you're moving in the other direction. (E.g., France tells Italy he's moving from S. Coast of Spain to Mid-Atlantic.) However, beware of informing other players of the moves of pieces actually engaged in battle (unless your allies need the information to plan their own moves); why risk that someone will double-cross you and tip your moves to the enemy?

As for correspondence at the beginning of the game, the subject of the recent Cal-hamer article in DIPLOMANIA #12 and GRAUSTARK #100: I disagree with Calhamer's suggested multi-power alliances, unless it's an alliance with a specific objective (e.g., a three-way attack on one power, like Russia, Turkey, and Italy against Aus-tria). I prefer separate dealings with each power (within a consistent framework; I'm not talking about making mutually inconsistent deals and then double-crossing someone).

Let's consider Calhamer's example: E.g., I'm playing Germany and I decide to attack France. First, I'd invite Italy to join me. Then I'd make a non-aggression pact with Austria, and also try to persuade Austria to go east or south, and not disturb Italy. I would offer England alternatives, suggesting that I'd prefer an Anglo-German attack on France, but that it's also OK with me if England remains neutral as long as I'm not attacked. I would suggest to Russia a non-aggression pact, with the added offer of help against England if England attacks me, and similarly offer England help against Russia if Russia attacks me.

Naturally, I would want the countries which are actively helping me, like Italy, to be as strong as possible. However, when you merely have a non-aggression pact with

a neighbor, and not an offensive alliance, you're better off if that neighbor is as weak as possible. If I had non-aggression pacts with both Austria and Russia, I'd just as soon have them fighting each other, than see both of them get strong and eventually attack me. Similarly (unless I need England's aid against France), I'd just as soon see England and Russia fight in Scandinavia, while I stay neutral, with a standing offer to help either one if the other attacks me.

Note that, if you follow the above suggestion, you would be writing to four other powers at the same time, proposing alternative courses of action depending upon the decisions of third parties, yet remaining completely honest and above-board in your dealings.

Now for a touchy subject: What about making use of photostatic copies of letters? I feel this is somewhat of an extreme measure, and should be used sparingly. However, if an "ally" double-crosses you, he deserves whatever you can do to him. For example: Suppose you are France, and you form an alliance with Germany against England -- yet, at the same time, Germany also allies with England against you, and double-crosses you. It might be an idea for France to contact England and say, "Look, we've both been completely honest with each other and not offered any false promises, yet Germany has engaged in double-dealing to his advantage. He's obviously untrustworthy (and I'm enclosing photostatic proof). If he lied to me, he can lie to you, so let's get together and smash him!" It might work.

The only time I've tried this, it worked in a rather unusual way. Russia and Italy (myself) were fighting Austria and Turkey, Austria having made an alliance with Russia and Italy and double-crossed both of us the first move! I sent Turkey proof of Austria's treachery (including some vociferous anti-Turkish prose in the distinctive handwriting of the Austrian player). This didn't stop Turkey from fighting me, but he did make a non-aggression pact with Russia, with the result that Russia and Italy were able to smash Austria. (I don't really know if there was any causal connection between the letter and the result.)

The use of photostatic copies of letters can lead to interesting negative inferences. In one game where I've stumbled into a four-way alliance (in spite of what I said earlier), an unfriendly power wrote and suggested that one of my allies had already defected (not true), and that I should do the same. I wrote back, said I found this information quite interesting, and would be most appreciative if he could furnish documentary proof of same. That was four months ago, and I'm still waiting.

I close with a plea for more frequent and more varied techniques of negotiation, which I feel is the heart of the game. For those who are too busy, I think it's better to play in fewer games than to miss moves or fail to carry on adequate negotiations.

((This cleans out our supply of articles. HELP!! Any article on any subject even remotely connected with Diplomacy would be appreciated. --ed.))

— —

OUR FACE IS RED!

John McCallum writes: ". . . There is one serious error in DIPLOMANIA /#18/. The item you quote from BROB #1, in turn quoting from FREDONIA #1, refers to 1901, not 1914. King Edward VII died in 1912 and had been succeeded by King George V; Bethmann-Holweg, not Count von Bülow, was Chancellor of Germany; etc., etc., in 1914. Also the Turkish Sultan was Abdul Hamid II (both in 1901 and in 1914). This latter error was corrected in BROB #2." ((This will teach us to copy something from another 'zine without checking it out thoroughly. Thanks, John -- and our apologies to any of our readers who might have been confused by our error. --ed.))

DIPLOMACY PSYCHOANALYSIS
by Jared Johnson

I authored an article entitled "AH Psychoanalysis" in the May, 1967 issue of the AH GENERAL. Now I have turned my attention to Diplomacy and have prepared a similar test to give you some personal insight into just what type of Diplomacy player you really are.

1. The country you like to play best is: (a) Italy, because it's a greater challenge to win with it, and if you lose you have an excuse; (b) Austria, for same reason as for Italy; (c) Russia, because you are a Red sympathizer; (d) Turkey, because you need an initial advantage over everyone else if you are to have the slightest chance of winning.

2. The country you dislike most to play is: (a) Russia, because you are an ardent member of the John Birch Society; (b) France; (c) England, because you have hydrophobia; (d) Germany, because you have claustrophobia.

3. A successful Diplomacy player must be: (a) ruthless; (b) shrewd and calculating; (c) unscrupulous; (d) a compulsive liar; (e) all of the above.

4. You have just drawn a green army out of the hat, meaning you are stuck with Italy. Your first reaction is: (a) sudden nausea; (b) a feeling of utter hopelessness and despair; (c) a feeling of violent hostility toward the person holding the hat; (d) joy, because you have never played the game before and green is your favorite color.

5. During every game of Diplomacy: (a) you have the strange suspicion that everyone is plotting against you because you are paranoiac; (b) you have an obsession with straightening all of the pieces on the board, because you believe that touching a piece gives you some mystical power and control over it; (c) your blood pressure hits a new high; (d) you are on the verge of a nervous breakdown.

6. The best ally is a player who is: (a) rational and competent; (b) stupid, naive, and trusting; (c) your younger brother; (d) someone you are blackmailing.

7. A dangerous place for a German is: (a) Burgundy; (b) Tyrolia; (c) Galicia; (d) Munich; (e) anywhere on the board.

8. Diplomacy is: (a) the conducting of honorable relations between nations (Webster's); (b) the art of saying what you don't mean and meaning what you don't say; (c) a polite and socially acceptable way of destroying your enemies.

9. The shortest distance between two points is: (a) right through the enemy; (b) usually dangerous.

10. When someone double-crosses you in a game, you: (a) have an emotional breakdown; (b) throw a tantrum, knock the board off the table, and scatter the pieces and other players around the room; (c) do everything possible to effect the downfall of the #%$*#%# responsible for your defeat; (d) wait for him in some dark alley.

11. Legitimate tactics to use in Diplomacy are: (a) giving your opponents pens filled with disappearing ink to use in writing their orders; (b) attempting to peek at your opponents' orders as they write them; (c) bugging parts of the house so you can listen to secret conversations in the corners; (d) anything you can think of.

12. A good thing to remember while playing Diplomacy is: (a) actions speak louder than words; (d) don't enumerate your supply centers until the process of capture has been fully realized; (c) when you're #2 (or #3 or #4 or....) you try harder; (d) you have nothing to fear but fear itself.....and your faithful allies.

13. A foolproof plan for winning in Diplomacy is: (a) B and C; (b) A, but not D; (c) all of the above; (d) none of the above; (e) some of the above; (f) C, D, and E.

14. The following pretty well describes your average progress in a Diplomacy game as the number of units on the board after each fall turn: (a) 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, ...; (b) 3, 6, 9, 12, 15, 18; (c) 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 6, 0; (d) 3, 0, ...

15. When you are fatally backstabbed by an ally you: (a) become calmly resigned to your inevitable fate; (b) instigate an all-out attack by the other players against your ex-ally and try to postpone your own end as long as possible, so you can have the satisfaction of seeing him go out of the game before you; (c) pull out your trusty switchblade to return the favor.

16. When all of your beautiful plans have failed and your position is crumbling, you: (a) become hyperactive, bouncing up and down in your seat, smacking your fists together, and yelling, "Someone will pay!"; (b) become severely depressed; (c) withdraw into a catatonic schizophrenic state; (d) sit there quietly staring at the wall and repeating over and over, "It's only a game....it's only a game....it's only a game...."

17. If you could make just one change in the Diplomacy board, it would be to: (a) make Berlin and Denmark adjacent; (b) add another supply center in Piedmont to give Italy a decent chance; (c) make Switzerland passable; (d) build a land-bridge from London to Belgium; (e) drain the Black Sea; (f) sink England into the ocean; (g) your advantage.

18. You have problems playing Diplomacy because: (a) you identify with George Washington and....; (b) the very essence of the game violates your moral and ethical code; (c) you feel that destruction on the game board will symbolize your own destruction in real life.

19. You have more problems playing Diplomacy because: (a) you have feelings of inadequacy, insecurity, and inferiority; (b) you are inadequate, insecure, and inferior; (c) every time you make a deal with someone your nose grows.

See below for results of Psychoanalysis test.

- -

Results of Diplomacy Psychoanalysis Test:

If you have many A and B answers, this means you are acquiescent and tend to accept and believe the first thing you are told. You will be a lousy Diplomacy player. If you have many C and D answers, this means you are extremely sceptical, and do not accept anything until you have run out of alternatives. You will make an excellent Diplomacy player. If you are in-between you are wishy-washy.
Furthermore, it is recommended that anyone who found more than ten applicable answers switch to something less taxing, like tic-tac-toe, or tiddly-winks.
As a matter of fact, anyone who took this test seriously and actually wrote down answers for all the questions, had best report to the nearest sanitarium as soon as possible.

Any suggestions for improving this test and making it a more effective tool for clinical diagnosis should be addressed to the author, Jared Johnson, 1548 Rochelle Drive, Chamblee, Georgia, 30005. He will answer all letters as soon as he gets out.

HYPERECONOMIC DIPLOMACY

See map on following page. Before reading further, make sure following changes have been made on map:

1. In GERMANY, in province of Hanover, draw line from point on coast of Heligo-land Bight just south of border line, to point on Pomeranian border just north of "P" in "Pomerania, so that Hanover no longer borders on Baltic Sea. Label the province thus created "Schleswig-Holstein" (may be abbreviated "S-H" on map). Schles-wig-Holstein thus borders on DENMARK, Pomerania, Hanover, Heligoland Bight, and the Baltic Sea.

2. In lower right-hand corner of map, label bit of sea-province showing between Laristan (PERSIA) and Mesopotamia (TURKEY) "Persian Gulf".

3. Below word "ICELAND", add "(Den)".

4. Below word "TRIPOLI", add "(Tur)".

5. Draw a line from SW tip of PORTUGAL to left-hand edge of map, labelling new sea-province formed south of line "South Atlantic Ocean". The newly-formed South Atlantic Ocean borders on the Mid-Atlantic Ocean, PORTUGAL, Andalucia (West Coast), GIBRALTAR, the Western Mediterranean, and MOROCCO.

6. Draw a line from the southern tip of Sicily, passing under the words "Ionian Sea", to the western tip of CANDIA, and label the new sea-province formed north of line "Southern Mediterranean". The Southern Mediterranean borders on Sicily, the Ionian Sea, CANDIA, the Eastern Mediterranean, TRIPOLI, TUNIS, the Gulf of Gabes, and the Tyrrhenian Sea.

7. Draw a line from the eastern coast of Sardinia, just below the "r" in "Sardinia", to the northern coast of Sicily, just above the "S" in "Sicily", labelling the newly-formed sea-province the "Gulf of Gabes". The Gulf of Gabes borders on the Tyrrhenian Sea, the Western Mediterranean, the Southern Mediterranean, Sardinia, Sicily, and TUNIS.

Country-by-Country province breakdown on map is as follows:
  Major Powers --
      AUSTRIA-HUNGARY: Austria, Bohemia, Bosnia, Galicia, Hungary, Transylvania,
          Tyrolia (7 provinces).
      FRANCE: Avignon, Brittany, Burgundy, Corsica, Gascony, Orleans, Picardy (plus
          territories: ALGERIA, TUNIS) (7 provinces, 2 territories).
      GERMANY: Bavaria, Hanover, Pomerania, Prussia, Ruhr, Schleswig-Holstein,
          Silesia (7 provinces).
      ITALY: Apulia, Calabria, Piedmont, Rome, Sardinia, Sicily, Tuscany, Venetia
          (8 provinces).
      RUSSIA: Archangel, Caucasia, Crimea, Finland, Kharkov, Livonia, Novgorod,
          Poland, Siberia, Turkestan, Ukraina, Vologda (12 provinces).
      TURKEY: Adana, Adrianople, Armenia, Mesopotamia, Salonika, Syria, Trebizond
          (plus territories: CANDIA, TRIPOLI) (7 provinces, 2 territories).
      UNITED KINGDOM: Aberdeen, Clyde, Ireland, Kent, Lancashire, Wales, Yorkshire
          (plus territories: CYPRUS, EGYPT, GIBRALTAR) (7 provinces, 3 territories).
  Major Neutrals --
      BELGIUM, HOLLAND, NORWAY (Thulia, Tromso, Trondjhem), PERSIA (Astrabad, Azerbijan,
          Laristan), PORTUGAL, RUMANIA, SPAIN (Andalucia, Aragon, Castile), SWEDEN (Goth-
          land, Norrland, Sveland), SWITZERLAND (9 Major Neutrals).
  Minor Neutrals --
      ARABIA, BULGARIA, DENMARK (plus territory: ICELAND), GREECE, MONTENEGRO,
          MOROCCO, SERVIA (7 Minor Neutrals, 1 territory).
  Sea-Provinces --
      Adriatic Sea, Aegean Sea, Arctic Ocean, Baltic Sea, Caspian Sea, Eastern Medi-
          terranean, English Channel, Gulf of Bothnia, Gulf of Gabes, Gulf of Lyon,
          Heligoland Bight, Ionian Sea, Irish Sea, Mid-Atlantic Ocean, North Atlantic
          Ocean, North Sea, Norwegian Sea, Persian Gulf, Skagerrak, South Atlantic
          Ocean, Southern Mediterranean, Tyrrhenian Sea, Western Mediterranean (24
          sea-provinces).

