

DIPLOMANIA

Diplomacy* Genzine - N3F Games Bureau & IFW Diplomacy Divisions - Issue Number 27
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[Ⓢ]Pages numbered 1 through 4 (page 1 unnumbered) instead of 19 thru 22; Rulesheet placed at end of magazine for easy separation.

In Brief --

Because of the long delay since issue #26, we planned to make this a double-issue (#27/28); however, we have not yet received some of the material needed (additional Scotice Scripti maps for the Scotice Scripti Rulesheet, a couple of letters on the Bourse for the Bourse Symposium, and statements from Games Research and/or Dr. Calhmer on possible Rulebook revision), and so are delaying the publication of #28 until some of the missing material arrives (hopefully, no longer than a week or two).

We apologize for the long delay, incidentally; too many publications....

We are, contrary to earlier statements, keeping the Scotice Scripti roster open until a month after publication of the Rulesheet.

Para-Time I roster is now open. See Rulesheet for details concerning fees.

Remember the two Sy [Ⓢ] (see page 2 for details) for #29 -- deadline Feb. 25).

Dropped since last issue from list of "Active Dippy 'Zines": AEOLUS (presumed folded; had game 1968BT); ATTAQUER (folded; games picked up by SERENDIP); BABEL (folded; had no games); BIG BROTHER (superseded by POSTAL DIPLOMACY); ENTMOOT (folded; no games); JUTLAND JOLLIES (not picked up by STAB after all; had games 1969AZ, 1967ALbf); KALMAR (presumed folded; had games 1966BL, 1966BM, 1966BN, 1966BO, 1967AB); LITTLE BROTHER (superseded by POSTAL DIPLOMACY); MINIFAX (game completed); NEMEDIAN CHRONICLES (presumed folded; had games 1968CR, 1968CS); 1984 (game completed); NOVA (folded; no games); PLYPEERI (presumed folded; game 1968Xby); SAWGRASS RETORT (presumed folded; game 1968BV); SPALD, JR. (folded; games 1968BX, 1968CO, 1969X, 1969Y, 1969Ccb seeking new homes); TALLYRAND (never published); VIMY VICTORS (game completed); WILD 'N WOOLLY (presumed folded; games 1966C, 1966Z, 1967L).

See you in a couple of weeks in DIPLOMANIA #28!

DIPLOMANIA is published irregularly, and is 35¢ ea., 4/\$1.25 (G.B. Regular & IFW members, 30¢ ea., 4/\$1.10) (double-issues 60¢ ea. (GB & IFW, 50¢ ea.)); thish 35¢. Deadline for #29, February 25, 1970. Address Code: C, Contributor; R, For Review; S, Sample; T, Trade; W, Subscriber (# is last one on sub.); X, Last issue.

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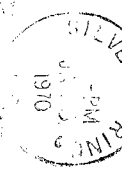
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DIPLOMANIA SYMPOSIUM II -- RULE CHANGES

This is the second in a series of symposia on various aspects of Diplomacy and Diplomacy-related subjects. The next symposium (deadline for receipt -- February 25, 1970) will be on "Missed Moves, Stand-Bys, and Replacement Players" (and maybe we should throw "Deadlines" in here, too). What (if anything) can (or should) be done about missed moves, or about players who habitually miss every other move? What should be done (if anything) about replacing players who drop out of a game in mid-stream? Should they be replaced? If so, what is the best (i.e., least disruptive to the game) system for doing so?

And, because you may not have enough to say on the above subject to fill several pages, we are throwing in another symposium for the same issue: "The use and misuse of Propaganda and the Press Release". Now's your chance to sound off on one of the main features Postal Diplomacy has which over-the-board play lacks -- the chance to see one's words in print. What should the role of Propaganda/Press Releases be? To maintain the fiction of an "alternate world", or of a "real world" background for the actions taking place in the game? For the conduct of diplomacy by those players who don't feel like writing separate letters? For the conduct of psychological warfare? (And how does one go about conducting psychological warfare through one's propaganda/press releases?) Or for what? And what about "Black" Propaganda (i.e., propaganda written by one player but published under the byline of another)? Should "Black" Propaganda be allowed? If so, what should its role be? What are its advantages? Its disadvantages? And so on....

The response to the current symposium was rather weak. If these symposia are to have any real value, it is essential that more of you participate. So how about blowing your mind on a letter or article to DIPLOMANIA for one or both of the next symposia? And if you have any subjects on which you'd like to see a symposium held, how about suggesting them to us? (And send an accompanying letter/article on the subject, to start it off.)

((Since some of you are new to the DIPLOMANIA distribution list, and others may have forgotten our remarks on rule changes in DIPLOMANIA 24/25, we are reprinting below the extract from the letter we wrote to Games Research, Inc., last spring concerning revision of the Diplomacy Rulebook. Such reprinting is essential in order to set the stage for many of the remarks which follow from the respondents.))

". . . The basic rules should be as short and simple and unambiguous as possible, for the casual player who, I would say, would constitute the majority of the potential Diplomacy buyers. Then should follow a section of elaboration upon and interpretation of the simple, basic rules, for the person who is now no longer a beginner and who would like to go into the game in more depth (particularly postal Diplomacy players and Gamesmasters, as well as across-the-board Gamesmasters). An 'article' by Calhmer, explaining his 'philosophy' behind the game and what the various elements of the game represent would also be useful (perhaps this could be worked in with the section of elaborations/interpretations). There should also be a couple of paragraphs explaining postal Diplomacy, and how it differs from the across-the-board game . . . And finally, something on variants -- perhaps a few of the simpler variants which employ the standard board and pieces, but just alter one or more of the rules of play -- plus one or two names of persons to contact for more information on variants . . . a list of postal Diplomacy "contacts" has also been proposed. The section on variants would further enhance the enjoyment of Diplomacy by the player who would like to go beyond the basic game and enter a whole new world of Diplomacy-type games.

"Concerning the rules themselves, a lot depends upon the philosophy of the person who is making the actual revisions. At the very least, I would recommend incorporation of what is known as 'Koning's Rule' . . . explanation of rule . . . This rule has been endorsed by Calhmer, along with most of the other 'rules' formulated by various postal Gamesmasters which follow logically from the 'Koning Rule'. That

is, of course, the problem in designing a simple set of basic rules -- the many logical corollaries which follow from 'Koning's Rule' would, if entered in the rulebook one-by-one, increase the complexity of the book beyond allowable limits. (These corollaries include such 'rules' as 'Koning's Rule with Third Power Involved' . . . 'Well's Extension' ('The Compound Koning Rule Situation') . . . 'Miller's Rule' . . . and 'Turner's Rule' . . .

"My suggestion here would be to incorporate a single, very simple rule which would cover all of the above five 'rules' and any other similar 'extensions' one may come up with in the future -- i.e., 'A unit which is dislodged may have no effect on the province from which the attack came.' (The wording need not be exactly the same; exact wording would depend upon usage of the various terms involved in the rest of the rulebook.)

"Which brings up another point -- it might be a good idea to define some terms at the beginning of the rulebook -- i.e., what is meant by 'attack', 'space', etc. The word 'space' is particularly crucial, particularly in the current rulebook, because of the confusion over whether or not it is synonymous with 'province'. I refer you to page 17 of DIPLOMANIA 14/15, Section 12, where I discuss Multi-Coastal Provinces and the problems related thereto.

"Finally, I would like to urge that '18 units on the board at the completion of a FALL season, complete with retreats, builds and removals' be adopted as the victory criterion for the game (or "18 units on the board at the completion of a WINTER season", if the postal system of seasons is incorporated into the revised rulebook)"

((And we asked the symposium participants to cover the following main issues, at least: "What changes, of any, should be made in the rules of Diplomacy as now incorporated in the Rulebook?" "How should a revised Rulebook be formatted?" "What other information, if any, besides the basic Diplomacy rules should be incorporated into a revised Rulebook?" "Should the board be changed at all?" "Should the basic Rulebook be as short and simple as possible, with a longer, more comprehensive volume available (at a suitable price) from Games Research separate from the game/basic Rulebook?"))

And now for the responses:

John R. Moot, President, Games Research, Inc. (7 Aug 69)

Thank you for your suggestions on the rules of DIPLOMACY. I think they are excellent. The price on DIPLOMACY has been increased to \$8.00. ((The reason we keep stating the price as \$8.00 rather than \$7.50, Rod.))

Bob Johnson

I do think you (our Editor) said it well in your opening remarks, in the past issue. I'll go off into other tangents, as usual. I would like to see A. Calhamer's remarks, as the designer, concerning the theory and objective of the game. ((So would we. Dr. Calhamer?)) Sometimes the game is close to the actual history, and other times it does not come at all close. It seems to force certain situations and leaves out others.

If there were to be drastic changes, then I would like to see a bit more mobility on the part of Germany, Italy, and Austria-Hungary. When all other things are equal, these countries always lose. Perhaps a better argument could be made for giving Turkey and France less mobility. If the game is to be fairly equal for everyone, then situations should not be forced as they are.

A few of the changes which could be made to reflect this idea are: Take Turkey, for example. Create province Adana with a supply center. Remove the supply center from Ankara (you might rename Ankara). Place the fleet in Constantinople. This would most definitely make it a new game. And let us change France as well. Put the fleet in Marseilles and switch the center in Brest to Burgundy. Now things are really changed around. And now let us put Persia on the board, and

add Kazakhstan to Russia. Persia could have a center in it, but I do not think so (unless one of the Balkan countries were to lose a center). We could create Palestine from southern Syria, add Egypt with a center, add Tripolitania and South Mediterranean. The following countries should be divided into two provinces because of multiple coastlines: Spain, Bulgaria, and St. Petersburg. And I think Sweden and/or Norway should be split into northern and southern sections.

Along other lines, I'd like to note that the victory criterion sets my teeth on edge. It has long been my feeling that urging a single victor somehow does not set right with a game of Diplomacy. I believe that a more varied victory criterion might further enhance diplomatic over tactical activity. So often it seems that after two or three years of play Diplomacy has no more to offer the dedicated player than merely attempting to stay alive for rating purposes. There just has to be something better. Perhaps credit could be given for being member of winning alliance, with additional rating by number of supply centers controlled? The alliance must have a total of 23 centers under its control to win? Who are members of the alliance? Well, it would have to be worked out.

Or how about this? Each nation has to set out its national objectives before the game and diplomatic action begin. Maybe a selection could be set out beforehand so that no one makes it too easy for himself. This could have a lot of possibilities.

I think something should be done to include provision for a surrender -- even a drop-out. Making remaining centers become inviolate for a period of time, e.g.

I would like to see something done to make games shorter. Perhaps revised victory criteria would help in this direction. Games that go on too long result in ennui setting in.

Dave Johnston

Off the top of my head, the important thing is not what the rulings are but that they are made. There are some "holes" in the rules, like retreats, and some confusing points, like the Koning Rule and Victory Criteria.

The minimum to be done is a question-and-answer section at the back.

Fred C. Davis, Jr.

I would like to suggest that the rule book be divided into three parts. The first will consist of the current official rules, as modified and corrected, for use in over-the-board games. The second part should consist of the rules for postal play. Most of the new material will probably be in this section. The third part should be a brief outline on variants, including an explanation of the five different types of Diplomacy variants, as was recently outlined by Rod Walker. An appendix should contain the names and addresses of Gamesmasters, who can be contacted by persons interested in postal play. This list should indicate whether they run only standard games or also carry variants. The Appendix should be printed separately from the rule book, so it can be revised at fairly frequent intervals, preferably annually, and should be made available as a separate item so players can purchase updated lists of GM's.

It is going to be a difficult job to compare all of the house rules of the recognized Gamesmasters and decide which of these rules should be incorporated into the official rules, and where. I know nothing of Dr. Calhamer's plans, but I hope that he isn't going to do this all alone.

I recognize that it is probably advisable, and probably necessary from a legal viewpoint, for Dr. Calhamer and/or Games Research to have a veto power over any rules changes. However, I would like to suggest that they at least make arrangements for an advisory committee to help them. This committee could consist of Dr. Calhamer and four recognized GM's, including at least one from the Eastern, Central, and Western parts of the U.S. Representatives of both the NFFF and IFW Diplomacy Divisions should be represented. Ideally, there should be just one Diplomacy Federation, as we have in Bridge, Chess, etc., but this is something to be worked out later.

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In addition to revising the rules, I believe it is advisable for this committee to come up with a standard of what is a recognized Gamesmaster and to provide for some sort of certification of those currently running games. All recognized GM's would have to agree to abide by the revised rules for all non-variant games. (There would, of course, be no restrictions imposed on anyone in creating or running variants, providing they are clearly labeled as such.) They will also have to come up with a method for the certification of future certified GM's.

From a legal viewpoint, there is no need for Games Research to submit their revised rules to a vote. However, I think it would be very sagacious for them to put the revision up for referendum, with each of the three parts to be voted upon separately. A difficulty arises in whether voting should be restricted to recognized Gamesmasters or should be extended to all players who are members in good standing of the NFFF or IPW Diplomacy divisions. I'll leave this problem for someone else to solve. The revised rules, of course, should not affect any games already in progress on the effective date of adoption, unless all of the players in a game agree to the change.

Since most of the necessary rule-changes for postal play and for filling in the gaps in the Calhamer rules have already been written by the various GM's for their house rules, the job facing the committee is more that of making a cohesive whole out of already-existing material rather than creating many new rules. Most of these rules are so well-known that I won't discuss them here.

The only rule-changes I want to specifically mention are the ones I previously suggested in my article, "Changing the Diplomacy Map", which appeared in the January, 1969 issue of DIPLOMANIA. ((#22 --ed.)) In that article, I listed six changes which could be made without changing or affecting the play of the game, such as correcting the boundaries of "The Ruhr" and "Clyde", correcting the name "Tunis" to "Tunisia", and changing "Livonia" to "Courland". I also approved Don Miller's additions of correcting the Belgian-Picardy and St. Petersburg-Finland boundaries, plus the correction of "Ukraina" to "Ukraine", and the renaming of "Ankara" to "Sinope" (since Ankara in 1900 was nothing more than a village with more goats than people). And I would like to add that "Gulf of Lyon" should be corrected to "Gulf of Lions".

I would like to make one change in my original article. I would continue to suggest showing a heavy imperial boundary through the Ural mountains to designate the eastern boundary of Russia, but I now agree that in the standard game there is no need to name any areas falling beyond that boundary. Ideally, the Board could be printed showing nothing beyond that boundary line, such as is done in some of the mimeographed variant maps.

Also, I would hope that the committee would at least consider some of the suggestions I made in Part II of my article, especially the suggestion to include the entire southern coast of the Mediterranean in the game.

There is one other geographical point which I have recently discovered, on which I have not read any other discussion. I've just realized that Sweden is really a two-coast country, since the border with Denmark effectively cuts the coastline in half. Yet, a fleet is permitted to move into Sweden from the Baltic Sea and move out into the Skagerrak without having to pass through Denmark. I'm in favor of retaining this maneuver; yet, it is impossible to perform with the present boundary lines. I suggest that the line be re-drawn to show a narrow strip of sea from the Baltic to the Skagerrak as belonging to Sweden rather than to Denmark.

Incidentally, I am in favor of most of the house rules which have been generally accepted by most of the GM's. About the only point where I find myself in disagreement with the DIPLOMANIA House Rules is that I support an exchange of positions by the Coastal Crawl, the Coastal Retreat, and by convoy. I do not support the Changing of the Guard. I support the revised Brannan's Rule, as written by Rod Walker for EREHWON on 23 December 1968.

I hope that you will keep us posted in DIPLOMANIA as to where, when, and how Dr. Calhamer and Games Research are going to revise the rules, and what part, if any, the rest of us can play in this revision.

((We'll be glad to keep you posted, if Dr. Calhamer and Games Research will only keep us posted. #### Interesting point concerning Sweden -- never noticed that be-

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fore -- and we wonder why no one else has mentioned it. It is certainly inconsistent to treat Sweden one way, and Spain, Bulgaria, and St. Petersburg another. (A strange coincidence -- the map we drew to accompany your DIPLOMANIA #22 article did have a thin sliver of sea between Denmark and Sweden which did not belong to Denmark; however, as drawn, it was part of Skagerrak rather than part of Sweden, as you suggest.) At any rate, here is a major discrepancy in the rules and/or board which very definitely needs to be corrected, either by changing the board or by changing the rules (or both, more likely). ##### As for your objection to the DIPLOMANIA H-R's prohibiting exchange via Coastal Crawl, etc., we refer you to our article on "The Rules of Diplomacy" in DIPLOMANIA 14/15, where we outline our reasons for such a ruling. We wish we could reprint the article here -- it would be most appropriate to this symposium -- but it's 16 pages in length....))