Note that Schleswig-Holstein has only one coast (because of the Kiel Canal, denoted on the map by the broken line running from the Baltic Sea to the Heligoland Bight); naval units thus may go from the Baltic Sea to Schleswig-Holstein to the Heligoland Bight, and vice versa. Naval units may also go from the Black Sea to Adrianople to the Aegean Sea, and vice versa, and from the North Sea to DENMARK to the Baltic Sea, and vice versa. Army and naval units may both move from DENMARK to Gothland, and vice versa; from Corsica to Sardinia, and vice versa; and from Calabria to Sicily, and vice versa. Movement directly between GIBRALTAR and MOROCCO, however, is forbidden.

Provinces having more than one coast are:
  Andalucia (2 -- East and West).
  Archangel (2 -- North and South).
  Caucasia (2 -- East and West).
  Kharkov (3 -- East, South, and West).
  Salonika (3 -- East, South, and West).

The Rules (Provisional) --
  1. Except as noted below, the rules of Regular Diplomacy as published by Games Research, Inc., apply.

  2. Except as noted below, DIPLOMANIA House-Rules, as published in DIPLOMANIA #18, also apply.

  3. Every nation on the board has manpower and gold reserve factors available to it at the start of the game, as follows:

Country	Manpower Factors	Gold Factors
Major Powers and Territories:		
AUSTRIA-HUNGARY	112	157
FRANCE	98 (⁄ 4)	134
ALGERIA	10	4
TUNIS	4	2
GERMANY	140	180
ITALY	80	124
RUSSIA	322	163
TURKEY	98	101
CANDIA	1	4
TRIPOLI	2	2
UNITED KINGDOM	102 (⁄ 4)	133
CYPRUS	1	6
EGYPT	26	4
GIBRALTAR	1	--
Major Neutrals:		
BELGIUM	18	32
HOLLAND	12	32
NORWAY	6	19
PERSIA	10	14
PORTUGAL	12	11
RUMANIA	16	11
SPAIN	46	42
SWEDEN	12	22
SWITZERLAND	8	16
Minor Neutrals and Territories:		
ARABIA	10	2
BULGARIA	8	7
DENMARK	4	7
ICELAND	1	2
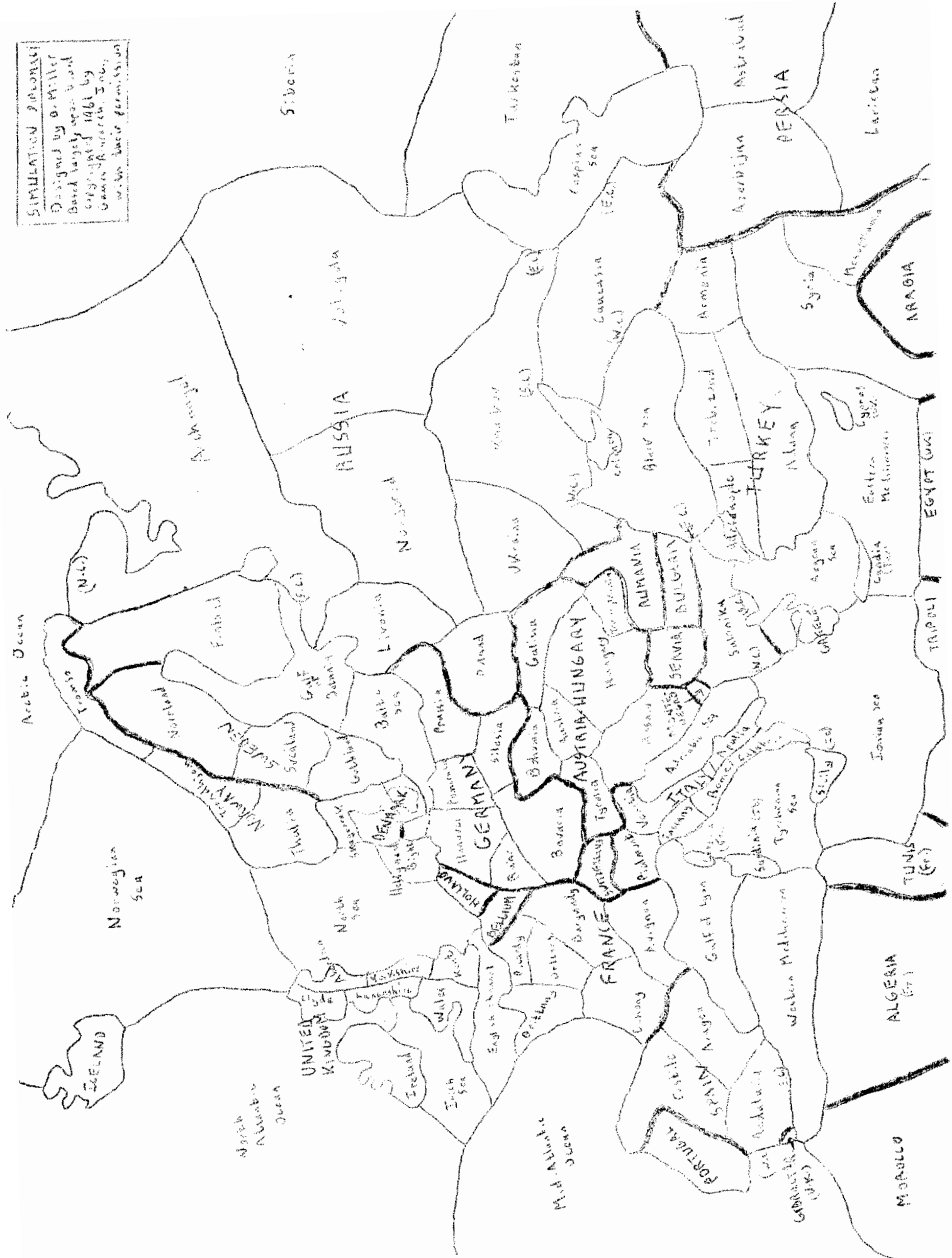
Country	Manpower Factors	Gold Factors
Minor Neutrals (cont.):		
GREECE	6	7
MONTENEGRO	2	2
MOROCCO	2	2
SERVIA	6	6

4. Every nation on the board has agricultural and industrial factors "in stock" at the beginning of the game, as follows:

Country	Agricultural Factors	Industrial Factors
Major Powers and Territories:		
AUSTRIA-HUNGARY	64	62
FRANCE	68	44
ALGERIA	4	-
TUNIS	2	-
GERMANY	60	80
ITALY	64	40
RUSSIA	106	38
TURKEY	56	30
CANDIA	4	-
TRIPOLI	2	-
UNITED KINGDOM	34	66
CYPRUS	4	2
EGYPT	4	-
GIBRALTAR	-	-
Major Neutrals:		
BELGIUM	8	16
HOLLAND	8	16
NORWAY	10	6
PERSIA	8	4
PORTUGAL	8	2
RUMANIA	8	2
SPAIN	24	12
SWEDEN	10	8
SWITZERLAND	4	8
Minor Neutrals and Territories:		
ARABIA	2	-
BULGARIA	4	2
DENMARK	4	2
ICELAND	2	-
GREECE	4	2
MONTENEGRO	2	-
MOROCCO	2	-
SERVIA	2	2

5. Every province, territory, and Minor Neutral on the board has an agricultural value and an industrial value assigned to it at the start of the game, as follows:

Province, etc.	Agricultural Value	Industrial Value
Major Powers and Territories:		
AUSTRIA-HUNGARY	32	31
Austria	2	6
Bohemia	8	8
Bosnia	4	4
Galicia	8	1
Hungary	4	2
Transylvania	2	6
Tyrolia	4	4

Province, etc.	Agricultural Value	Industrial Value
FRANCE	34 (/3)	22
Avignon	4	2
Brittany	6	2
Burgundy	8	4
Corsica	4	-
Gascony	6	2
Orleans	4	4
Picardy	2	8
Territories:		
ALGERIA	2	-
TUNIS	1	-
GERMANY	30	40
Bavaria	8	6
Hanover	4	8
Pomerania	8	2
Prussia	2	8
Ruhr	2	8
Schleswig-Holstein	2	2
Silesia	4	6
ITALY	32	20
Apulia	4	1
Calabria	8	2
Piedmont	4	6
Rome	2	2
Sardinia	2	-
Sicily	4	1
Tuscany	4	4
Venetia	4	4
RUSSIA	53	19
Archangel	4	1
Caucasia	1	2
Crimea	4	1
Finland	6	1
Kharkov	4	2
Livonia	6	2
Novgorod	4	2
Poland	6	2
Siberia	4	2
Turkestan	2	1
Ukraina	8	2
Vologda	4	1
TURKEY	28 (/3)	15
Adana	2	2
Adrianople	6	6
Armenia	4	1
Mesopotamia	2	-
Salonika	8	4
Syria	4	-
Trebizond	2	2
Territories:		
CANDIA	2	-
TRIPOLI	1	-
UNITED KINGDOM	17 (/4)	33 (/1)
Aberdeen	4	4
Clyde	1	6
Ireland	4	2
Kent	2	4
Lancashire	2	8

Province, etc.	Agricultural Value	Industrial Value
UNITED KINGDOM (cont.)		
Wales	2	8
Yorkshire	2	1
Territories:		
CYPRUS	2	1
EGYPT	2	—
GIBRALTAR	—	—
Major Neutrals:		
BELGIUM	4	8
HOLLAND	4	8
NORWAY	$\frac{5}{2}$	$\frac{3}{2}$
Thulia	1	—
Tromso	1	—
Trondjhem	2	1
PERSIA	$\frac{4}{1}$	$\frac{2}{-}$
Astrabad	1	—
Azerbijan	2	—
Laristan	1	1
PORTUGAL	4	1
RUMANIA	4	1
SPAIN	$\frac{12}{4}$	$\frac{6}{2}$
Andalucia	4	2
Aragon	4	2
Castile	4	2
SWEDEN	$\frac{5}{2}$	$\frac{4}{1}$
Gothland	1	1
Norrland	1	1
Svealand	2	2
SWITZERLAND	2	4
Minor Neutrals and Territories:		
ARABIA	1	—
BULGARIA	2	1
DENMARK	2 (+1)	1
Territory:		
ICELAND	1	—
GREECE	2	1
MONTENEGRO	2	—
MOROCCO	2	—
SERVIA	2	2

6. Units of time shall be seasons, of which there shall be four each game-year:
Winter, Spring, Summer, and Fall, in that order. The game begins in Winter, 1900.

7. Everything which takes place in the game costs something in terms of manpower,
gold, agricultural, and/or industrial factors.

8. Costs are assessed at the end of each season, before yields and other income
are credited.

9. Yields and other income are credited at the end of each season, after costs
have been assessed. Yields go to the country which holds a province at the end of
a season, provided that both of the following conditions are true:
    a. The province was not attacked during the season.
    b. The country held the province at the beginning of the season.
If a province changes hands, or is attacked during a season, there is no yield from
that province for that season.

The "owner" of a province is considered to be the last nation to physically occupy it.

10. Manpower Factors -- "Manpower" factors (M) shown in table under rule #3, above, represent total manpower available at the start of the game for possible military service. Additional manpower is gained during game (through the "coming of age" of persons underage at start of game) at the following rates:

  Minor Neutrals: $\frac{1}{2}$ factor each Winter after 1900.

  Major Neutrals: $\frac{1}{2}$ factor each Winter after 1900, and $\frac{1}{2}$ factor each Summer.

  Major Powers (except FRANCE and the UNITED KINGDOM): $\frac{1}{2}$ factor each season.

  FRANCE: Has available at start of game 4 manpower factors in ALGERIA. Gains an additional $\frac{1}{2}$ factor each Summer and each Winter through 1903 (excepting Winter, 1900); these additional factors must enter the game in ALGERIA.

  UNITED KINGDOM: Has available at start of game 4 manpower factors in EGYPT. Gains an additional factor each Summer and each Winter through 1903 (excepting Winter, 1900); these additional factors must enter the game in EGYPT.

  Note: FRANCE gains the additional "colonial" manpower factors whether or not ALGERIA remains in her hands during this period; however, these factors may only be used (and may be used at any point in the game after they have been earned) when ALGERIA is held by FRANCE. The same applies with respect to the UNITED KINGDOM and the EGYPTIAN factors.

  Also note that factors may only be used in whole units; $\frac{1}{2}$-factors earned must be allowed to accumulate into full factors before they are available.

  Finally, note that territorial manpower factors (except as noted above for FRANCE and the U.K.) may only be used to build armies, and these armies may not move or attack beyond the borders of the particular territory to which they were charged. (These territorial armies are designated by the abbreviation "TA".) Support for territorial armies, in terms of gold, agricultural, and industrial factors, is the responsibility of the nation in control of the territory, although any resources available within the territory may be applied to these costs. A TA is equal to a Corps in costs and in military capabilities.

Manpower factors are charged when something is built, at the following rates:

  Arsenal or Shipyard: 1

  Corps, Task Force, or TA: 3

  Home Guard: 1

Thereafter, as long as the unit or complex is in existence, the manpower factors are tied up in it. If a "destroy" order is successfully written by the builders of an arsenal or shipyard, the manpower factor from that arsenal or shipyard will be returned to the total manpower "pool" of that nation. If a "demobilize" order is written, the manpower from the unit being demobilized is returned to the "pool". Manpower factors lost to a player through "surrender" are only available to him if and when he is able to "free" the captured unit. Manpower factors lost through casualties from a battle do not return to the "pool", but are permanently removed from the game.

11. Gold Factors -- "Gold" factors ($) represent the total "money" (gold reserves, international credit, etc.) available at the start of the game. This figure does not automatically increase or decrease during the game, but changes only as the direct result of expenses, earnings, sales, investments, purchases, loans, or the like which take place during the game.

Fixed costs and charges are as follows:

  Building Costs (one-time assessments):

    Arsenal or Shipyard: 1

    Corps or TA: 2

    Task Force: 4

  Maintenance Costs (assessed each season):

    Arsenal or Shipyard: $\frac{1}{2}$

    Corps, Task Force, or TA: 1

Other Costs (assessed per action):
  Retreat: ½
  No-Retreat: Total value of unit
  Surrender: ½
  Destroy: Total value of unit
  Demobilize: ½ or 1 (see rule #21)
  Load or Board: 0
  Unload or Disembark: 0
  Guard: 0

12. Agricultural Factors -- "Agricultural" factors (Ag) shown in table under rule #5, above, are yielded each season except Winter, to whoever occupies a particular province or Minor Neutral. Winter yields are one-half amount shown in table under rule #5, rounded to nearest whole factor (in favor of player).

Agricultural factors are assessed, during the play of the game, as follows:
  Building Costs (one-time assessments):
    Arsenal or Shipyard: 4
    Corps, Task Force, or TA: 10
  Maintenance Costs (assessed each season):
    Arsenal or Shipyard: 2
    Corps, Task Force, or TA: 5
  Other Costs (assessed per action):
    Retreat: 4
    No-Retreat: Total value of unit
    Surrender: Total value of unit
    Destroy: Total value of complex
    Demobilize: 2 or 4 (see rule #21)
    Load or Board: 0
    Unload or Disembark: 0
    Guard: 1 per manpower factor guarded

13. Industrial Factors -- "Industrial" factors (I) shown in table under rule #5, above, are yielded each season, without variation, to whoever occupies a particular province or Minor Neutral.

Industrial factors are assessed, during the play of the game, as follows:
  Building Costs (one-time assessments):
    Arsenal or Shipyard: 7
    Corps or TA: 14
    Task Force: 20
  Maintenance Costs (assessed each season):
    Arsenal: 1
    Shipyard: 2

Corps, Task Force, or TA:	On "home" territory (rule #17)	On "Foreign" Terr.
Standing, not attacked	2	3
Standing, attacked	3	4
Holding, not attacked	4	5
Holding, attacked	5	6
Moving, unopposed	3	4
Moving, opposed	4	5
Attacking, unopposed	5	6
Attacking, opposed	7	8
Supporting, support not needed & position not attacked	4	5
Ditto, but position attacked	5	6
Supporting, support needed	6	7

<u>Other Costs</u> (assessed per action):
    Retreat: 4
    No-Retreat: Total value of unit
    Surrender: Total value of unit
    Destroy: Total value of complex
    Demobilize: 2 or 4 (see rule #21)
    Load or Board: 0
    Unload or Disembark: 0
    Guard: 1

14. At the start of the game, there are no arsenals, shipyards, or military units of any kind on the board.

15. A "State of War" exists throughout Europe as soon as any <u>Major Power</u> takes any one of the following actions:
    a. Crosses or attempts to cross the border of any other nation, whether a Major Power or a Neutral, unless an "Alliance" (see rule #34) exists between the two nations involved.
    b. Masses a full Army in a province bordering on the territory of any other nation, whether a Major Power or a Neutral, except where an Alliance exists.
    c. Places a full Fleet in a sea-province bordering on any other nation, except where an Alliance exists.
    d. Blockades the ships of any other nation (see rule #34).
    e. Merely issues a "declaration of war" against any other nation.

At the beginning of the season following the creation of a "State of War", all the Neutrals (both Major and Minor), except those which already have Regular military units in existence, are automatically "armed" -- that is, a standing defensive unit or "Home Guard" (H) comes into existence in each province of that nation, without charge to any of the nation's gold, agricultural, or industrial reserves, and without seasonal charge (i.e., it "lives off the land"); a charge of 1 manpower factor will be made for each Home Guard created.
                             This "Home Guard" is a purely defensive force, equal to a Corps in strength. Once created, a Home Guard unit may not be moved -- and if a Regular military unit should be created within that nation, all Home Guard units within that nation are immediately disbanded (again, at no cost to the nation), with their manpower factor(s) returned to the pool. (Note that the manpower factors tied up in Home Guard units may be used in the creation of Regular units; the dissolution of a Home Guard unit takes place <u>simultaneously</u> with the creation of a Regular unit.)

16. The basic army unit is the Corps (C); the basic naval unit is the Task Force (T). Two Corps comprise an Army (A); two Task Forces make up a Fleet (F). No more than one Corps or Task Force may be <u>raised</u> (built) in any one province at a time, although as many as 4 Corps or Task Forces, or any combination of both, may <u>exist</u> in the same province at the same time. A Corps may be raised in any home province in which there is an arsenal. A Task Force may be built in any home province with a sea-coast, in which there is a shipyard (see rules 17 and 19).
    <u>Building Costs</u> (one-time assessments):

Unit	Manpower	Gold	Agricultural	Industrial
Corps or TA	3	2	10	14
Task Force	3	4	10	20

    Maintenance Costs (assessed each season):

Unit	Manpower	Gold	Agricultural	Industrial[*]
Corps or TA	-	1	5	2 to 8
Task Force	-	1	5	2 to 8

        [*]See Rule #13.

Note: To expedite the writing of orders, and to help the GM keep the battle situation sorted out, units must be given a numerical designation at the time they are created. Corps and Task Forces should be assigned Roman numerals, starting with Roman Numeral "I" with the first unit built by each country, and proceeding from there in numerical order as new units come into existence (e.g., IC, IIF, IIIF, IVC, etc.). Armies and Fleets, when formed, should be assigned the ordinals of Arabic numerals, also beginning with "1st" and proceeding in order (e.g., "1st A", "2nd A", "3rd F", etc.). Territorial Armies use the same numbering system as do Corps and Task Forces.

17. An arsenal (L) must be built in a province before a Corps can be raised in that province. A shipyard (Y) must be built in a province before a Task Force can be assembled in that province. Once built, an arsenal (shipyard) can be used any number of times for building a Corps (Task Force). An arsenal (shipyard) can only be destroyed by a "destroy" order, written by the player who occupies the province in which the arsenal (shipyard) is located at the start of the season in which the order is written (see rule #20). Both an arsenal and a shipyard may co-exist in the same province, but they must be built in different seasons.

Building Costs (one-time assessments):

Unit	Manpower	Gold	Agricultural	Industrial
Arsenal	1	1	4	7
Shipyard	1	1	4	7

Maintenance Costs (assessed each season):

Unit	Manpower	Gold	Agricultural	Industrial
Arsenal	–	$\frac{1}{2}$	2	1
Shipyard	–	$\frac{1}{2}$	2	2

18. If an arsenal (shipyard) is captured, the captor may not use it for building. However, he does have three options:
   a. "Man" it (at the cost of 1 manpower factor).
   b. Destroy it (to keep it from falling into enemy hands again).
   c. Leave it unmanned.
The captor may advise the GM that he is manning or destroying the arsenal (shipyard) at the beginning of the season following the season in which it was captured, or at the beginning of any season thereafter -- and he may change his option (except the option to destroy, of course) at the beginning of any season thereafter. In the absence of any specific instructions to the GM, the installation will be treated as "unmanned".

   If the captor gives a "Man" order, he is immediately charged one manpower factor, but for every season thereafter, for as long as the arsenal/shipyard is manned, the "maintenance" costs of any of the captor's units which are either in or one province away from the province in which the arsenal (shipyard) is located are reduced to the same amount as the maintenance costs of similar units which are stationed in "home" territory ("home" territory is defined as a home land-province, or a province adjacent thereto, whether sea or land).

   (Note that the manpower of a captured arsenal (shipyard) is automatically returned to the manpower "pool" of its builder, at the end of the season in which the arsenal (shipyard) is captured.)

19. An order to build (b) an arsenal or shipyard may be written in any season, beginning in Winter, 1900. An order to build (b) a Corps or Task Force may be written in any season, beginning in Spring, 1900. Builds for which orders are written take place at the end of a season. Build orders fail if:
   a. The province in which the build is ordered is attacked during the season at the end of which the build was to take place.
   b. The nation ordering the build has insufficient economic or manpower factors to pay for the build.

c. A Corps or Task Force is ordered built in a province in which there is no arsenal or shipyard, respectively.

d. The build was ordered in a province which was not occupied by the person writing the order at the start of the season.

e. The build was ordered in a province other than a home land-province of the builder.

f. The order was incorrectly written.

There is no penalty for a build-order which fails, no matter what the reason for the failure.

20. An order to destroy (ds) an arsenal or shipyard may be written in any season by any player who has a unit in the same province as the arsenal or shipyard at the start of the season. The "destroy" order may be written in addition to any other order given for the unit(s) in that province, and takes effect at the start of the season in which ordered.

There is no cost to the player writing a destroy order, except that the total industrial, agricultural, and gold value of the complex is permanently lost to its builder. If a complex is manned at the time it is destroyed, its manpower factor is returned to the manpower "pool" of the country which was manning the installation at the time of its destruction.

21. An order to "demobilize" (dm) a Corps or Task Force may be written in any season by any player, and may be written for any Corps or Task Force the player has on the board. A demobilization order is effective at the beginning of the season in which it is given, except that any factors returned to the nation's "reserves" as a result of the demobilization may not be used by that nation until the season following the season in which the order was given (unless the demob occurred in a home province, in which case the factors are available for re-use at the end of the season in which the demob occurred).

All of the manpower factors of a demobilized unit are returned to that unit's owner's manpower "pool". However, the owner of the demobbed unit will be charged ½ gold factor, 2 agricultural factors, and 2 industrial factors for each unit demobbed in home territory, and 1 gold factor, 4 agricultural factors, amd 4 industrial factors for each unit demobbed in foreign territory.

An Army or Fleet may not be demobilized in a single season, although one of the two Corps or Task Forces comprising it may be demobbed in one season, and the other in the next season. Only one Corps or Task Force may be demobbed in a single province at the same time.

22. Casualties are assessed (in manpower factors) only in situations where an "attack", "hold", or "support" order is involved, as shown in the following table:

Order Given:	Move	Attack	Hold	Stand	Support
Opposed by:					
Standing Unit	–	2	N/A	N/A	N/A
Holding Unit	1	4	N/A	N/A	N/A
Attacking Unit	1	2	2	2	2
Moving Unit	–	–	–	–	–
Supporting Unit	–	2	N/A	N/A	N/A

Note: If "support" order is given to unit in support of an attack against a "holding" or "standing" unit, there is a manpower assessment of 1 factor if the support is used.

Casualties are computed per season, for each province involved in a battle, regardless of how many units are in the province. These manpower factors are generally assessed to the manpower "pool" of a nation, rather than to individual units, as it is assumed that reinforcements are always available. However, if a "surrender" order

is written, casualties are assessed directly to the units involved, but at $\frac{1}{2}$ the normal rate. The captured unit is then at less than full strength (see rule #31).

23. "Move" Orders -- A "move" order (mo) is given when a player merely wants to move a unit from one province to another (avoiding combat if possible). A unit which is ordered to "move" may not be supported in place in the province from which it is moving, nor may it be supported into the province to which it is ordered to move. Only one Corps or Task Force at a time may be ordered to "move" from any one province into a particular adjoining province during the same season. A "move" order is stood off, and has no effect on, a province in which a unit is ordered to "stand", "hold", or "support", or into which a unit is ordered to "attack" -- but it does stand off (and is itself stood off by) another unit which is ordered to "move" into the same province. If the province from which a unit ordered unsuccessfully to move is itself attacked in the same season, the unit which tried unsuccessfully to move is treated defensively as a "standing" unit. A "move" order may be written during any season.

Seasonal assessments (per Corps or Task Force ordered to move) over and above the seasonal "maintenance" costs described in rules 10-13 are as follows:

	Manpower*	Gold	Agricultural	Industrial@
If unopposed	–	–	–	3 or 4
If opposed	0 or 1	–	–	4 or 5

*See rule #22.   @See rule #13.

24. "Attack" Orders -- An "attack" order (at) means just what its name implies -- i.e., that the player writing the order wishes to attack an adjoining province, overcoming any enemy opposition and occupying the province, if possible. A unit which is ordered to "attack" may not be supported in place in the province from which it is attacking, but it may be supported into the province to which it is ordered. Attack orders may not be given to units other than Armies (2 Corps) or Fleets (2 Task Forces), and only one Army or Fleet may attack a given province at the same time from the same province. An attack order may be written during any season.

An attack is successful, and any units in the province under attack are dislodged, if the combined number of attacking and supporting (i.e., with support uncut) Corps and Task Forces is equal to two times or more the combined number of defending and supporting (with support uncut) Corps and Task Forces. (Note that two or more attacks of "equal" force upon the same province at the same time stand each other off, without dislodging the defending unit(s) -- with casualties and battle costs to the defender being computed at single-battle costs, multiplied by the number of separate attacks, total costs not to exceed total value of unit. (If total value of unit is assessed, of course, defender is annihilated.))

Seasonal assessments (per Army or Fleet ordered to attack) over and above the seasonal "maintenance" costs described in rules 10-12, are as follows:

	Manpower*	Gold	Agricultural	Industrial@
If unopposed	–	–	–	10 or 12
If opposed	2 or 4	–	–	14 or 16

*See rule #22.   @See rule #13.

25. "Support" Orders -- A "support" order (sp) may be written for any unit of any size. Support may be given to any Army or Fleet for which an "attack" order has been written (support must be given to province being attacked), provided that the unit giving support could itself have moved to the province which is under attack. Support may also be given to a unit which is ordered to "hold" or "support". Support may not be given to a unit which is ordered to "move", or to a unit which is ordered to "stand"; nor may a unit which is ordered to "attack" be supported in place in the province from which it is attacking. A unit which is giving support may itself be supported in place by another unit.

If the province from which support is being given is itself attacked (unless the attack on the supporting province is coming from the province to which the support is being directed, and the supporting unit is not dislodged), the number of Corps or Task Forces giving support is reduced by the number of Corps or Task Forces attacking the supporting province, minus the number of other units in the supporting province which are themselves either supporting the supporting units, or are simply standing or holding. No support may be cut by a unit which is ordered to "move" rather than "attack". A "support" order may be written during any season.

Seasonal assessments (per Corps or Task Force ordered to "support") over and above the seasonal "maintenance" costs described in rules 10-13 are as follows:

	Manpower	Gold	Agricultural	Industrial[*]
If support is used	1	-	-	6 or 7
If attacked, but support is not used	2	-	-	5 or 6
If not attacked, and support is not used	-	-	-	4 or 5

*See rule #13.

26. "Stand" Orders -- A "stand" order (st) is given when a player wishes to have a unit merely remain in place, without taking any particular action. A unit which is ordered to "stand" may not be supported in place. Also, since it has not "dug in", the seasonal costs per unit are less than those for a unit ordered to "hold". However, if attacked, a unit ordered to "stand" extracts less in the way of casualties from the attacker than does a unit ordered to "hold". Units of any size may be ordered to "stand", and "stand" orders may be written during any season.