Ritchie Dean

In reference to rule changes, I see nothing drastically wrong with the present rule book. The only thing which needs clarification is the various implications of rules that are not actually stated as such. Such rules as Koning's Rule, Miller's Rule, and the like should not have to be stated in the house rules of a Diplomacy magazine, as without these rules the play could be changed completely.

The format of the book is fine. It is short, to the point, and gives the player -- be he novice or veteran -- enough information to play as complex a game as he is capable of playing.

The board was designed to give a balance of power between the countries during the first few seasons, and it does this very successfully now without any changes.

To include a small section on postal play is not such a bad idea, but to add to this a list of contacts is. The main problem with such a list would be keeping the list up to date. Since most of the contacts would be individuals, the list would be constantly dated, due to defection, newcomers, etc.

I do agree with you that certain definitions should be made.

To close, the idea of a basic rule book with an expanded version available is an interesting idea, but I doubt that it will come about because of the financial problems it would cause.

David Lindsay --

My thoughts on how the rule book should be revised fall into two areas: adapting the game for postal play, and including material of a strategic/tactical nature to the rule book. Before explaining the above, perhaps it might be wise to explain what I have decided is not needed in a new rule book.

I don't believe any changes to the rules as currently given are needed -- I go along with John Boardman's rulings right down the line. I got my first GRAU-STARK in January, and subsequently received #168, which was concerned with the rules. Since I have only been active for a short period (since January), there are no doubt a few issues I have overlooked, but I am sure John has covered them. No doubt this is an act of faith on my part, but John has done fine so far, and I'll continue to support him in the future.

There should be only one set of rules -- none of this tiered arrangement we have now, and none in the future. As the "Rules of Diplomacy" pamphlet is basically simple and easy to understand, I see no reason to complicate matters with reference to new rules that are good only for the "basic game" (should there be one). (As an example of how the present set-up of two games can screw up players, you'll note that the blue "Beginner's Game" sheet says, "If any conflict appears between this introduction and the Rules of the Game, the latter controls." Yet, many game-masters insist on using the Summary's criterion of victory despite the revision in "The Rules for Diplomacy" pamphlet -- 18 supply centers versus majority of the pieces. If people as smart as Walker can miss this simple -- yet critical -- point, then others can do so too.)

An especially good example is "Koning's Rule", which should be given the axe. Consider a person who has purchased a game and joins one of John's ((we assume you

mean John Koning, and not John Boardman; the sudden change in Johns is a bit confusing)) games. In the Rules he sees one thing and yet John gives another. What is the poor devil to do? All these "rules" which go against the printed rules should definitely be given the axe. One set of rules -- the present "Rules of Diplomacy" -- is all that is needed. And Boardman's interpretations of them are all that is needed.

((Let us interject a couple of thoughts here. You have just contradicted yourself -- if the present "Rules of Diplomacy" is all that is needed, then why do we need Boardman's interpretations? The fact is, that the present rule book is not adequate. Oh, it may be o.k. for the beginner, who hasn't played enough Diplomacy to begin getting beneath the surface and asking questions -- but don't bet on this either. The reason so many Gamesmasters have had to sit down and write their own House-Rules is that the present Rule book does not adequately cover the many situations which may arise in play. And because the rule book itself does not cover these situations, we have a proliferation of different rulings by different GM's. Boardman has a fine set of House-Rules -- but these represent his opinion, and not necessarily those of the majority of GM's. In fact, Boardman's do not even represent the opinions of the inventor of the game, Alan Calhamer (who, may we remind you, has made statements supporting Koning's Rule and Miller's Rule). So why should Boardman's interpretations be the only ones to be considered?

Many of the House-Rules written are attempts to define or interpret the confusing situations in accordance with the way the Rule book is written (one reason, e.g., we are against the Coastal Crawl and other devious ways of two units exchanging positions); other H-R's are attempts to define/interpret the confusing situations in the manner which the GM feels will make the better game. And we do not believe any two GM's has come up with a set of interpretations which is exactly like that of any other GM. This, of course, presents an almost impossible situation for the poor beginner who wishes to play in two or more magazines (and even the experienced players don't fare too well in this area).

And this inadequacy on the part of the Rule book is not just the opinion of the various GM's (who, because they have to interpret game situations over and over again on a very frequent basis should be in a better position to know than most of the players); we are frequently asked questions concerning interpretation from beginners and experienced players alike, sometimes on questions which most persons take for granted, and so which are included in no House-Rules we have ever seen. In fact, you'd be surprised at the fantastic ideas some of the beginners get who have nothing to go on but a rulebook, and are playing their first game as a postal game. This may hint that the Rule book is even more inadequate than we think. (After all, most of us learned by word-of-mouth, in across-the-board play, and didn't have to depend upon the Rule book alone for our idea of how the game is to be played. So maybe there are some inadequacies we've never even considered.)

At any rate, if Games Research, in conjunction with Dr. Calhamer, were to add some interpretative material to the Rule book, it would negate the need for most of the House-Rules now floating about, and bring some standardization/uniformity to the scene so that when a person joins a "Regular" or standard game he will have some idea what is going on, and will have some notion of how the GM will rule in a given situation without having to digest all kinds of supplementary and sometimes contradictory House-Rules. If they don't make such revision, then you may expect the proliferation and confusion to continue, despite the efforts of some persons, such as Rod Walker through the NFFF Games Bureau Diplomacy Division, to achieve at least a degree of standardization in interpretation.))

So much for "not included material". The first thing that I mentioned as needing revision is the aspect of the game dealing with postal play. This need not be too lengthy, and might best be concerned with settling the thorny question of how many seasons, what to do in each, and sundry other procedural matters. Who would write this section is anybody's guess, though perhaps Calhamer would be as good a person for this as any. Anyway, you get the idea.

The second thing is addition of material of a strategical/tactical nature. I feel very strongly that not including this material originally has done Diplomacy a great harm. The rule book should give players a good idea (or ideas) on what is the proper strategy, what is a good way to defend various provinces, etc. A player entering a game for the first time has to learn these things (especially the strategical elements) the hard way -- i.e., through trial and error. However useful this may be as a means of making the player remember it, it is wasteful because it relegates the first few games a player plays to testing various strategical theories. For example, if a player for Germany saw in the rule book that an immediate attack on Russia is not wise, then he wouldn't have to try this stratagem to see if it is. This short section on strategy would make the games much sharper and would remove a number of the gross strategical blunders now evident in so many games in which novices participate. The same argument holds for tactical elements -- removing the need to experiment would sharpen ((and maybe shorten?)) the game. (No doubt some people would say that this may make a person who could intuitively or deductively arrive at the "correct" strategy less effective. Rubbish! There would still be room for brilliance -- but it would just have to be applied differently.)

However, there may be a situation where the procedure I have outlined above would not represent the possible optimum -- that would be where the method of resolving combat were changed. If the present "move and support" method were changed, then things would have to be examined more closely.

On this new subject, to my mind the single biggest drawback of the current Rules is the way in which they handle combat. The best example of this is when a unit of one nation is surrounded by 2 pieces each of at least two other nations; each of the surrounding nations writes, "A1 to province X, supported by A2". Result: no change at all. Now this is so totally grotesque as to be repugnant. The piece which was surrounded would have to be destroyed in any situation which even remotely resembles real life. Yet, in Diplomacy, it is not. Or consider another example: a Fleet in Spain(SC), and an A in Marseilles. If they want to exchange positions, the warships sail on water and the army marches on land; they don't come together, and at most the sailors and soldiers exchange raspberries (of the Brooklyn variety). Yet, here again the printed rules say "No!". In the six-month period of the move, there is no way that the army could stand off the fleet, yet it does so.

((Another interjection. Following your logic, why couldn't an Army and a Fleet both occupy a coastal province at the same time? If the Fleet is just in the water, there would be no conflict here. Calhamer stated, some time ago, that the occupation of land by a Fleet is accomplished by an "invisible" land force (let's call them Marines) which is supported by the Fleet. This, assumedly, is where the conflict occurs which makes such an exchange illegal.))

All these examples show, to my mind, the need of totally reforming the rules. ((A complete about-face from the beginning of your letter, Dave!)) But if Games Research is not going to do this, then my earlier comments hold; if they do, then all bets are off. I suppose that, since the old rules have been around for so long, it would be impossible to change them now; but to my mind they should be changed, and I hope some day they will be.

Rod Walker (part of a response on some questions re the G.B. Dippy Division)

Re: Games Research. They are not going to revise the Rules. I think they are ambivalent to the question at best, and Calhamer (who maintains some sort of control over the game) will not allow it to happen. We must therefore work with the Rules as they are.

"Better play" is not, to me, a valid criterion for Rule interpretation, because "better" is too hard to define. However, if an interpretation is implicit in the Rules, either the text or spirit thereof, I think it ought to be used. On the whole, I have allowed my judgement to be guided by Calhamer's statements, whenever he has made any, regarding a given interpretation. Since there will be no re-

vision, I would like to see the NFFF Games Bureau Diplomacy Division (and the IFW Diplomacy Society) take the lead in setting up at least some standardization. Our success in killing Changing of the Guard in IFW games is a case in point. We can, by exerting influence, keep a certain amount of "orthodoxy" in Rule interpretation.

((Squelch! We have letters out to Games Research and to Allan Calhamer on whether or not any Rule book revision is planned, and will include their replies if received in time for this issue of DIPLOMANIA. But from what Rod says above, and from what Jeff Key had to say in LEBOR GABALA #3, a revised Rule book looks very unlikely in the foreseeable future. Too bad....

Actually, this whole thing about rule-book revision started some time ago, when we read in John McCallum's magazine (don't remember which one) that Games Research was going to revise the Diplomacy Rule book, and wanted suggestions. About the same time we heard from Rod Walker, who said he was working with them on Rule book revision, that they wanted to include some names of Postal Diplomacy "contacts" who were likely to have the same address for some time to come, etc. And we heard from Don Cowan to the effect that he had been contacted about Rule book revision. We then wrote to Games Research on the subject -- the short reply you read near the beginning of this symposium was the result. Later we heard from Jeff Key and then Rod Walker that there would be no revision. So that's where things stand now -- unless Dr. Calhamer or Games Research writes to clear things up.

As for the current symposium -- we didn't get many responses, but what we did get certainly ran the entire spectrum of opinion concerning Rule book revision. Our own opinions, as you have probably already noted, are closest to those expressed by Fred Davis.

Of course, we do recognize that Rule book revision would present some very serious problems, perhaps the most important of which is what to do about those many thousands of persons who already have the old Rule book. Nevertheless, we don't believe that this problem is of such importance that it should stand in the way of such revision. How many revised sets of rules, for example, has Avalon Hill's GETTYSBURG gone through since it was first introduced to the market? And if one edition of rules is found wanting, the fact that that edition has a large circulation is no excuse for not correcting it in a new edition.

Now we can see where there would be a considerable problem in revising the Board -- not only in terms of expense, but also in terms of compatibility with existing sets. But the fact that the Rule book were revised would quickly filter through to all persons involved in postal play -- and it wouldn't really matter for those persons who engage only in across-the-board play, and never come in contact with the postal version. Those persons who already own the current edition of the Rules could either purchase a whole new Rule book, or could buy (very cheaply, we would hope) a mimeographed or otherwise cheaply-reproduced pamphlet containing the actual changes to the current Rules, so they could update their current Rule book.

And as for the list of "contacts" -- we feel it is a very good idea. Certainly it would date, and would have to be brought up to date at intervals -- but this would present no great problem. In fact, we would like to suggest to Games Research that they do as so many other games companies have done, and publish (or contract with someone for its publication) a small cheaply-reproduced newsletter or flyer to come out occasionally, available by a low-priced subscription (\$1 per year, or something like that). In such a newsletter they could keep us all informed of what's going on -- and could use this newsletter as a medium for updating the list of "contacts". They could disseminate rule changes, suggested variations, and the like. Such a publication would be invaluable to Postal Diplomacy (and could also be used as a medium for discussing some of their other games). They could also run articles, etc. on the field. In short, they could do what so many of us are trying to do with our various Diplomacy genzines, and do it much better. (And make some money while they're doing it.))

REGULAR POSTAL DIPLOMACY GAMES CURRENTLY IN PROGRESS

Information given for each game includes the name of the magazine in which the game currently resides, and the year in which the battle is currently (according to our latest information) taking place. (Parentheses around the year indicate our information is quite old, and the game has undoubtedly progressed far beyond this point, if not finished, by now; information is needed on these games to bring this list up to date.) The game-designation of the magazine in which the game is taking place is also given (if any). An asterisk in front of the Boardman designation means status of magazine and game are as of this moment unknown -- may have folded. The Boardman designation consists of the year in which the game started, followed by a capital letter or letters (i.e., a sequence indicator), used to identify the approximate sequence in which the games began during the year. (In reality, the sequence indicator serves merely to depict the order in which the game was assigned a Boardman designation.) The Boardman numbers are currently being assigned by Rod Walker, having originated with John Boardman, and subsequently being assigned by Charles Wells and then John Koning. Boardman designations in this listing are assigned only to Regular games (Variants such as the Calhamer 5-Man game appear in the Variant listing). Boardman designations for Regular games are distinguishable from the Miller designations for Variant games in that Boardman designations will never contain lower-case letters, while Miller designations invariably have them. Corrections to this listing are welcome. List is compiled as of December 31, 1969.

- | | |
|---|---|
| *1966C -- WILD 'N WOOLY (1966KL); 1912. | *1968A -- TRANTOR/STAB (T-IV); 1907. |
| * X -- (needs a home; was formerly
in MISKATONIC UNIVERSITY);
1908. | B -- THE LOST ONES/P.S.G. (TLO #1);
1905. |
| * Z -- WILD 'N WOOLY (1966KQ); 1909. | C -- DIPLOPHOBIA (PUC); 1907. |
| AT -- DIPLOPHOBIA (PIC); 1914. | D -- DIPLOPHOBIA (PVC); 1908. |
| BD -- DIPLOPHOBIA (PKC); 1912. | E -- DIPLOPHOBIA (PWC); 1908. |
| * BL -- KALMAR (1966KR); 1906. | H -- EFGIART/P.S.G.; 1907. |
| * BM -- KALMAR (1966KS); 1907. | I -- A.D.A.G.; 1906. |
| * BN -- KALMAR (1966KT); 1907. | K -- EREHWON/NUMENOR; 1907. |
| * BO -- KALMAR (1966KV); 1908. | L -- DIPLOPHOBIA (PXC); 1908. |
| | M -- DIPLOPHOBIA (PYC); 1908. |
| *1967A -- TRANTOR/STAB (T-III); 1916. | N -- COSTAGUANA/NUMENOR; 1905. |
| J -- CEREBRAL NEBULA/PUGET SOUND
GAZETTE (CN-1); 1907. | O -- COSTAGUANA/NUMENOR; 1906. |
| * L -- WILD 'N WOOLY (1967KY); 1906. | * Q -- XANADU (#1); (1907). |
| O -- XENOLOGIC (X-1); 1912. | * U -- XANADU (#3); (1906). |
| T -- CEREBRAL NEBULA/P.S.G. (CN-2);
1907. | V -- DIPLOPHOBIA (PZC); 1907. |
| U -- GRAUSTARK; 1926. | W -- EREHWON/NUMENOR; 1907. |
| W -- XENOLOGIC (X-6); 1912. | X -- XENOLOGIC (X-13); 1907. |
| Y -- XENOLOGIC (X-10); 1911. | Y -- XENOLOGIC (X-16); 1907. |
| * AB -- KALMAR (1967KR); 1905. | Z -- CEREBRAL NEBULA/P.S.G. (CN-4);
1904. |
| * AD -- LONELY MOUNTAIN; (1903). | AA -- THE LOST ONES/P.S.G. (TLO #2);
1903. |
| AE -- INTERNATIONAL ENQUIRER; 1905. | * AB -- VALHALLA/STAB (V-I); 1907. |
| AH -- EREHWON/NUMENOR; 1909. | * AD -- MASSIF/STAB (M-IV); 1904. |
| AL -- DIPLOPHOBIA (PQC); 1910. | * AE -- ORTHANC/STAB (O-L); 1904. |
| AO -- A.D.A.G.; 1909. | AF -- COSTAGUANA/NUMENOR; 1904. |
| AP -- DIPLOPHOBIA (PRC); 1910. | AG -- EREHWON/NUMENOR; 1906. |
| AR -- XENOLOGIC (X-12); 1909. | * AH -- POSTAL DIPLOMACY (BB#9); (?). |
| AS -- A.D.A.G.; 1908. | AI -- SHANGRI-LA/LETHE (GCC); 1904. |
| AV -- INTERNATIONAL ENQUIRER; 1905. | AJ -- EREHWON/NUMENOR; 1906. |
| AX -- A.D.A.G.; 1909. | AK -- A.D.A.G.; 1905. |
| * AZ -- (needs a home; JUTLAND JOLLIES
game #3); 1905. | * AM -- XANADU (#4); (1903). |
| BB -- DIPLOPHOBIA (PTC); 1909. | AN -- SHANGRI-LA/LETHE (GDC); 1904. |
| | AO -- XENOLOGIC (X-17); 1906. |
| | * AP -- POLASKA I (BC#1); (1905). |