A unit which is not ordered (uo) or is incorrectly ordered (in) is treated defensively as if it were ordered to "stand".

Seasonal assessments (per Corps or Task Force ordered to "stand") over and above any seasonal "maintenance" costs described in rules 10-13 are as follows:

	Manpower	Gold	Agricultural	Industrial[*]
If attacked	2	-	-	3 or 4
If not attacked	-	-	-	2 or 3

*See rule #13.

27. "Hold" Orders -- A "hold" order (ho) is given when a player desires to have a unit "dig in" against an expected or possible attack. A unit which is ordered to "hold" may be supported in place. Its seasonal costs are higher than those of a unit which is ordered to "stand", but it extracts more from an attacker in the way of casualties than does a "standing" unit. "Hold" orders may be written for units of any size, and may be written during any season.

Seasonal assessments (per Corps or Task Force ordered to "hold"), over and above any seasonal "maintenance" costs described in rules 10-13, are as follows:

	Manpower	Gold	Agricultural	Industrial[*]
If attacked	2	-	1	5 or 6
If not attacked	-	-	1	4 or 5

*See rule #13.

28. Dislodged Units -- If a unit is dislodged by an attack on the province in which it is situated, it has three choices:

    a. Retreat (see rule #29).
    b. No Retreat (i.e., "fight to the last man") (see rule #30).
    c. Surrender (see rule #31).

The order which tells a unit what to do if dislodged must be written at the same time as the order which tells the unit whether to "move", "attack", "stand", "hold", or "support". If no order (or an incorrect order) is written telling a unit what to do if dislodged, and a unit is dislodged, it is treated as if a "no retreat" order were issued.

28. "Retreat" Orders -- If a "retreat" order (re) is written for a dislodged unit, the order must specify to which province the retreat is to take place, and may name one alternative province (in case the first choice is not possible -- remembering that a dislodged unit may not retreat to a province which is occupied by another unit, which was attacked during that season, or which is specified in another "retreat" order, no matter what the relative strengths of the units involved). If neither choice named in the "retreat" order is possible, the dislodged unit is treated as if a "no retreat" order were given (see rule #30).

Extra assessments (per Corps or Task Force successfully ordered to retreat) above any other costs assessed during the season in which the retreat took place are as follows:

Manpower	Gold	Agricultural	Industrial
-	$\frac{1}{2}$	4	4

These extra costs, of course, are not assessed if a unit is unsuccessfully ordered to retreat, as, in that event, the entire unit will be annihilated (see rule #30), and it will lose its total value in manpower, gold, agricultural, and industrial factors.

30. "No Retreat" Orders -- If a "no retreat" ("fight to the death") order (no) is written for a unit which is dislodged, the dislodged unit is annihilated, with an additional manpower factor of one (1) charged against the victorious unit. A unit which is annihilated loses its total value in manpower, gold, agricultural, and industrial factors. A unit which is dislodged, but for which no order (or an incorrect order) was written telling it what to do if dislodged, is also annihilated, but without the additional one (1) manpower factor assessment against the victor. A unit which is unsuccessfully ordered to retreat because of the battle situation rather than an incorrectly written order does draw the additional one (1) manpower factor assessment against the victor.

31. "Surrender" Orders -- A "surrender" order (su) may be written in lieu of an "action" order, as well as in lieu of a "retreat" or "no retreat" order. If written in lieu of an "action" order, it takes effect if any enemy unit successfully enters the province in which the "surrendering" unit is located, regardless of whether or not the enemy unit was supported. If written in lieu of a "retreat" or "no retreat" order, it takes effect only if the unit for which the "surrender" order was written is dislodged.

If a "surrender" order is successful, the captor must immediately move the captured unit from the province in which the capture took place to any of the captor's home land-provinces in which he has at least one Corps which can serve as "Guard" (G) for the captured unit (PPP -- one "P" for each manpower factor in the captured unit; see below). (Only a Corps may serve as "Guard", and a single Corps may guard any number of captured units of any size.) If a captor has no units in any of his home provinces, he may move the captured unit to any "occupied" province in which he has a Corps. (The initial move of a captured unit to a "prison camp" is made at the beginning of the season following the season in which the capture took place, and in addition to any other action which may be taken during that season.) Thereafter, the captor may move the captured unit only to an adjacent province, and only to one in which he has a unit which can serve as "Guard" (or he may move his "Guard" unit along with the captured unit).

A "Guard" unit may not "attack" or "support" -- it may only "hold", "move", or "stand". A "Guard" unit which is dislodged may not take its prisoners along with it -- nor may it annihilate them.

Note that a captured unit may, if the unit sustained casualties in the battle which resulted in its capture, be at less than full manpower strength. These units will be treated, as far as the captor is concerned, as if they were full units, except that agricultural costs will be computed per captured manpower factor rather than per unit, as described below. Notation for these units will ne one "P" for each manpower factor present (e.g., a 2-manpower factor captured unit would be designated by "PP").

A captured unit is "liberated" if the original owner of the captured unit succeeds in getting a unit of any kind into the same province as the captured unit. The manpower factors of a "liberated" unit are returned to the manpower "pool" of the original owner, at the cost of one industrial factor per manpower factor returned. "Liberated" manpower factors may not be utilized in the raising of new units until one full season has passed since their "liberation".

The owner of a unit which surrenders permanently loses the total value of the unit in agricultural and industrial factors, as well as one-half a gold factor. He loses the total manpower factors of the captured unit until such time as the unit may be "liberated".

The captor of a unit which surrenders is assessed one (1) agricultural factor per season per manpower factor per unit guarded, and one (1) industrial factor for each "Guard" unit (in addition to normal maintenance costs of "Guard" unit), as the cost of maintaining the captured men.

32. To convoy a Corps, a Task Force must first load the Corps on board, then move with it to wherever it wishes to go, and finally unload the Corps at its destination. No more than one Corps may be carried by a single Task Force, and no more than one Army may be carried by a Fleet.

A convoy can only be loaded while both ships and men are in a coastal province. A "load" (lo) order should be written for each naval unit involved, and a "board" (bo) order for each army unit involved (e.g., "IVT Wales lo IC Wales; IC Wales bo IVT Wales"). A "move" order must be written for the combined unit at the same time as the "load" and "board" orders (e.g., "CT Wales mo English Channel"); "loading"/"boarding" and the first move out to a sea-province take place during the same season. (The full order in the above example would thus be: "IVT Wales lo IC Wales; IC Wales bo IVT Wales; CT Wales mo English Channel".) Once loaded, a convoy must go to sea -- it cannot move to an adjacent coastal province. "Load" and "board" orders may be written during any season.

A naval unit which is convoying a unit may not "attack" or "support" -- it can only "move", "hold", or "stand". The only "support" which may be given to such a naval unit is support for it when it is "holding". However, in the case where the convoy unit consists of a Corps aboard a Task Force, rather than an Army aboard a Fleet, an additional Task Force or Fleet could accompany the convoy as an "escort". (Note that all orders written for a convoy consisting of a Corps aboard a Task Force are written for a "CT"; all orders written for an Army aboard a Fleet are written for an "AF". It is not necessary to designate the units by their Roman numerals or Arabic ordinals while they are in a convoy.)

To land, a convoy must move to a coastal province from a sea-province (e.g., "CT English Channel mo Brittany"), then unload (e.g., "IVT Brittany un IC Brittany; IC Brittany dm IVT Brittany", with "un" meaning "unloads", and "dm" meaning "disembarks from"). The move to a coastal province and the disembarkation take place during the same season. The combined order in the above example would thus read: "CT English Channel mo Brittany; IVT Brittany un IC Brittany; IC Brittany dm IVT Brittany". "Unload" and "disembark" orders may be written in any season.

The method of landing troops from a convoy described in the preceding paragraph has the effect of a "move" on the province in which the landing is to take place. If the convoying force wishes to assault the province rather than merely land troops there, then the naval unit remains at sea, and the following sequence of moves would (following the above examples) be written: "IVT English Channel un IC English Channel to Brittany; IC English Channel at Brittany".

If a "move" to sea after a loading is unsuccessful, the loaded army unit remains on board the naval unit until it is ordered off, with the combined unit acting as a single naval unit in case the province in which it is situated is attacked. In the event of an unsuc-

cessful landing attempt, the convoy remains at sea as it was. Any manpower and gold costs assessed to a convoy are split between the army and naval units in the convoy, with odd amounts being assessed to the naval units; exception to this is when the landing force "attacks" rather than merely moving -- in this event, costs accrued for that season which are directly attributable to the "attack" are assessed entirely to the attacking army unit. Any agricultural costs which are over and above the normal seasonal "maintenance" costs are assessed to the individual units in the convoy. Any industrial costs which are over and above the normal seasonal "maintenance" costs are assessed to the naval units only, unless, of course, the entire convoy is annihilated. (Note that the units in a convoy may not surrender.)

33. During any season, any two players may send in a written statement (signed by both players on the same sheet) to the GM for publication, proclaiming the establishment of a "Joint Command", and specifying the individual military units to be placed in said command. Creation of such a command takes place at the beginning of the season which follows publication of the proclamation. Thereafter, the units in that command may co-exist in the same province (with the owner of each unit in the command paying the full "maintenance" and battle costs for his units), and orders for all the units in the command must be sent to the GM on a single sheet of paper, signed by both players. (If only one player sends in an order, or signs the order, all units in the command stand "unordered".) No more than two nations may participate in a single Joint Command.

To dissolve a Joint Command, both players in the command must send in written orders to this effect to the GM, in the same season, with the dissolution to take effect at the end of the season in which the orders are received. A Joint Command may not be dissolved while the two players in the command have any units co-existing in the same province.
Note that the only way that the units of two different nations may exist in the same province at the same time is under a Joint Command. Note also that, under a Joint Command, the naval units of one power could convoy the land units of another power, so that, under a Joint Command, the strengths of one power could complement the weaknesses of another quite nicely.

To protect both players in a Joint Command, the proclamation establishing the command should be made in duplicate, with each player sending to the GM a copy which has been signed by both players. This is the only way the GM can be sure that neither player has altered the agreement after it was signed by the other player.

34. During any season, any two players may send in a written statement (signed by both players on the same sheet) to the GM for publication, proclaiming an "Alliance". Establishment of such an "Alliance" takes place at the beginning of the season following publication of the proclamation. Once an "Alliance" has been established, the troops of either nation may be stationed on, or may pass through, the territory of the other without a "State of War" being created between the two nations. No more than two nations may participate in a single "Alliance".
Where an "Alliance" is in existence, the "maintenance" and battle costs of a unit on the soil of another nation in the "Alliance" are paid for by the owner of the unit (except that the nation on whose soil the troops are situated may, as part of the "Alliance treaty" published by the GM, be required to pay a portion of the "maintenance" costs equal to or less than one-half of the total seasonal "income" of that nation in agricultural, industrial, and gold factors).
As long as an "Alliance" is in effect, the yield from a province on which the troops of the other member are stationed goes entirely to the player who owns the province, unless specified otherwise in the "Alliance treaty".

An "Alliance" may be terminated by:
    a. Jointly, by a written order from both players in the "Alliance", sent to the

GM in the same season, such termination to take effect at the end of the season in which the orders are received.

b. Unilaterally, by a nation which has troops on the soil of the other nation writing an "attack" order on the province in which it is situated (such "attack" is assessed at the same rate as if a "hold" order were written for the attacking unit).

c. Unilaterally, by either nation in the "Alliance" issuing a declaration of war against the other.

d. Unilaterally or jointly, by the length of time (if any) specified in the original proclamation elapsing, without the "Alliance" being reestablished by the issuing of a new proclamation.

Note that, under an "Alliance", the troops of the two nations involved may not co-exist in the same province. The only way in which units of two different nations may co-exist in the same province in through a Joint Command (see rule # 33). To protect both players in an "Alliance", the proclamation establishing the "Alliance" should be made in duplicate, with each player sending to the GM a copy which has been signed by both players. This is the only way the GM can be sure that neither player has altered the agreement after it was signed by the other player.

35. During any season, any two players may send in to the GM a written "trade agreement" (signed by both players on the same sheet) for publication. Such an agreement takes place at the beginning of the season following publication of the agreement. Such agreement may be for one season only, or may span as many seasons as desired. Trade may be in agricultural, industrial, or gold factors, or in any combination of same; manpower factors may not be traded. In addition, a "trade route" must be specified in the agreement, which may be through any combination of connecting land- and sea-provinces, no matter how devious, which are not: a. under control of a nation with which either nation is at war; or, b. blockaded. A nation is at war with another nation when: a. its territory or units have been attacked by that nation, and no "peace treaty" has subsequently been signed by the two nations (on a single sheet of paper, signed by both players) and delivered to the GM; or, b. one of the two nations has declared war upon the other, with no subsequent "peace treaty" being filed with the GM. A "blockade" exists when: a. the trade route must pass through the territory of another nation, and that nation refuses to allow passage; or, b. the trade route must pass through a sea-province which is physically occupied by the naval unit(s) of another nation, and that nation refuses to allow passage. Whenever a trade route passes through the territory or naval units of another nation, a statement from that nation to the effect that it is allowing passage must be received by the GM along with the trade agreement -- and both the trade agreement and the passage statement must be in agreement concerning any penalty or "toll", if any, to be paid by the traders to the nation allowing passage. In the absence of such a written statement with the trade agreement, or in the event of a conflict between the written statement and the trade agreement, the GM will rule that passage has been refused, and the trade cannot take place. A trade agreement is terminated if:

a. One or both of the players in the agreement send a written statement to the GM, breaking off the trade.

b. The length of time specified in the agreement elapses, and the agreement is not renewed.

c. Either player in the agreement declares war upon, or attacks the other.

d. The player allowing passage withdraws this right, or is attacked by, attacks, declares war upon, or has war declared upon it by either of the two players in the agreement.

When notifying the GM of a trade agreement, the parties involved may, if they desire, ask that the GM not publicize the agreement. In this event, the agreement will not be published by the GM, and published tables showing economic factors on hand will not reflect the results of the agreement. However, any party to the agreement (including the player or players through whose territory the trade route runs) may, if he desires, announce the existence of the agreement, in which event the GM will immediately begin to reflect the results of the agreement in the published figures.