*1968AQ - POLASKA I (BC#2); (1904).
 * AR - POLASKA I (BC#3); (1904).
 * AS - POLASKA I (BC#4); (1904).
 * AT - POLASKA I (BC#5); (1904).
 * AU - POLASKA I (BC#6); (1904).
 AV - A.D.A.G.; 1904.
 AW - COSTAGUANA/NUMENOR; 1903.
 AX - COSTA-II; 1903.
 AY - LA GUERRE (LRF); 1908.
 AZ - LA GUERRE (LRG); 1909.
 BA - EREHWON/NUMENOR; 1906.
 * BC - DIPLODEUR I; (?).
 * BE - POLASKA I (BC#7); (1903).
 * BF - POLASKA I (BC#8); (1904).
 * BG - POLASKA I (BC#9); (1903).
 * BH - POLASKA I (BC#10); (1903).
 * BI - POLASKA I (BC#11); (1903).
 * BJ - POLASKA I (BC#12); (1904).
 * BK - POLASKA I (BC#13); (1903).
 * BL - POLASKA I (BC#14); (1903).
 * BM - POLASKA I (BC#15); (1904).
 * BN - POLASKA I (BC#16); (1904).
 * BO - POLASKA I (BC#17); (1903).
 * BP - POLASKA I (BC#18); (1903).
 * BQ - POLASKA I (BC#19); (1903).
 BR - VERBAL CHAOS, LTD (#1); 1907.
 BS - COSTA-II; 1903.
 * BT - AEOLUS (#3); (1901).
 BU - LA GUERRE (LRH); 1906.
 * BV - SAWGRASS RETORT; (1904).
 * BW - DIES IRAE (#1); (?).
 * BX - (needs a home; SPALD, JR. game #1); 1906.
 BZ - EREHWON/NUMENOR; 1905.
 * CA - RAGNAROK (A); (1905).
 * CB - RAGNAROK (B); (1905).
 * CC - RAGNAROK (C); (1905).
 CD - XENOGOGIC (X-18); 1904.
 * CE - DIES IRAE (#2); (?).
 CF - COSTA-II; 1902.
 CG - EFGIART/P.S.G.; 1903.
 CH - GRAUSTARK; 1910.
 CJ - LA GUERRE (LRI); 1907.
 * CK - POSTAL DIPLOMACY (BB#12); (?).
 CL - GRAUSTARK; 1909.
 CM - THE VOICE (TV-A); 1907.
 * CN - XANADU (#5); (?).
 * CO - (needs a home; SPALD, JR. #2); 1904.
 CP - COSTA-II; 1902.
 * CR - NEMEDIAN CHRONICLES (#1); 1909.
 * CS - NEMEDIAN CHRONICLES (#2); 1907.
 * CW - GLORY ROAD (#1); 1903.
 CY -
 CZ -

*1969D -- RAGNAROK (D); (1903).
 * E -- RAGNAROK (E); (1903).
 F -- BROBDINGNAG (ABA); 1905.
 G -- BESEROVIA/NUMENOR; 1903.
 H -- HALF 'N HALF/LONELY MOUNTAIN; 1905.
 I -- LA GUERRE (LRJ); 1907.
 K -- THE DIPLOMAT (TD-2); 1903.
 L -- THE DIPLOMAT (TD-3); 1903.
 M -- BROBDINGNAG (ADA); 1904.
 O -- THE LOST ONES/P.S.G. (TLO-3); 1902.
 P -- THE VOICE (TV-C); 1904.
 Q -- DOUBLE-CROSS/L.M.; 1904.
 * R -- (needs a home; LIMBOURG GAZETTE #1); (1901).
 * S -- (needs a home; LIMBOURG GAZETTE #2); (1901).
 T -- SERENDIP (ATTAQUER #1); (1901).
 U -- SERENDIP (ATT. #2); (1902).
 V -- COSTAGUANA/NUMENOR; 1902.
 W -- COSTA-II; 1901.
 * X -- (needs a home; SPALD, JR #4); 1903.
 * Y -- (needs a home; SPALD, JR. #5); 1902.
 Z -- EREHWON/NUMENOR; 1902.
 AA - HALF 'N HALF/L.M.; 1902.
 AB - BROBDINGNAG (BBA); 1902.
 * AC - DIPLODEUR II; (?).
 AD - BERZERKELEY BARK (LM-3); 1903.
 AE - LIAISONS DANGEREUSES (LD-1); 1905.
 AF - BERZERKELEY BARK (LM-4); 1904.
 * AG - POLASKA II (BC#20); (?).
 * AH - POLASKA II (BC #21); (?).
 * AI - POLASKA II (BC #22); (?).
 * AJ - POLASKA II (BC #23); (?).
 * AK - POLASKA II (BC #24); (?).
 * AL - POLASKA II (BC #25); (?).
 * AM - POLASKA II (BC #26); (?).
 * AN - POLASKA II (BC #27); (?).
 * AO - POLASKA II (BC #28); (?).
 * AP - POLASKA II (BC #29); (?).
 * AQ - POLASKA II (BC #30); (?).
 * AR - POLASKA II (BC #31); (?).
 * AS - POLASKA II (BC #22); (?).
 * AT - POLASKA II (BC #33); (?).
 * AU - POLASKA II (BC #34); (?).
 * AV - POLASKA II (BC #35); (?).
 * AW - POLASKA II (BC #36); (?).
 AX - THE VOICE (TV-D); 1903.
 AY - LIAISONS DANGEREUSES (#2); 1904.
 AZ - LIAISONS DANGEREUSES (#3); 1903.
 BA - THULCANDRA/L.M.; 1903.
 * BB - POLASKA II (BC #37); (?).
 BC - BERZERKELEY BARK (LM-5); 1902.
 BD - BERZERKELEY BARK (LM-6); 1902.
 BE - VERBAL CHAOS, LTD. (#2); 1902.
 * BF - RAGNAROK (F); (1901).

1969A -- INTERNATIONAL ENQUIRER; 1902.
 B -- THE VOICE (TV-B); 1906.
 C -- BROBDINGNAG (ACA); 1905.

1969BG - ALBION (69-1); 1904.
 BH - SERENDIP (ATTAQUER #3); (1900).
 BI - GRAUSTARK; 1903.
 BJ - LIAISONS DANGEREUSES (#4); 1909.
 BK - LIAISONS DANGEREUSES (#5); 1903.
 BL - VERBAL CHAOS, LTD. (#3); 1901.
 BM - VERBAL CHAOS, LTD. (#4); 1901.
 * BN - GLORY ROAD (#2); 1900.
 BO - THULCANDRA/L.M.; 1901 (note
 that this Boardman number
 was later assigned to POLAS-
 KA II game BC#38, without a
 new no. being assigned to
 the THULCANDRA game).
 BP - ORODRUIN/L.M.; 1903.
 BQ - BESEROVIA/NUMENOR; 1902.
 BS - ROHAN (RDA); 1906.
 BU - ROHAN (RDB); 1903.
 BV - THE VOICE (TV-E); 1901.
 BW - GRAUSTARK; 1901.
 BX - BRONTOSAURUS (#1); 1900.
 BY - IF (#1); 1901.
 BZ - LIAISONS DANGEREUSUS (#6); 1901.
 CA - DIPLOPHOBIA (QAC); 1902.
 CB - DIPLOPHOBIA (QBC); 1902.
 CC - BERZERKELEY BARK (BZ-1); 1901.
 CD - BROBDINGNAG (CCA); (?).
 1969CE - IF (#2); 1900.
 CF - ALBION (69/2); 1900.
 CG - ANIARA (ANI); 1900.
 CH - ANIARA (NIA); 1900.
 CI - ANIARA (IAR); 1900.
 CJ - BERZERKELEY BARK (BZ-2); 1900.
 CK - EREHWON/NUMENOR; 1900.
 CL --
 CM --
 CN --
 CO --
 CP --
 CQ --
 CR --
 1970A. --
 B --
 C --
 D --
 E --
 F --
 G --
 H --
 I --
 J --
 K --
 L --

Note that where two magazine titles are given, separated by a "/", the first is the name of the sub-zine, the second the name of the composite-zine containing the sub-zine.