For their own protection, to avoid either player altering the trade agreement after the other has signed it, the agreement should be made in duplicate, with each of the two players sending to the GM a copy which has been signed by both players.

36. At the beginning of each season the players may, if they desire, submit "bids" to the GM for the rights to income from "overseas trade". "Bids" for agricultural trade are made in industrial or gold factors (with one gold factor equalling two industrial factors, for the purpose of determining the winning bid). "Bids" for industrial factors are made in agricultural or gold factors (with one gold factor equalling three agricultural factors, for the purpose of determining the winning bid). Manpower and gold factors are not available for bids.

The player submitting the highest bid for agricultural trade gains, at the end of the season in which he bid, one agricultural factor for every 10 agricultural factors spent, in excess of 50, by all of the other nations combined during that season -- with a guaranteed earning of not less than five agricultural factors.

The player submitting the highest bid for industrial trade gains, at the end of the season in which he bid, one industrial factor for every 10 industrial factors spent, in excess of 50, by all of the other nations combined during that season -- with a guaranteed earning of not less than five industrial factors.

Payoffs will not be made on units of less than 10.

37. At the beginning of each season there is available for purchase by each player a limited supply of agricultural factors, equal to 1/20th of the agricultural factors used by all the players combined during the preceding season (with payoff rounded to the nearest whole factor). There is also available for purchase, each season by each player, a limited quantity of industrial factors, equal to 1/20th of the industrial factors used by all the players combined during the preceding season (with payoff rounded to the nearest whole factor). These factors represent supplies available from non-belligerent nations in other parts of the world, and are available for purchase by any nations -- Major Powers and Neutrals -- who can afford to purchase them. These extra factors do not accumulate from turn to turn -- any factors which are not purchased during the season in which they become available are "cancelled" at the end of that season.

Players purchase these extra factors by stating in their orders for that season the amount of extra agricultural factors and/or extra industrial factors (a separate statement must be submitted for each type of factor) they wish to purchase. At the end of that season, the GM will assess the players making the purchases a number of gold factors equivalent to the cost of the agricultural and/or industrial factors being purchased, rounded to the nearest one-half gold factor.

The price to be paid will fluctuate, each season, from 2 to 4 industrial factors per gold factor, and from 3 to 5 agricultural factors per gold factor. This fluctuation will depend upon the actual numbers of industrial and agricultural factors used during the preceding season. If the number of industrial factors used was 70 or less, the rate will be 4 industrial factors per gold factor. If the number used was 125 or more, the rate will be 2 industrial factors per gold factor. If the number used was more than 70 but less than 125, the rate will be 3 industrial factors per gold factor. If the number of agricultural factors used was 150 or less, the

rate will be 5 agricultural factors per gold factor. If the number used was 250 or more, the rate will be 3 agricultural factors per gold factor. If the number used was more than 150 but less than 250, the rate will be 4 agricultural factors per gold factor.

38. During the Winter season of any game-year, players may send to the GM written orders "investing" any amount of gold factors not to exceed five. (No more than 10 factors, total, may be tied up in "investments" by any one nation at any given time.) "Invested" gold factors may only be withdrawn by a written order to the GM during a Fall season; earnings may only be withdrawn during a Fall season. New "investments" begin gaining (gold investments never lose) at the end of the season in which they were "invested", and cease gaining at the end of the season in which they are withdrawn. Earnings are never computed for earnings; only the original "investment" may earn.

Gold factors earn at the rate of 0.1 factor per every five gold factors the GM collects during a given season from all of the players except the "investing" player. Payoffs will not be made on units of less than five. Only whole factors may be withdrawn; fractional earnings remain the property of the "world bank" (GM).

39. During the Winter season of any game-year, players may send to the GM written orders "investing" any amount of agricultural and/or industrial factors in multiples of three. "Invested" factors may not be withdrawn except by written order to the GM during a Fall season. New "investments" begin gaining or losing at the end of the season in which the "invest" order was written, and stop earning or losing at the end of the season in which the withdrawal order was written.

Agricultural factors earn at the rate of one factor for each three "invested", per season in which the "investing" country's "stockpile" of agricultural factors gained, and lose at the same rate per season in which the "investing" country's "stockpile" of agricultural factors declined. "Invested" industrial factors earn and lose at the same rates as agricultural factors, depending upon the gains and losses of the "investing" country's "stockpile" of industrial factors.

Earnings may be withdrawn during any season, through a written order to the GM specifying how much is to be withdrawn. Withdrawn earnings may be used during the season following the one in which they were withdrawn. An order written during any season but Fall fails if the amount specified to be withdrawn is in excess of the amount of "earnings" in the players "account". Earnings which are left in the player's "account" earn and lose at the same rates as the original investment, with the total amount in a player's "account" accumulated and published at the end of each season by the GM.

Fractional gains and losses will be rounded off by the GM to the nearest whole factor at the end of each season, before any withdrawals may take place.

40. The player owning the province of Schleswig-Holstein will be assessed one (1) industrial factor per season. This represents the cost of operating the Kiel Canal.

41. Beginning in Fall, 1900, agricultural factors on hand at the end of each season for each nation are reduced by $\frac{1}{4}$, such reduction coming after costs are assessed, but before yields and other income are credited. This $\frac{1}{4}$ penalty represents the natural deterioration of agricultural products.

42. When a nation -- whether Major Power, Major Neutral, or Minor Neutral -- has no units left on the board and no territory in which to build new units, his remaining manpower factors are eliminated from the game. The player capturing the last province owned by the defeated player (whether home or foreign territory) gains one-half of the remaining gold factors of the defeated nation. The other half stay with the defeated player, who has two seasons after his defeat to negotiate a deal with one of the other players in the game.

If such negotiations are successful, the defeated player may then remain in the game as a "partner" to the player with whom the deal was made, under whatever arrangements are specified in the terms of the deal (said deal being sent to the GM with signatures of both players, on the same sheet of paper -- to be publicized or kept secret, as the players specify). The gold factors taken with the defeated player are added to the treasury of the country in which the defeated player finds exile, to be used in any manner desired by the player whose treasury it is, subject to any special arrangements made as part of the deal.

If the defeated player is unsuccessful in finding a place of exile within two seasons after his defeat, he is permanently eliminated from the game, along with the gold factors he took with him when he was defeated.

A player who is in exile may, if he desires, send in moves for the country in which he is exiled. If the owner of that country should miss his moves, or send them in late, during the same season in which the exiled player submits a properly written and punctual set, the exiled player is considered to have executed a "coup", and he will be recognized by the GM as the ruler of that nation until such time as the ousted ruler is able to execute a counter-coup. (The ousted ruler may, if he desires, exile himself to another country -- with the owner's permission, of course -- in lieu of trying to retake his own nation; by doing so, he will give up all rights to his former nation. An ousted ruler is not eliminated from the game as long as he is trying to retake his own nation, unless he fails to send in orders for three consecutive seasons.)

An exiled player may also set up a "government-in-exile" in any vacant Minor Neutral or province of a Major Neutral, and apply for recognition by the other nations on the board. (By "vacant" is meant no Regular military unit is present in that province.) If a majority of the nations on the board notify the GM that they are "recognizing" the exiled player's government-in-exile, the exiled player is back in the game again, with a new manpower factor assigned to him equal to $\frac{1}{4}$ the factors he had at the time of his defeat, or 5 factors, whichever is smaller. He also has an agricultural and industrial "pool" equal to two times the seasonal yield of that province, and, of course, the gold factors he took with him when he was defeated. Finally, he automatically has a "Home Guard" in his new nation as soon as he is recognized. (He may, of course, call his new nation by any name he desires.)

If any player moves a unit into the province in which a defeated player is attempting to set up a government-in-exile, before that attempted new nation has been recognized by a majority of the other players, the player attempting to form a government is defeated again, giving up half his gold factors to the victor, and must again find exile within two seasons or be permanently eliminated from the game.

43. Switzerland has a special status in the game. It may not be entered by the military forces of any other nation, and it may not itself raise military forces. Its role in the game is a purely economic one -- i.e., it may only trade, invest, loan, borrow, etc.

Any defeated player may, if he wishes, exile himself to Switzerland, but once he has done so, he may never raise another military unit (nor may he overthrow the Swiss government by a coup). His role from then on may only be one of economics.

Any number of defeated players may find permanent exile in Switzerland. The only factors they may take with them to Switzerland are the gold factors they are allowed (by the rules) to take out of their defeated country (i.e., one-half of the remaining gold supply). Upon arrival in Switzerland, $\frac{1}{4}$ of the gold in their possession must be turned over to the Swiss treasury. The remaining gold they may invest, loan, etc., with a separate account of the gold balances of the exiled players in Switzerland being kept by the GM. At the end of each Fall season, the exiled players in Switzerland must pay a "tax" to the Swiss government of $\frac{1}{4}$ of their net earnings during the year just ending.

Once exiled to Switzerland, a player may never leave; however, he may never be ousted from the game, either.

The Swiss government may, if it desires, refuse entry to any defeated player. The only events in which this might possibly occur would be when a player has no gold to bring with him (and so would be a burden upon the Swiss government), or when the Swiss government merely finds the presence of the ruler of a particular nation would be "unbearable" because of the political philosophy, etc., of that ruler.

44. If, at the beginning of any season, a nation has a negative balance in any one of the four factors (manpower, gold, agricultural, or industrial), only "stand" orders may be written for the units of that nation until such time (if ever) that the negative balance has been eliminated.

45. If, at any time after a "State of War" has been created, only one nation has military forces on the board (other than Home Guards) for three consecutive seasons, the war will be declared ended by the GM, with that nation being declared the winner.

46. The Gamesmaster reserves the right to adjust the economic structure, after giving two seasons' notice, if at any time it becomes apparent to him that the economics of the game are too inflationary or too depressed. Players in the game may, at any time, petition the GM to review the economic structure -- but the decision as to whether to adjust or not will be left entirely up to the GM. It is hoped that it will not be necessary for the GM to exercise this power, but, if it is exercised, it will be the responsibility of the GM to use the utmost discretion, and to avoid giving any player an advantage through the adjustment.

47. Abbreviations used in writing orders:

Types of Units:
A -- Army
C -- Corps
F -- Fleet
T -- Task Force
G -- Guard
P -- Captured Manpower Factor
H -- Home Guard
AF -- Army/Fleet Convoy
CT -- Corps/Task Force Convoy
TA -- Territorial Army

Types of Factors:
Ag -- Agricultural
I -- Industrial
M -- Manpower
$ -- Gold

Types of Installations:
L -- Arsenal
Y -- Shipyard

Types of Orders:
at -- attacks
bo -- boards
de -- demobilize
dm -- disembarks from
ds -- destroy
bu -- build
ho -- holds
in -- is incorrectly ordered
lo -- loads
mo -- moves to
no -- no retreat
re -- retreats to
sp -- supports
st -- stands
su -- surrenders
uo -- is unordered
un -- unloads

Well, there you have it. The rules take up a lot of space, mainly because we have tried to cover all contingencies; actually, the rules are, for the most part, fairly simple once the basic concept behind the game has been digested. The rules are offered here for your perusal and comment. The final HYPERECONOMIC rules will be used in SIMULATION DIPLOMACY as well as in a game of HYPERECONOMIC DIPPY. Game-fees in HYPERECONOMIC will be $3 for Major Powers, $2 for Major Neutrals, and $1 for Minor Neutrals (all fees payable at time of application).   DLM

THE POSTAL DIPLOMACY MAGAZINES

("R" indicates 'zine is devoted to Regular Diplomacy; "v" indicates 'zine is devoted to variant Diplomacy games; "Rv" indicates both types of games are present in 'zine; "P" with either "R" or "v" indicates 'zine is devoted to the publication of propaganda only, with no games; "G" indicates magazine is devoted to discussion and the like, with no games; "*" indicates that, to the best of our knowledge, 'zine is accepting players for new games -- check with editor/publisher/Gamesmaster before sending money; ("s/" indicates subscription rate for 'zine; "g/" indicates game-fee; issue numbers or dates when shown indicate only issues of 'zine we have in our collection -- not necessarily all issues published (if anyone has any issues we are missing, we'd be glad to buy them from you); Game-designations are for variant games when a lower-case letter is present in designation, and for Regular games when no lower-case letter is present; all information given is for magazine as currently being published, insofar as is known to us.)

Active Magazines --

A DROITE A GAUCHE (A.D.A.G.) -- Harold A. Naus, 681 I St., Space B-11, Chula Vista, Calif., 92010. Current games: 1966AC (formerly COSTA #5; ran in COSTA #2 for 4 issues); 1966AE (formerly COSTA #7); 1966AG (formerly COSTA #6; ran in COSTA #2 for 4 issues); 1966AH (formerly COSTA #8); 1966AL (ran in COSTA #2 for 4 issues); 1966BB; 1966BC (began in EURALIA); 1967Z; 1967AO; 1967AX (formerly 1967-XC(E-1); became Regular 7-man game with W'01 and transferred to ADAG from T.S. #2); 1967AS; 1968I; 1966Zw (1966-XD; originally in NAME; ran in T.S. #2 for 9 issues); 1966ADw (1966-XA; ran in T.S. #2 for 9 issues); 1968Ebl (1968-XF). Completed games: 1965M (formerly COSTA #2; WON F14, Charles Wells, FRANCE); 1966O (formerly COSTA #4; ran in COSTA #2 for 4 issues; DRAWN W08, Rod Walker, ENGLAND, Charles Turner, FRANCE, Larry Peery (repl. for Jerry Tenney, 1902), TURKEY); 1966AI (formerly COSTA #10; WON W07, John Beshara, RUSSIA); 1966AM (WON F09, Monte Zelazny, GERMANY); 1966AU (WON F09, Buddy Pengergrass, GERMANY); 1967ABas (1967-XE; ran in T.S. #2 for 9 issues; WON W03, John Smythe, FRANCE/AUSTRIA-HUNGARY/RUSSIA). Incorporates COSTA #2 and T.S. #2. Rv; *v; s/$3 for 1 year; g/$3(v), $2(R); issues 1-28. Dittoed.

AEOLUS -- Monte Zelazny, P.O. Box 1062, Melbourne, Fla., 32901. Current games: 1967BA; 1968F. R; *; s/15¢ a copy; g/$3; issues 1-3. Mimeoed. Recommended.