Unassigned: XANADU (#6); 1901; PACIFIC DIPLODEUR; 1900; DIPLOPHOBIA (QCC); 1900; POLASKA II (BC#38); (?) (assigned same number as THULCANDRA game TH-3, which had prior claim to the number).

 Changes to "Regular Diplomacy Games -- A Listing" (DIPLOMANIA 24/25) since DPMA #26:
 Additions to list and changes in game-year can be obtained by mulling through
 the preceding list of active games. Completed games and other changes since #26 are:
 Completed Games/Cancellations, etc. --

1965C -- Won F19, Jerry Pournelle, GER.	1968BY -- Won W08, Edi Birsan, TUR.
1966T -- Won W13, George Schelz, RUS.	1968CX -- Cancelled 1914 due to player dis-
1967B -- Won W11, Buddy Tretick, GER.	interest (note this game was
1967AA -- Won W09, Doug Beyerlein, RUS.	never assigned a Boardman no.,
1967BC -- Won W08, Norm Zinkhan, RUS.	so we took the liberty of using
1968G -- Won S14, Dave Lebling, TUR.	the next open number).
1968T -- Won W07, Tom Eller, RUS.	1969J -- Cancelled ? due to player dis-
1968BB -- Won W09, John Koning, A-H.	interest.

Variant Games assigned Boardman Numbers --

1969BR - (see 1969Tv). 1969BT - (see 1969Uv).

 Not heard from for quite some time are WILD 'N WOOLY, KALMAR, XANADU, STAB and its sub-zines, POLASKA I and II, AEOLUS, SAWGRASS RETORT, RAGNAROK, NEMEDIAN CHRONICLES, and GLORY ROAD. ##### And whatever happened to DIES IRAE? And does anybody know the outcome of LONELY MOUNTAIN game 1967AD? ##### What is the current status of DIPLODEUR I and II, and POSTAL DIPLOMACY? How many games are being run in the last-named 'zine? ##### And please note all the games which need homes. This has been a bad year for many of the formerly reliable Postal Diplomacy gameszines....

VARIANT POSTAL DIPLOMACY GAMES CURRENTLY IN PROGRESS

Information given for each game includes the following: (a) The Variant Game Designation ("Miller Number"), which consists of three parts (1. The year in which the game began; 2. A capital letter (or letters) (i.e., a sequence indicator), used to identify the approximate sequence in which the games began during the year; 3. A lower-case letter (or letters), which indicates the type of Variant (see Part I of the complete listing of Variant games in DIPLOMANIA #22)); (b) The name of the magazine in which the game currently resides (where there are two names separated by a "/", the first is the sub-zine, the second the composite 'zine which contains the sub-zine); (c) The game-designation of the magazine in which the game resides; (d) The name of the Variant. An asterisk in front of the Variant Designation means status of game and magazine are as of this moment unknown -- may have folded. Corrections to this listing are welcome. List is compiled as of 31 December 1969.

- *1965Bb -- NORSTRILLIA NOTES (Superdiplomacy).
- 1966Cf -- LIMBO/LETHE, game DAA (Anonymity).
- 1966Dg -- DIPSOMANIA/HYDROPHOBIA, game DBB (Economic I).
- 1966Hf -- LIMBO/LETHE, game DCA (Anonymity).
- 1966Jl -- SCHIZOPHRENIA/HYDROPHOBIA, game DDD (Twin-Earths).
- 1966No -- BARAD-DUR/HYDROPHOBIA, game DFF (9-Man, Miller Version).
- 1966Op -- SUPERCALIFRAGILISTICEXPIALIDOCIOUS/HYDROPHOBIA, game SAA (Anarchy I).
- *1966Pb -- MESKLIN MEMOS (Superdiplomacy).
- *1966Qq -- ASGARD ADDENDA (Morglay).
- 1966Ss -- HYSTERIA/HYDROPHOBIA, game FIE (Clans (Scottomacy)).
- 1966Wf -- LIMBO/LETHE, game DGA (Anonymity).
- 1966Yv -- MISKATONIC UNIVERSITY/NUMENOR, game 1966AR (Calhamer 5-Man Game).
- *1966Zw -- (We assume this game, formerly in TS-II, is now over. Hal??)
- 1966AFaa - LOMOKOME (Imperialism VII).
- 1966AGaa - LOMOKOME (Imperialism VII).
- 1966AIac - ATLANTIS (Imperialism VIII).
- 1966AKaa - LOMOKOME (Imperialism VII).
- 1966ALv -- MISKATONIC UNIVERSITY/NUMENOR, game 1966BE (Calhamer 5-Man Game).
- 1967Er -- HYSTERIA/HYDROPHOBIA, game GAA (Indianomacy II).
- 1967Fv -- VARIOSO/LETHE, game PME (Calhamer 5-Man Game).
- 1967Iv -- MISKATONIC UNIVERSITY/NUMENOR, game 1967C (Calhamer 5-Man Game).
- 1967Mab -- ATLANTIS (Princeps).
- 1967Naa -- LOMOKOME (Imperialism VII).
- 1967Uam -- LOMOKOME (Imperialism VII, Revised).
- 1967Vat -- ATLANTIS (Imperialism VIII, Revised).
- 1967Xav -- CHAOS/HYDROPHOBIA, game SBB (Hyperspace II).
- 1967Yav -- ASTRA/HYDROPHOBIA, game SCC (Foundation Game (Galaxy Versus the Mule)).
- 1967AAay - SUPERCALIFRAGILISTICEXPIALIDOCIOUS/HYDROPHOBIA, game SAE (Anarchy III).
- *1967ACaz - ? (Dan Alderson) (Space War).
- *1967ADba - ZENO (Zeno).
- 1967AKam - LOMOKOME (Imperialism VII, Revised).
- *1967ALbf - JUTLAND JOLLIES, Team Game #1 (3x3 Team Game w/Wild-Card Player (RUS)).
- *1967AMbg - FRITZ'S FOLLIES, game GBB (Supereconomic Diplomacy).
- 1967ARam - LOMOKOME (Imperialism VII, Revised).
- 1968Abr -- LA GUERRE, game LHA (Hyperspace II $\frac{1}{2}$).
- *1968Dar -- STAB, game V (3-Man (2 Teams & Wild-Card Player (RUSSIA))).
- 1968Gam -- LOMOKOME (Imperialism VII, Revised).
- 1968Mbk -- LA GUERRE, game LKC (Kriegspiel Diplomacy).
- 1968Pv -- BLEFESCU/NUMENOR, game 1968CV (Calhamer 5-Man Game).
- 1968Qbt -- AUX ARMES!, game DMK (Hypereconomic Diplomacy).
- 1968Rbu -- UTOPIA (Youngstown Variant).

ACTIVE POSTAL DIPLOMACY MAGAZINES

(("R" indicates 'zine is devoted to Regular Diplomacy only; "v" indicates presence of Variant Diplomacy game(s); "Rv" denotes presence of both types of games in 'zine; "G" indicates Diplomacy "genzine" (no games); "s/" denotes subscription rate for 'zine; "g/" indicates game-fee and type of game currently open in 'zine (to the best of our knowledge, i.e.). Issue numbers or dates when shown indicate only issues we have in our collection, and not necessarily all issues published. (If anyone has any issues of these 'zines which 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. Magazine title preceded by a "@" indicates a newly-announced title not yet published; "*" asterisk preceding title indicates 'zine is a member of the NFFG Games Bureau Diplomacy Division (if your 'zine is not in the Division, write Rod Walker for info on joining (address below)); "φ" preceding title indicates 'zine is a member of the IFW Diplomacy Society (now headed by Jeff Key); title enclosed in parens is one we have not heard from for some time -- will be dropped (presumed folded) from listing if not heard from by next publication of this listing. Type of repro is also shown when known. Corrections to this listing are requested.))