THE ALFHEIM ANNUAL AARDVARK -- Dan Alderson, 6720 Day St., Tujunga, Cal., 91042 (West Coast distributor, Dan Brannan; East Coast distributor, Don Miller; see under ASGARD ADDENDA for addresses and other info). Current game: 1966Qq (Propaganda only; with ASGARD ADDENDA). Pv; issues 1,2. Dittoed.

ARMAGEDDONIA -- James Dygert, 2090 Blackwood Drive, Walnut Creek, Cal., 94596 (pub.); Charles Turner, 24 Boyd Ct., Pleasant Hill, Cal., 94596 (ed.). Includes MISKATONIC UNIVERSITY. Current Games: 1966BG (ARMA-2); 1966BK (ARMA-5); 1967AT (ARMA-7); 1967AY (ARMA-8). Completed Games: 1966M (ARMA-1; formerly COSTA #3; began in T.S./FIDGELY; WON F10. James Dygert, ENGLAND); 1966AQa (ARMA-3; WON F06 by LTA Team: James Dygert, ENGLAND, Clyde Johnson, GERMANY, Brian Bailey, ITALY); 1966ATau (ARMA-4; abandoned); 1967Lh (ARMA-6; no information on result). R; s/5 for $2; issues 1, 23-27, 29-31, 33. Recommended, but difficult to come by. Dittoed. May cease publication in Sept.

ASGARD ADDENDA -- Dan Alderson (address above); East Coast distributor, Don Miller (12315 Judson Rd., Wheaton, Md.), at 10¢ a copy; West Coast distributor, Dan Brannan, 2542 N.W. Vaughn, Portland, Ore., 97210, at $1 a year. Current game: 1966Qq (with propaganda-'zine, THE ALFHEIM ANNUAL AARDVARK). v; issues 1-6. Dittoed.

ASTRA -- Don Miller, 12314 Judson Rd., Wheaton, Md., 20906. In HYDROPHOBIA. An N3F Games Bureau Diplomacy Division 'zine. Current game: 1967Yaw (SCC; began in SUPERCALIFRAGILISTICEXPIALIDOCIOUS). v; issues 1-3. Mimeoed.

BARAD-DUR -- Don Miller (address above). In HYDROPHOBIA. Was originally published by Jack Chalker; combined with ORTHANC for issues 1-10; issues 40½ and 41 published by James Sanders; issue #44 in DIPSOMANIA #15; in HYDROPHOBIA from #45 on. An N3F Games Bureau Diplomacy Division 'zine. Current games: 1966No (DFF; began in DIPLO-MANIA as TN; in DIPSOMANIA for 17 issues); 1966AAx (GB-1966-XF; in DIPSOMANIA for 2 issues). Other games: 1965R (GB-1965-A; transferred to ORTHANC with issue #11; see ORTHANC for result); 1965S (GB-1965-B; WON F13, Don Miller, TURKEY); 1965T (GB-1965-C; DRAWN F11, Rick Brooks, RUSSIA, Banks Mebane, TURKEY); 1965W (GB-1965-D; transferred to ORTHANC after 10 issues; still inprogress); 1966D (GB-1966-E; WON FO7, Alan Huff, ENGLAND); 1966AX (GB-1966-G; cancelled); 1966BF (GB-1967-J; cancelled); 1967AN (GB-1967-K; cancelled; these three cancelled games were combined into one and started in DIPLOPHOBIA as PWC). v; issues 1-47. Mimeoed.

BIG BROTHER -- Charles Reinsel, 120 Eighth Ave., Clarion, Pa., 16214. Current Games: 1966L (B.B. #1); 1967AF (B.B. #4); 1967AU (B.B. #6). Completed games: 1966AK (B.B. #2; WON F13, Monte Zelazny, AUSTRIA-HUNGARY); 1966BJ (B.B. #3; WON S10, James Dygert, FRANCE); 1967AK (B.B. #5; WON F07, Tom Griffin, RUSSIA). R; s/none; g/$6; issues 18/4/66, #'s 8, 11-20. Dittoed. (See ADDENDA at end of article.)

BROBDINGNAG -- John McCallum, %P&M Section SES, Ralston, Alberta, Canada. Orig. pub. by Dick Schultz. Current games: none at present (discontinued for summer, will resume in fall; may possibly run GRAUSTARK and EREHWON games this summer). Completed games: 1964C (WON F13, John Boardman, ENGLAND (who played 2 positions, unknown to the other players and the GM); 1966AQ (WON F11, Charles Reinsel, RUSSIA); 1966AV (WON F10, Charles Wells, ENGLAND). R; s/10 for $1; g/$2; issues 1, 10, 11, 25-76, 79-81. Mimeoed. Highly recommended.

CHAOS -- Don Miller (address above). In HYDROPHOBIA. An N3F Games Bureau Diplomacy Division 'zine. Current Games: 1966Mn (DEE-A; began in DIPLOMANIA as SE; in DIPSO-MANIA for 17 issues); 1966AMn (DEE-B; in DIPSOMANIA for 17 issues); 1967Xav (SBB; began in SUPERCALIFRAGILISTICEXPIALIDOCIOUS). v; issues 1-3. Mimeoed.

CEREBRAL NEBULA -- Greg Long, 3526 S.W. 112, Seattle, Wash., 98146. Current Games: 1967J (CN#1); 1967T (CN#2). Other games: 1967AG (CN#3; transferred to EFGIART S03). R; s/10 for $1; g/$3; issues 1-7, 10. Dittoed. (See ADDENDA.)

COSTAGUANA -- Conrad von Metzke, 5327 Hilltop Drive, San Diego, Cal., 92114. Current games: 1968N (COSTA #1); 1968O (COSTA #2). Other games: transferred to ADAG -- 1965M, 1966O, 1966AC, 1966AE, 1966AG, 1966AH, 1966AI; transferred to ARMA-GEDDONIA -- 1966M; transferred to GRAUSTARK -- 1965F, 1966B. R; *; s/10 for $1; g/$3; issues 1, 2, 18-20 (Vol. I), 1-9 (Vol. II), 1-5 (Vol. III). Dittoed.

DIPLOMANIA -- Don Miller, address above. N3F Games Bureau Diplomacy Division. No games -- originally had many of the games now running in DIPLOPHOBIA and HYDRO-PHOBIA, but split into 5 magazines after issue #11, becoming a Diplomacy "gen-'zine" with issue #12. G; s/10 for $1.50; issues 1-20 (including present issue). Mimeoed.

DIPLOPHOBIA -- Don Miller (address above). N3F Games Bureau Diplomacy Division. Current games: 1965V (PAA; began in DIPLOMANIA as A); 1966F (PCA; began in DIPLO-MANIA as C); 1966K (PEA; began in DIPLOMANIA as F); 1966T (PFC; began in DIPLOMANIA as J); 1966AS (PHC); 1966AT (PIC); 1966AZ (PJC); 1966BD (PKC); 1967B (PLC); 1967I (PNC); 1967N (POC); 1967AC (PPC); 1967AL (PQC); 1967AP (PRC); 1967AQ (PSC); 1967BB (PTC); 1968C (PUC); 1968D (PVC); 1968E (PWC); 1968L (PXC); 1968M (PYC); 1968V (PZC). Other games: 1966E (PBA; began in DIPLOMANIA as B; WON W07, Jim Latimer, RUSSIA); 1966Eh (PDB; began in DIPLOMANIA as HT; transferred to VARIOSO W77, after DIPLOPHOBIA #21); 1966Gj (PGD; began in DIPLOMANIA as KTE; WON W74, FEG'S: Wayne Hoheisel, ENGLAND, Bob Weston, FRANCE, Alan Huff, GERMANY (Capt.)); 1967Fv (PME; transferred to VARIOSO after DIPLOPHOBIA #21). Also briefly (DIPLOPHOBIA #20) carried games DAA, DCA, DGA, and DKJ. R; s/10 for $1.25 (1st-class), 10/$1 (3rd-class, 2 issues at a time; g/$3, $2 after 1st game; issues 1-24. Mimeoed.

DIPSOMANIA -- Don Miller (address above). Now in HYDROPHOBIA. An N3F Games Bureau Diplomacy Division 'zine. Current games: 1966Dg (DBB; began in DIPLOMANIA as GC); 1967Aag (DIH). Other games: 1966Cf (DAA; began in DIPLOMANIA as EE; transferred to LIMBO after DIPSOMANIA #17); 1966Hf (DCA; began in DIPLOMANIA as LE; transferred to LIMBO after DPSA #17); 1966J1 (DDD; began in DIPLOMANIA as NH; trf. to SCHIZOPHRENIA after DPSA #17); 1966Mn (DEE-A; began in DIPLOMANIA as SE; trf. to CHAOS after DPSA #17); 1966No (DFF; began in DIPLOMANIA as TN; trf. to BARAD-DUR after DPSA #17); 1966Wf (DGA; trf. to LIMBO after DPSA #17); 1966ABy (DHG; trf. to SCHIZOPHRENIA after DPSA #17); 1966AMn (DEE-B; trf. to CHAOS after DPSA #17); 1967Bah (DJI; trf. to LIMBO after DPSA #17); 1967Cai (DKJ; trf. to VARIOSO after DPSA #17); DIPSOMANIA #15 contained BARAD-DUR #44; DAA, DCA, DGA, and DKJ appeared in one issue (#20) of DIPLO-PHOBIA. v; issues 1-20. Mimeoed.

EFGIART -- Douglas Beyerlein, 3934 S.W. Southern, Seattle, Wash., 98116. Current games: 1967AG (transferred from CEREBRAL NEBULA S03); 1967BC; 1968H. R; *; s/5 for $1; g/$3; issues 2-5. Dittoed.

EREHWON -- Rod Walker, 1611 Lowry Drive, Rantoul, Ill., 61866. Current games: 1966AO (rE1); 1966BI (rE8); 1967AA (rE15); 1967AH.(rE21); 1968K (rE22); 1968W (rE24); 1966AFaa (vE2); 1966AGaa (vE3); 1966AHab (vE4); 1966AIac (vE5); 1966AKaa (vE7); 1967Mab (vE9); 1967Naa (vE10); 1967Oam (vE11); 1967Qaq (vE12); 1967Uam (vE13); 1967Vat (vE14); 1967AGbd (vE16); 1967AHbe (vE17); 1967AIbd (vE18); 1967AJaq (vE19); 1967AKam (vE20); 1967ARam (vE6-II); 1968Gam (vE23). Other game: 1966AJad (vE6; cancelled S03). Rv; *; s/5 for $1; g/$4; issues 1-10 (Vol. I), 1-9 (Vol. II). Mimeoed. Recommended.

FANTASIA -- Don Miller (address above). N3F Games Bureau Diplomacy Division. Now in HYDROPHOBIA. Current games: 1966Be (FAA; began in DIPLOMANIA as DM); 1966Fj (FBB; began in DIPLOMANIA as IY); 1966Lk (FEC; began in DIPLOMANIA as PM); 1966Tt (FJF); 1966ACt (FKF). Other games: 1966Ik (FCC; began in DIPLOMANIA as MME; WON Q04, Banks Mebane, MORDOR); 1966Km (FDC; began in DIPLOMANIA as OM; WON Y04, Dave Lebling, MORDOR); 1966Rr (FHD; transferred to HYSTERIA after FANTASIA #18); 1966Ss (FIE; transferred to HYSTERIA after FANTASIA #18); 1967Daj (FLG; WON H03, Dave Lebling, MORDOR). v; issues 1-21. Mimeoed.

THE GAMESLETTER -- Don Miller (address above). N3F Games Bureau Official Organ. No games, but occasional news of the Bureau Diplomacy Division, among other things. G; free to Bureau Regular members ($1 per year); issues 1-12. Mimeoed.

THE GAMESMAN -- Don Miller (address above). N3F Games Bureau General Games Division. No games, but occasional general articles and the like on Diplomacy and other games. G; s/4 for $1, 35¢ a copy; issues 1-4. Mimeoed & photo-offset.

GLOCKORLA -- Dave Lebling, Box 2234, Burton House, 420 Memorial Drive, Cambridge, Mass., 02139. N3F Games Bureau Diplomacy Division Official Organ. Current Games: 1967Er (GAA), 1967AMbg (GBB). v; *(R?); s/10 for $1; g/$3, $2 after 1st game; issues 1-17. Mimeoed. Recommended.

GRAUSTARK -- John Boardman, 592 16th St., Brooklyn, N.Y., 11218. Current games: 1967U; 1967V; 1968G; 1968J. Completed games: 1964A (WON F11, James Mackenzie, TURKEY); 1965A (WON F12, Charles Wells, TURKEY); 1965F (formerly COSTA #1; WON S14, Charles Wells, TURKEY); 1965L (DRAWN F09, Frank Clark, GERMANY, John Koning, RUSSIA); 1965Q (DRAWN S22, John Koning, ENGLAND, Terry Kuch, TURKEY); 1966B (formerly COSTA #3; WON F12, Jerry Pournelle, TURKEY); 1966Q (WON W15, Michael Aita, RUSSIA); 1966R (DRAWN S15, Don Berman, FRANCE, Chris Wagner, TURKEY, Ken Levinson, RUSSIA); 1966AA (DRAWN W14, Jim Latimer, GERMANY; Rod Walker, AUSTRIA-HUNGARY); 1967F (no GM to F11; DRAWN W15, Hal Naus, ENGLAND, Dave Lebling, AUSTRIA-HUNGARY, Dave Lebling, TURKEY); 1963Ac (WON F06, Derek Nelson, ITALY); 1965Aa (WON F02, Team of Derek Nelson, GERMANY, Robert Lake, ITALY (Capt.), John Davey, RUSSIA); 1965Ca (WON F05, Team of Ovilla Pattee, ENG-

LAND, John Koning, GERMANY (Capt.), Kim Pattee, ITALY); 1966Ad (WON F07, Donald Berman, ITALY); 1966ANae (WWI-A; DRAWN S22, Dave Lebling, ENG/FRA/RUS/ITA, Mehran Thomson, A-H/GER/TUR); 1966AOae (WWI-B; WON S17, Richard Uhr, A-H/ITA/TUR). R; s/10 for $1; issues 1, 11, 12, 19, 21, 25, 31, 43-157. Mimeoed. Recommended.

HYDROPHOBIA -- Don Miller (address above). N3F Games Bureau Diplomacy Division 'zine (carries DIPLOMANIA family variants, as opposed to DIPLOPHOBIA, which carries DIPLOMANIA family Regular games). v; s/10 for $1.25, 3rd-class mail; 20¢ a copy; players in games in sub-zines therein receive only those sub-zines in which they are playing; they may receive remaing sub-zines for $1 for 10 issues, accumulated and mailed out at appropriate intervals. Sub-zines include ASTRA, BARAD-DUR, CHAOS, DIPSOMANIA, FANTASIA, HYSTERIA, LIMBO, SCHIZOPHRENIA, SUPERCALIFRAGILISTICEXPIALI-DOCIOUS, VARIOSO. Issues 1-4 on hand. Mimeoed.

HYSTERIA --. Don Miller (address above). N3F Games Bureau Diplomacy Division. Current games: 1966Rr (FHD; in FANTASIA for 18 issues); 1966Ss (FIE; in FANTASIA for 18 issues). v; issues 1-3. Mimeoed. In HYDROPHOBIA.

INTERNATIONAL ENQUIRER -- Cliff Ollila, 911 21st St. E, Apt. #6, Minneapolis, Minn., 55404. Current games: 1967AE; 1967AV. R; s/10 for $1; g/$2; issues 1-6. Dittoed. This 'zine has been dormant for a year, but we understand it may start going again soon. Nevertheless, approach it with caution.

JUTLAND JOLLIES -- Bob Lake, Apt. 904, 35 Esterbrooke Ave., Willowdale, Ontario, Canada; co-edited by Derek Nelson. Current games: 1967AJ (J.J. Game #1); 1967AW (J.J. Game #2); 1967AZ (J.J. Game #3); 1967ALbf (J.J. Team Game #1). Rv; s/10 for $1; g/$3; issues 1-12. Mimeoed.

KALMAR -- Dan & Christiana Brannan, 2542 N.W. Vaughn, Portland, Ore., 97210. Current games: 1966BL (1966KR); 1966BM (1966KS); 1966BN (1966KT); 1966BO (1966KV); 1967AB (1967KR). R; s/10 for $1; g/$4; issues 1-7. Dittoed.

LA GUERRE! -- Buddy Tretick, 3702 Wendy Lane, Silver Spring, Md., 20906. N3F Games Bureau Diplomacy Division. Current games: 1968? (no B.D. assigned yet; LBA); 1968? (no B.D. assigned yet; LBB); 1968Aav (LAA); 1968Bbk (LDA); 1968Cav (LAB); 1968Fbk (LDB); 1968Hbm (LCA); 1968If (LLA). Rv; *; s/none established yet; g/$3, $2 after 1st game; issues 1-10 on hand (I think). Zeroxed.

LIMBO -- Don Miller (address above). N3F Games Bureau Diplomacy Division. In HYDROPHOBIA. Current games: 1966Cf (DAA; began in DIPLOMANIA as EE; in DIPSOMANIA for 15 issues; in DIPLOPHOBIA for 1 issue); 1966Hf (DCA; began in DIPLOMANIA as LE; in DIPSOMANIA for 15 issues; in DIPLOPHOBIA for 1 issue); 1966Wf (DGA; in DIPSOMANIA for 15 issues; in DIPLOPHOBIA for 1 issue; 1967Bah (DJI; in DIPSOMANIA for 8? issues). v; issues 1-3 on hand. Mimeoed.

LONELY MOUNTAIN -- Charles Wells, 3021 Washington Blvd., Cleveland, Ohio, 44118. Was called MAGAZINE for issues 10-12. Current games: 1965P; 1966A; 1966Y; 1967AD. R; s/20¢ an issue; g/$3; issues 1-41. Dittoed and lithoed. Recommended.

THE LOST ONES -- Stephen Hueston, P.O. Box 25, Zenith, Wash., 98073. Current games: 1968B (TLO #1); 1968AA (TLO #2). R; s/10 for $1; g/$2; *(?); issues 1, 2, 6. Mimeoed.

MAGAZINE -- See LONELY MOUNTAIN.

MARSOVIA! -- Bob Ward, 2704 S St., Sacramento, Cal., 95816. Current game: 1966N. R; s/unknown; issues 1-7, 10-13, 16-21. Dittoed.

MASSIF -- John Koning, 2008 Sherman, Apt. #1, Evanston, Ill., 60201. Now in STAB. Current games: 1966I (Massif I); 1967E (Massif III). Completed game: 1965E (Massif I; WON F11, John Smythe, ENGLAND). R; issues 1-58. Mimeoed.

MESKLIN MEMOS -- Dan Alderson (address above); Dan Brannan, West Coast distributor; Don Miller, East Coast distributor; see ASGARD ADDENDA for addresses and more info. Current game: 1966Pb (with propaganda-'zine, THE TOOREY TRIENNIAL TURTLE). v; issues 1-6. Dittoed.

MISKATONIC UNIVERSITY -- Anders Swenson, 145 Ponderosa Lane, Walnut Creek, Cal., 94598. Now in ARMAGEDDONIA. Current games: 1966X (formerly LUSITANIA Two); 1966H (1967MC); 1967ALv (1966MC); 1967Iv (1967MB); 1966Yv (1966MB). Other games: 1965Dc (formerly LUSITANIA One; WON F08, Conrad von Metzke, AUSTRIA-HUNGARY, by GM declaration); 1966Xv (1966MA; WON F05, Charles Turner, FRANCE); 1967Ha (1967MA; WON W01 by MMM Team of Rod Walker (A-H), Stanley Pinck (FRA), Arthur Simon (RUS), by GM declaration). Rv; issues 2, 4, 10-17, 21, 23-27(?), 30-38.5. Dittoed.

NORSTRILLIA NOTES -- Dan Alderson (address above); West Coast distributor, Dan Brannan; East Coast distributor, Don Miller; see ASGARD ADDENDA for addresses and further info. Current game: 1965Bb (with propaganda-'zine, THE WERELD SCHEMERING WEEKLY WOMBAT; also with NORSTRILLIA and UNTITLED SUPER-DIPLOMACY FANZINE). v; issues 1-23, 28-30. Dittoed.

ORTHANC -- John Koning (address above). Issues 1-10 combined with BARAD-DUR; now in STAB; issues 1-32 published by Ron Bounds, 33 on by John Koning. Current games: 1965W (GB-1965-D; began in BARAD-DUR); 1966AB (GB-1966-H). Completed game: 1965R (GB-1965-A; began in BARAD-DUR; WON W13, Don Miller, RUSSIA). R; issues 11-46. Mimeo. Formerly an N3F Games Bureau Diplomacy Division 'zine.

THE OZ FREE PRESS -- Rod Walker (address above). Current game: 1968Jbn. v; s/10 for $1; no issues on hand. Mimeoed.

SCHIZOPHRENIA -- Don Miller (address above). In HYDROPHOBIA. An N3F Games Bureau Diplomacy Division 'zine. Current games: 1966J1 (DDD; began in DIPLOMANIA as NH; in DIPSOMANIA for 17 issues); 1966ABy (DHG; in DIPSOMANIA for 11? issues). v; issues 1-3. Mimeoed.

STAB -- John Koning (address above). Includes MASSIF, ORTHANC, and TRANTOR. Current games: 1967Rar (Stab-III), 1968Dar (Stab-V). Completed games: 1966Ua (Stab-I; WON F08, Jim Latimer, A-H/ENG/RUS); 1966Vu (Stab-II; WON F08, Derek Nelson, A-H/RUS/TUR); 1967Sar (Stab-IV; WOM S04, Derek Nelson, A-H/FRA/GER). (R)v; s/10 for $1 (17 for $1 to VALHALLA subbers; see under VALHALLA); g/by invitation only; issues 1-47 (John, page 7 in my copy of #45 is blank). Mimeoed. Highly recommended.

STRATEGY AND TACTICS -- Box 11-187, Loudonville, N.Y., 12211. No games, but beginning with Vol. 1, #9 (Sept. 1967), includes a regular Diplomacy column by Rod Walker; a fine magazine devoted to war-gaming. G; s/$6 per year; all issues on hand thru Vol. II, #2 (Mar-Apr '68). Photo-offset. Very highly recommended.

SUPERCALIFRAGILISTICEXPIALIDOCIOUS -- Don Miller (address above). Now in HYDRO-PHOB.A. An N3F Games Bureau Diplomacy Division 'zine. Current games: 1966Op (SAA); 1967AAay (SEE). Other games: 1967Xav (SBB; transferred to CHAOS after SUPERCAL #16); 1967Yaw (SCC; transferred to ASTRA after SUPERCAL #16); 1967Zax (SDD; transferred to AUX ARMES!, which has not yet started). v; issues 1-19. Mimeoed.

THULCANDRA -- Terry Kuch, 1910 13th St. North, Apt. #204, Arlington, Va., 22201. Current game: 1968Q. R; s/no subs; no issues on hand. Zeroxed. Mensa Dipl. Bulletin.

THE TOOREY TRIENNIAL TURTLE/TERRAPIN/TORTOISE (alternates every third issue) -- Dan Alderson (address above); West Coast distributor, Dan Brannan; East Coast distributor, Don Miller; see ASGARD ADDENDA for addresses and more info. Current game: 1966Pb (propaganda only; with MESKLIN MEMOS). Pv; issues 1-6, 10. Dittoed.

TRANTOR -- John Koning (address above); originally published by John Smythe. Now in STAB. Current games: 1967A (Trantor-III); 1968A (Trantor IV). Completed games: 1964D (Trantor-I; WON F16, John McCallum, AUSTRIA-HUNGARY); 1965U (Trantor-II; DRAWN F15, John McCallum, ENGLAND, Charles Reinsel, FRANCE, John Smythe, TURKEY). R; issues 1, 2, 4-73. Mimeoed.

VARIOSO -- Don Miller (address above). In HYDROPHOBIA. An N3F Games Bureau Diplomacy Division 'zine. Current games: 1966Eh (PDB; began in DIPLOMANIA as C; in DIPLOPHOBIA for 21 issues); 1967Fv (PME; transferred from DIPLOPHOBIA after issue #21); 1967Cai (DKJ; transferred from DIPSOMANIA after issue #17). v; issues 1, 2. Mimeoed.

THE WERELD SCHEMERING WEEKLY WOMBAT -- Dan Alderson (address above); West Coast distributor, Dan Brannan; East Coast distributor, Don Miller; see ASGARD ADDENDA for addresses and more info. Current game: 1965Bb (propaganda only; with NORSTRILLIA NOTES). Pv; issues 1-8. Dittoed.

WILD 'N WOOLY -- Dan Brannan (address above). Current games: 1965C (1965KM); 1965K (1965KQ); 1966C (1966KL); 1966H (1966KN); 1966Z (1966KQ); 1967Gc (1967KX); 1967ASc (1967KY). Completed Games: 1965B (1965KL; WON F14, Conrad von Metzke, RUSSIA); 1965D (1965KX; WON F12, Jerry Pournelle, ITALY); 1965G (1965KY; WON F10, Derek Nelson, ENGLAND); 1965H (1965KN; WON F11, John Smythe, ITALY); 1965I (1965KJ; WON S11, John Smythe, ITALY). Rv; s/$4 per year; g/$6; issues 1, 2, 7, 8, 13-22, 24-26, 28, 29, 31-122. Dittoed.

XANADU -- Norman McLeod, 906 Kimberwicke Rd., McLean, Va., 22101. Current games: 1968Q (Xanadu #1); 1968T (Xanadu #2); 1968U (Xanadu #3). R; *(?); s/10/$1.25; g/$3; no issues on hand. Mimeoed.

XENO -- Dan Brannan (address above). Current game: 1967ADba. v; *(in 1967ADba); s/10 for $1; g/$2; issues 1-4. Dittoed.

XENOGOGIC -- Larry Peery, 4567 Virginia Ave., San Diego, Cal., 92115. Current games: 1967O (X-1); 1967P (X-2); 1967W (X-6); 1967Y (X-10); 1967AR (X-12); 1968X (X-13); 1968Y (X-16); 1967APbj (X-11); 1967ANbh (X-3); 1967AObi (X-7); 1967AQbi (X-5); 1968Kbo (X-4); 1968Lbp (X-14). Completed games: 1967Tas (X-8; WON F04, Hal Naus, A-H/FRA/RUS); 1967Was (X-9; WON W02, Gene Prosnitz, A-H/FRA/RUS). Rv; *; s/10 for $2; g/$3; issues 1-9, 10.5, 11. Dittoed.

ADDENDA --
BIG BROTHER -- Add Current games: 1968P (B.B. #7), 1968R (B.B. #8). Add Completed game: 1966L (B.B. #1; WON ?19, John Koning, GERMANY) and delete 1966L from "Current games" section.
CEREBRAL NEBULA -- Add Current game: 1968Z (CN #4). Also add Rv; *; and add issue 12 to the list of those on hand.
VALHALLA -- John Koning (publisher and co-editor) and Chris Wagner (co-editor; % STRATEGY & TACTICS, Box 11-187, Loundonville, N.Y., 12211); send material re VALHALLA and games therein to Koning; send material re reader service depts. and subscriptions (checks made payable to "Project Analysis Corporation") to Wagner. A STRATEGY & TACTICS project. Current games: 1968AB (Valhalla #1). R; *; s/$2 per year (may have a package deal of 17 issues (1 year) of STAB for an additional $1 if acted upon before May 11, 1968); issue #1. Recommended.

Inactive Magazines -- Add the following to the list published in DIPLOMANIA 14/15 and updated in DIPLOMANIA 16/17: CORSAIR (inactive with issue #15; no word on its games: 1966AW, 1966BA, 1966BP); COSTA #2 (recombined with ADAG after 4 issues); EURALIA (1966BC trf. to ADAG after 6th issue); THE HIGH LIVER (inactive after issue #6; no word on its games: 1967Jak, 1967Kal); NORSTRILLIA (apparently was a one-shot); T.S. #2 (recombined with ADAG after 9 issues); VALASKJALF (apparently folded after 1 issue); YE LUSTIE KRAWNYKUL AND TYMMES-SUNNE-TRYBUNNE-HERALLDE OF HAMMO (2 issues).