- *A DROITE A GAUCHE (A.D.A.G.) -- Hal Naus, 1011 Barrett Ave., Chula Vista, Cal., 92011. Games 1967AO, 1967AS, 1967AX, 1968I, 1968AK, 1968AV. R; s/10/\$1 (N3F Games Bureau Regular Members, 12/\$1); g/none; issues 1-41,43; ditto.
- *(AERLION) -- Ed Halle, Box 903, Gainesville, Fla., 32601. No games yet. v; s/; g/\$3 (Parlement, Revised) or \$5 (Cryptomacy); issues 0.5, 0.5A; mimeo.
- *ALBION -- Don Turnbull, 6 St. George's Ave., Timperley, Cheshire, England. Games 1969BG (69-1), 1969CF (69-2). Rv; s/1 sh/cy; g/10 sh / postage (Hyperspace VI; open to players anywhere in world); issues 1-7; mimeo. AHKS 'zine. Highly Rcm'd.
- *ANIARA -- Jeff Key, 4611 N. Pennsylvania, Apt. 1-D, Oklahoma City, Okla., 73112. Games 1969CG (ANI), 1969CH (NIA), 1969CI (LAR). R; s/15¢ ea., 10/\$1.25 (10/\$1 GB, IFW, WARS); g/\$5 (\$4 GB, IFW, WARS) (Regular); #'s I:1-2.5; ditto.
- *castra -- #'s 1-10; see HYDROPHOBIA.
- *ATLANTIS -- Chris Schleicher, 1535 Dartmouth Lane, Deerfield, Ill., 60015. Games 1966AIac, 1967Mab, 1967Vat. Rv; s/10/\$1; g/\$4 (\$3 if in ATLANTIS game already) (or \$2.50 GB or IFW, \$1.50 already in game) (Regular); #'s 1-13; mimeo.
- *AUX ARMES! -- Don Miller, 12315 Judson Road, Wheaton, Md., 20906. Game 1968Qbt (DMK). v; s/30¢ ea., 4/\$1 (GB: 25¢ ea., 5/\$1); g/\$1 ("Off-Board", "Revolutionary" and "Replacement" positions only) (Hypereconomic Diplomacy); #'s 1-7; mimeo. Recommended only to those who like "Instant Insanity" puzzles...
- *ANASIGPAC -- Marty Kirkpatrick, 320 Yale St., Nampa, Idaho, 83651. No games yet. Rv; s/10/\$1.50; g/\$5 (\$4 GB or beginners, \$3 if already playing in game in 'zine) (Regular and several unspecified Variants); no issues on hand yet.
- *barad-dur -- #'s 1-52; see HYDROPHOBIA.
- *BERZERKELEY BARK (full title, THE LIMBOURG GAZETTE, BERZERKELEY BARK, AND HOLY BIBLE CRUSADE) -- Larry Fong, 704 Alice St., Oakland, Cal., 94607. Games 1969AD (LM-3), 1969AF (LM-4), 1969BG (LM-5), 1969BD (LM-6), 1969CC (BZ-1), 1969CJ (BZ-2). R; s/10/\$1.75; g/\$3.50 1st, \$2.25 ea. add'l (SNCL's 75¢ and 50¢ discounts, resp.; 25¢ discounts to GB); # I:1; ditto. Co-editor: Lee Childs.
- *BESEROVIA (appears both individually and as NUMENOR sub-zine) -- Rod Walker, 5058 Hawley Blvd., San Diego, Cal., 92116. Games 1969G, 1969BQ. R; s/10/\$1, 10¢ ea.; g/none; #'s 1,2; ditto.
- ?black sands -- #'s 1-5; see LONELY MOUNTAIN.
- *blefescu -- #'s 1-9; see NUMENOR.
- *BRAVE NEW WORLD -- Hal Naus. Game 1969Qbh. v; s/?; g/none; #2; ditto.
- *BROBDINGNAG -- Ed Halle. Games 1969C (ACA), 1969F (ABA), 1969M (ADA), 1969AB (BBA), 1969CD (CCA) (was supposed to have Diplobourse around game CCA). R; s/10/\$1.50; g/\$5 (\$4 GB, \$3 players in 'zine, traders, subbers) (Regular); #'s 1,10,11,25-76, 79-88,91-101; mimeo. Recommended.

- *BRONTOSAURUS -- Lenard Lakofka, 1806 N. Richmond St., Chicago, Ill., 60647. Games 1968BX (#1). Rv; s/10/\$1.25; g/\$4 1st, \$3 ea. add'l (GB, IFW, or NOW: \$3.50 and \$2.50, resp.; GB and IFW or NOW: \$3 and \$2, resp.) (Regular, Rajomacy, Barbaria, Khanomacy); #'s I:37,200; mimeo.
- *cerebral nebula -- #'s 1-3,15,?,22; see PUGET SOUND GAZETTE.
- *chaos -- #'s 1-8; see HYDROPHOBIA.
- costaguana -- #'s I:1,2,18,20; II:1-9; III:1-16; IV:1,2; see NUMENOR.
- *COSTA-II -- Hal Naus. Games 1968AX, 1968BS, 1968CF, 1968CP, 1969W. R; s/?; g/none; #'s 1-4,6; ditto.
- (DIPLODEUR I) -- Bob Johnson, P.O. Box 134, Whippany, N.J., 07981. Game 1968BC. R; s/none; g/none; no issues on hand. AHIKS 'zine.
- (DIPLODEUR II) -- Bob Johnson. Game 1969AC. R; s/none; g/none; no iss. o.h.. AHIKS.
- (DIPLODEUR III) -- Bob Johnson. Game 1969Bca. V; s/none; g/none; no iss. o.h.. AHIKS.
- *DIPLOMANIA -- Don Miller. No games. G; s/35¢ ea., 4/\$1.25 (GB: 30¢ ea., 4/\$1.10) (double-issues 60¢ ea (GB: 50¢)); #'s 1-27; mimeo. Highly recommended.
- *THE DIPLOMAT -- Eric Just, Box 131, Paoli, Okla., 73074. Games 1969K, 1969L. R; s/10/\$1.50 (GB: 10/\$1); g/\$5 (GB & WARS, \$4) (Regular), or \$2.50 (GB or WARS, \$2) (Blitz); #'s 15-18,20-33; ditto.
- *DIPLOPHOBIA -- Don Miller. Games 1966AT (PIC), 1966BD (PKC), 1967AL (PQC), 1967AP (PRC), 1967BB (PTC), 1968C (PUC), 1968D (PVC), 1968E (PWC), 1968L (PKC), 1968M (PYC), 1968V (PZC), 1969CA (QAC), 1969CB (QBC), 1969? (QCC). Also includes sub-zine, THE EXCHANGE, containing Diplobourses for Q series of games. R; s/15¢ ea., 10/\$1.25 (GB: 12¢ ea., 10/\$1.10); g/\$5 (less \$1 if already playing in 'zine, less another \$1 GB, less another 50¢ IFW) (Regular); #'s 1-57; mimeo.
- *dipsomania -- #'s 1-32; see HYDROPHOBIA.
- *double-cross -- Unnumbered; see LONELY MOUNTAIN.
- *efgiart -- #'s 2-7,9,11,12,?,19; see PUGET SOUND GAZETTE.
- *erehwon -- #'s I:1-10; II:1-10; III: 1-10; IV:1,2; see NUMENOR.
- *the exchange -- #'s 1-4; see DIPLOPHOBIA.
- *fantasia -- #'s 1-33; see HYDROPHOBIA.
- fidgeley -- #2; see NUMENOR.
- Ⓞ(FRITZ'S FOLLIES) -- Don Miller. Game 1967AMbg (GBB). V; s/none; g/none; no issues out yet; carbon copy.
- ?@FRIGATE -- Louis Menyhert, 30-53 88th St., Jackson Heights, N.Y., 11369. No games yet. v; s/?; g/\$2 (unspecified Variants); no issues yet. St. John's University Military Strategy Confederation Diplomacy 'zine.
- (GLORY ROAD) -- Larry St.Cyr, Jr., 1501 George Washington, U. of Mass., Amherst, Mass., 01002 (home: 30 Frederick St., N. Adams, Mass., 01247). Games 1968CW (#1), 1969BN (#2). R; s/10/\$1; g/none; #'s 1,31; ditto.
- GRAUSTARK -- John Boardman, 234 East 19th St., Brooklyn, N.Y., 11226. Games 1967U, 1968CH, 1968CL, 1969BI, 1969BW, 1969Sae. Rv; s/10/\$1; g/none; #'s 1,11,12,19,21,25,31,43-199; mimeo. The oldest Postal Diplomacy 'zine. Recommended.
- ?half 'n half -- Unnumbered; see LONELY MOUNTAIN.
- HOSTIGOS -- Michael Childers, P.O. Box 1201, College Station, Texas, 77840. Games 1968Ybz (HV-1), 1969Wbz (HV-2). V; s/10/\$1; g/\$4 (Verrat); #'s 1-1-5, 1-1-8, 1-2-1 thru 1-2-3; mimeo.
- *HYDROPHOBIA -- Don Miller. Includes sub-zines ASTRA (game 1967Yaw (SCC)), BARAD-DUR (game 1966No (DFP)), CHAOS (game 1967Xav (SBB)), DIPSOMANIA (game 1966Dg (DBB)), FANTASIA (games 1969Ice (FMH), 1969Pce (FOH)), HYSTERIA (games 1966Ss (FIE), 1967Er (GAA)), SCHIZOPHRENIA (game 1966J1 (DDD)), SUPERCALIFRAGILISTICEXPIALIDOCIOUS (games 1966Op (SAA), 1967AAay (SEE)). V; s/15¢ ea., 10/\$1.25 (GB: 12¢ ea., 10/\$1.10); g/\$5 (less \$1 if already playing in 'zine, less another \$1 GB, less another 50¢ IFW) (Scotice Scripti, in Hysteria); #'s 1-11; mimeo.
- *hysteria -- #'s 1-8; see HYDROPHOBIA.