THE DIPLOMANIA FAMILY -- GAMES

Regular:
1965V (DIPLOPHOBIA; PAA; began in DIPLOMANIA as A; 1912).
1966E (DIPLOPHOBIA; PBA; began in DIPLOMANIA as B; WON W07, Jim Latimer, RUSSIA).
1966F (DIPLOPHOBIA; PCA; began in DIPLOMANIA as C; 1910).
1966K (DIPLOPHOBIA; PEA; began in DIPLOMANIA as F; 1908).
1966T (DIPLOPHOBIA; PFC; began in DIPLOMANIA as J; 1907).
1966AS (DIPLOPHOBIA; PHC; 1907).
1966AT (DIPLOPHOBIA; PIC; 1907).
1966AZ (DIPLOPHOBIA; PJC; 1906).
1966BD (DIPLOPHOBIA; PKC; 1906).
1967B (DIPLOPHOBIA; PLC; 1905).
1967I (DIPLOPHOBIA; PNC; 1905).
1967N (DIPLOPHOBIA; POC; 1904).   1968C (DIPLOPHOBIA; PUC; 1901).
1967AC (DIPLOPHOBIA; PPC; 1903).   1968D (DIPLOPHOBIA; PVC; 1902).
1967AL (DIPLOPHOBIA; PQC; 1904).   1968E (DIPLOPHOBIA; PWC; 1902).
1967AP (DIPLOPHOBIA; PRC; 1903).   1968L (DIPLOPHOBIA; PXC; 1901).
1967AQ (DIPLOPHOBIA; PSC; 1903).   1968M (DIPLOPHOBIA; PYC; 1901).
1967BB (DIPLOPHOBIA; PTC; 1902).   1968V (DIPLOPHOBIA; PZC; 1901).

Variant:
1966Be (Middle-Earth II; FANTASIA; FAA; began in DIPLOMANIA as DM).
1966Cf (Anonymity; LIMBO; DAA; began in DPMA as EE; later in DIPSOMANIA and DIPLOPHOBIA).
1966Dg (Economic I; DIPSOMANIA: DBB; began in DPMA as GC).
1966Eh (3x3 Team, Italy omitted; VARIOSO; PDB; began in DPMA as C; later in DPBA).
1966Fi (Mythomacy II; FANTASIA; FBB; began in DPMA as IY).
1966Gj (3x3 Team, with Wild-Card Player (Italy); DIPLOPHOBIA; PGD; began in DPMA as
     KTE; WON W 1874 by FEG's: W. Hoheisel (ENG), R. Weston (FRA), A. Huff (GER) (C.)).
1966Hf (Anonymity; LIMBO; DCA; began in DPMA as LE; later in DPSA and DPBA).
1966Ik (Mordor-Versus-the-World I; FANTASIA; FCC; began in DPMA as MME; WON Q 3004
     by Banks Mebane, MORDOR).
1966Jl (Twin-Earths; SCHIZOPHRENIA; DDD; began in DPMA as NH).
1966Km (Mordor-Versus-the-World II; FANTASIA; FDC; began in DPMA as OM; WON Y 3004,
     by Dave Lebling, MORDOR).
1966Lk (Mordor-Versus-the-World I; FANTASIA: FEC; began in DPMA as PM).
1966Mn (Chaos, Alternate World A; CHAOS; DEE-A; began in DPMA as SE; later in DPSA).
1966No (9-man Game (Miller Version); BARAD-DUR; DFF; began in DPMA as TN; later in DPSA).
1966Op (Anarchy I; SUPERCALIFRAGILISTICEXPIALIDOCIOUS; SAA).
1966Rr (Indianomacy II; HYSTERIA; FHD; began in FANTASIA).
1966Ss (Game of the Clans; HYSTERIA; FIE; began in FANTASIA).
1966Tt (Middle-Earth IV; FANTASIA; FJF).
1966Wf (Anonymity; LIMBO; DGA; began in DIPSOMANIA; later in DIPLOPHOBIA).
1966AAx (9-man Game (Chalker Version); BARAD-DUR; GB-1966-XF).
1966ABy (MicroDiplomacy; SCHIZOPHRENIA; DHG; began in DIPSOMANIA).
1966ACt (Middle-Earth IV; FANTASIA; FKF).
1966AMn (Chaos, Alternate World B; CHAOS; DEE-B; began in DIPSOMANIA).
1967Aag (Economic II; DIPSOMANIA; DIH).
1967Bah (3x3 Team with Wild-Card Player (Germany) & o-board; LIMBO; DJI; began in DPSA).
1967Cai (Lebling Variant (neutrals armed); VARIOSO; DKJ; began in DPSA; later in DPBA).
1967Daj (Mordor-Versus-the-World III; FANTASIA; FLG; WON H 3003, Dave Lebling, MORDOR).
1967Fv (Napoleonic Diplomacy (5-man, Italy & Germany omitted) (also known as "Calhamer
     5-man Game"); VARIOSO; PME; began in DIPLOPHOBIA).
1967Xav (Hyperspace II; CHAOS; SBB; began in SUPERCAL).
1967Yaw (Foundation Game; ASTRA; SCC; began in SUPERCAL).
1967Zax (Simulation Game; AUX ARMES!; SDD; not yet started).
1967AAay (Anarchy III; SUPERCALIFRAGILISTICEXPIALIDOCIOUS; SEE).
1968Mbq (Hypereconomic; PSYCHOMANIA; DMK; not yet started).   DLM

Pacific Northwest War Games Association Convention -- June 15, 16, 9 a.m.-11 p.m.
Student Union Bldg., Univ. of Washington, Seattle, Wash. Admission: free to PNWWGA
members; $1 for non-members. Games Divisions: Avalon Hill (Doug Beyerlein), Diplo-
macy (Stephen Hueston), Tabletop Miniatures (Richard Shagrin), Naval War Games (Brad
Payne), Chess (Buz Eddy). Tournaments: Avalon Hill War Games, Diplomacy, Chess;
entry fee, 50¢ per tournament. Prizes. For info write: PNWWGA Convention, %Doug
Beyerlein, 3934 S.W. Southern, Seattle, Washington, 98116.

Further Addenda to listing of magazines in this issue:
PANZERFAUST -- Donald Greenwood, Box 280, RD #2, Sayre, Pa., 18840. No games,
but occasional articles on Diplomacy among other material on war-gaming. G; s/10
issues for $3, 50¢ a copy; dittoed. Recommended.
THE PROPAGANDIST -- Dave Bischoff, 5114 Ludlow Drive, Camp Springs, Md., 20031.
No games; propaganda for LA GUERRE! games. P; s/no info; issue #1. Mimeoed.

While we are starting no new Regular games or variants (other than Simulation,
Hypereconomic, Interplanetary, and Insurrection) for some time, please note that
there are openings for Regular games in GLOCKORLA and LA GUERRE!, and for variants
in LA GUERRE! Games in progress in these 'zines include Indianomacy II and Super-
Economic Diplomacy in GLOCKORLA, and Regular, Blitzkrieg, Kriegspiel Diplomacy,
Hyperspace II, and Anonymity in LA GUERRE! Fees for all Games Bureau 'zines are
$3 if it's your first game in a Bureau 'zine, $2 if you are already playing in
another Bureau game (for Regular games; variant fees may vary, according to complexity
of game). All Bureau 'zines have the $2 Regular game reciprocity. LA GUERRE! is
offering a "special": 2 Regular games for only $3, with GM printing only the positions
after the moves are resolved, and not the moves themselves. Games Bureau Diplomacy
Division Co-Chairmen are Dave Lebling, who will handle "in-shop" matters such as
those relating to Bureau publications, etc., and John Koning, who will act as "in-
formation officer", handling inquiries, etc., about Diplomacy in general.

- -

TABLE OF CONTENTS

   Also included are three fliers. Note that page 9 is unnumbered, and page 10 is blank.

- -

DIPLOMANIA is published irregularly, and is 10 issues for $1.50; single issues are 25¢
each, and double-issues are 40¢ each. Back-issues are still available. (Address code:
S, Sample; T, Trade; W, Subscriber; X, last issue, unless...., C, Contributor (one
issue added to subscription for each article used).

Don

DIPLOMANIA
% D. Miller
12315 Judson Road
Wheaton, Md., 20906

Return Postage Guaranteed

Printed Matter Only --
   Third-Class Mail.

TO: Derek Nelson (W-23)
     17 Conrad Ave.
     Scarborough, Ontario,
     Canada
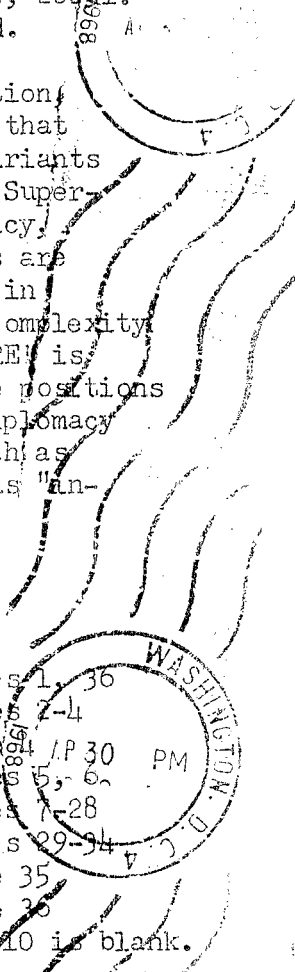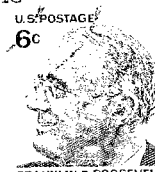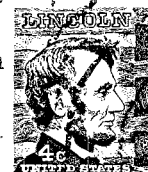
The publishers of Strategy and Tactics and of sTab are proud to
announce the forthcoming publication of a new magazine of Postal
Diplomacy:

VALHALLA!

Valhalla #1 will be published on 13 April 1968, and will appear
at tri-weekly intervals. The magazine will carry one game, featuring
some of the best diplomacy players around, and emphasizing enter-
taining press releases as well as high quality play. In addition,
Valhalla will carry four to five pages of reader service depart-
ments that Strategy and Tactics finds desirable but too expensive
to carry in its own pages. There will also be informative features
on Diplomacy, and an opportunity, in several months, for readers
to enter as many games of postal diplomacy as they wish.

Valhalla will be published by John Koning, editor of sTab, and
backed by Strategy and Tactics. Subscriptions will run $2 per year
(17 issues). Those interested in subscribing to Valhalla should
write Mr. C.R. Wagner, c/o Strategy and Tactics, Box 11-187, Loun-
donville, N.Y. 12211. IMPORTANT: make checks payable to Project Analy-
sis Corporation.

As a special feature, readers are offered a "package" deal of one
year of Valhalla and one year of sTab for the special rate of $3.00
per year (34 issues). Checks for this package deal only should be
sent to and made payable to John Koning, 2008 Sherman Ave, Apt. #1,
Evanston, Ill. 60201. (Present subscribers to sTab can secure a
17-issue subscription extension by taking advantage of this "pack-
age" deal.)

R E M E M B E R, subscriptions for:

Valhalla, only, send $2 checks payable to Project Analysis Corp.
             to: Mr. C.R. Wagner
                     c/o Strategy and Tactics
                     Box 11-187
                     Loundonville, N.Y. 12211

Valhalla and sTab, send $3 to:
                     John Koning
                     2008 Sherman Ave.
                     Apartment #1
                     Evanston, Ill. 60201

The Magazine: LA GUERRE   Postal Diplomacy   A Medium for Diplomatic Expediency

Gamesmaster: Buddy Tretick 3702 Wendy Lane,   Silver Spring, Maryland 20906

Games Offered: HYPERSPACE, KRIEGSPIEL, TWIN WORLD, and REGULAR DIPLOMACY
                  And Variants of each of these.

Information: Games inquiries and tentative registration invited. Fee $2.00
                  (lengthy variants, west coast players, and Air Mail game fee are
                  $3.00). And, would you believe discounts?

HYPERSPACE: Regular Diplomacy with a twist. Provinces and bodies of water not
                  normally connected are connected by the players, causing simple and
                  complex map distortions. Provinces may also be separated from each
                  other by the players.

KRIEGSPIEL: Generally, players know only the position of their units. Unknown
                  opposing units within a players home country are revealed to that
                  player. (Similar to observation rules in Avalon Hill games)

Rules: (1) Basic rules as published by Games Research, Inc. (2) LA GUERRE
                  House Rules. (3) Rules for specific games. (Available upon request)

The Propaganda
Corner: Knowledgeable of the political expediancy that will be used by
                  enemies of my country to gain control of the continent, I must
                  hasten to overthrow the governments of all neighboring nuetrals
                  so as to utilize the wealth of those countries to build a great
                  and powerful nation, which will act as a deterent to bloodshed
                  within our borders.

Sample Moves: LAA HYPERSPACE II DIPLOMACY   FALL 1901 MOVES/RETREATS/BUILDS

GER Don Miller   TUR Dick Reiter   FRA Bob Reiter
A BUR TO BEL   A ANK TO GRE (HS)   A PIC TO PAR
F BAL TO SWE (O)   A BUL (S) A ANK TO GRE   A SPA HOLDS
A DEN (S) F BAL TO SWE   F AEG (S) A ANK TO GRE   A GAL TO POR (HS)
L SWE TO HOL   L SMY TO GRE   L POR TO BEL
S MUN AND BUR   S BUL AND SER   S MUN AND BEL
A BER (B)   F CON (B)   F MAR (B)
A MUN (B)   F SMY (B)

A-H Tom Griffin   ENG Gene Prosnitz   ITA Jim Boskey
A GAL TO ST. PETE (HS)(O)   F N. SEA TO HOL   A VEN TO PIE
A BUD (S) A SER TO RUM   F CLY TO NOR (HS)   A ROM TO VEN
A SER TO RUM   F NWGN (S) F CLY TO NOR   F ION TO TUN
L BUD TO ST. PETE   L NWGN TO ST. PETE (NC)   L VEN TO GAS
S BUL AND RUM   S SWE AND ST. PETE (NC)   S ROM AND GRE
A TRI (B)   A EDI (B)   F NAP (B)
                             F LON (B)

RUS Paul Rudd   A RUM HOLDS (D, R UKR) A WAR TO SIL   L SIL TO RUM
F NOR TO SWE (D R SKAG A ST. PETE (S) F NOR TO SWE (HS) TO (C) S BUD AND RUM

DEADLINE SPRING 1902 MOVES/RETREATS 9:00 P. M., Thrusday, April 18, 1968.
OPTIONAL DEADLINE April 11, 1968