IF -- Bill McDuffie, Clarkson Coll. of Technology, Powers House, Box 651, Potsdam, N.Y., 13676 (home: 20 Gail Dr., Nyack, N.Y., 10960). Games 1969BY (#1), 1969CE (#2). R; s/none; g/none; #'s I:1,2; mimeo. IFW Open Tournament 'zine.

INTERNATIONAL ENQUIRER -- Cliff Olilla, 1501 11th Ave. South, Apt. #6, Minneapolis, Minn., 55404. Games 1967AE, 1967AV, 1969A. R; s/10/\$1.50; g/none; #'s I:1-10; II: 1-5; ditto. Humorzine. Co-editor: Ken Fletcher. Shortly to be transferred to Harry Manogg (P.O. Box 769, Kankakee, Ill., 60901).

*LA GUERRE -- Buddy Tretick, 3702 Wendy Lane, Silver Spring, Md., 20906. Games 1968AY (LRF), 1968AZ (LRG), 1968BU (LRH), 1968CH (LRI), 1969I (LRJ), 1968Abr (LHA), 1968Mbk (LKC), 1969Jbk (LKD), 1969Kcf (LSA), 1969Xcf (LSB). Rv; s/?; g/\$3 (Regular, Air-Sea I, Naval Variant), or \$4 / 6¢ stamp ea. issue (7-man 7-game Tournament); #'s I:1-24 (partially), ?, III:1,2; mimeo. Recommended.

(LAURANIA) -- John McCallum, P.O. Box 52, Ralston, Alberta, Canada. No games. G; s/100 pp/\$1. 10¢ ea. (20¢ if over 10 pp); #'s 1,2; mimeo. Highly recommended.

*LEBOR GABALA -- Jeff Key. No games. G; s/30¢ ea., 10/\$2.50, free to players in ANIARA and/or THE VOICE (20% off to GB, IFW, WARS); #'s I:1-3; ditto. Highly recom'd.

*LETHE -- Don Miller. Includes sub-zines LIMBO (games 1966Cf (DAA), 1966Hf (DCA), 1966Wf (DGA)), SHANGRI-LA (games 1968AI (GCC), 1968AN (GDC)), VARIOSO (game 1967Fv (PME)). Rv; s/10¢ ea., 10/90¢ (GB: 8¢ ea., 10/75¢); #'s 1-5; mimeo. Will probably be incorporated into HYDROPHOBIA and/or DIPLOPHOBIA after issue #10.

*LI AISONS DANGEREUSES -- Len Lakofka. Games 1969AE (#1), 1969AY (#2), 1969AZ (#3), 1969BJ (#4), 1969BK (#5), 1969BZ (#6). R; s/10/\$1.25; g/none; #'s 3,4,6,7,9; mimeo.

*limbo -- #'s 1-10; see LETHE. / Co-editor: Chris Schleicher.

?LOMOKOME -- Michael Childers. Games 1966AFaa, 1966AGaa, 1966AKaa, 1967Naa, 1967Uam, 1967AKam, 1967ARam, 1968Gam, 1968Tam, 1968Uam. v; s/?; g/?; #'s 1-9; mimeo.

LONELY MOUNTAIN -- Terry Kuch (7554 Spring Lake Dr., Bethesda, Md., 20034), Almoner, and Charles Wells (3021 Washington Blvd., Cleveland, Ohio, 44118), Publisher. Contains sub-zines BLACK SANDS (Dave Johnston, GM) (game 1969Lbv), DOUBLE-CROSS (Charles Wells, GM) (games 1969Q, 1968Sbv, 1969Dbv), HALF 'N HALF (Dave Lindsay, GM) (games 1969H, 1969AA, 1969Ebv), ORODRUIN (Sid Cochran, GM) (games 1969BP, 1969Ych), THULCANDRA (Terry Kuch, GM) (games 1969EA, 1969BO). Rv; s/10¢ ea (3rd-class), 20¢ ea. (1st-class), 30¢ ea. (airmail); g/none; #'s 1-51; ditto. Highly recom'd.

*the lost ones -- #'s 1,2,6,9,10,5,?; see PUGET SOUND GAZETTE.

*(massif) -- #'s 1-75; see STAB.

*misatonic university -- #'s 2,4,10-17,21,23-27(?),30-38.5; II:1,2; III:1; see NUMENOR.

NUMENOR -- Rod Walker. Contains sub-zines BLEFESCU (David May, GM) (games 1968Pv (1968CV), 1969Fv (1969N)), COSTAGUANA (Conrad Von Metzke, GM) (games 1968N, 1968O, 1968AF, 1968AW), EREHWON (Rod Walker, GM) (games 1967AH, 1968K, 1968W, 1968AG, 1968AJ, 1968BA, 1968BZ, 1969Z, 1969CK), FIDGELY (Von Metzke, GM) (game 1968V), MISKATONIC UNIVERSITY (David May, GM) (games 1966Yc (1966AR), 1966ALv (1966BE), 1967Iv (1967G)), BESEROVIA (see separate listing). Rv; s/30¢ ea., 10/\$3 (10/\$2 GB or IFW); g/none; #'s 106,57; ditto. Highly recommended.

OLYMPIA -- Rich Rubin, Senior House N-204, 4 Ames St., Cambridge, Mass., 02139 (home: 8580 N. Point Dr., Milwaukee, Wisc., 53217). Game 1969Zbv. Rv; s/?; g/? (Regular and Parlement); no issues on hand.

*orodruin -- Unnumbered; see LONELY MOUNTAIN.

*(orthanc) -- #'s 11-63; see STAB.

(THE OZ FREE PRESS) -- Rod Walker. No games yet. V; s/?; g/? (Auto-Diplomacy); #'s 4,5; mimeo.

PACIFIC DIPLODEUR -- Richard Holcombe, 45 Kimberlin Heights Dr., Oakland, Cal., 94619. Game 1969? (plans to run Diplobourse around game). R; s/?; g/?; # I:1; xerox; AHKS.

PEERIGOGIC-II -- Larry Peery, 4567 Virginia Ave., San Diego, Cal., 92115. No games yet. v; s/10/\$2; g/\$3 (Godawful Game); no issues on hand; ditto.

(PEERIMANIA) -- Larry Peery. Game 1968Wbx. v; s/10/\$2; g/none; # I:8.0; ditto.

(POLASKA I) -- Dan Evans, 507 W. Holland, Clovis, Cal., 93612. Games 1968AP (BC#1) thru 1968AU (BC#6), 1968BE (BC#7) thru 1968BQ (BC#19). R; no other info; no issues on hand. March of Dimes Tournament 'zine.

- (POLASKA II) -- Dan Evans. Games 1969AG (BC#20) thru 1969AW (BC#36), 1969BB (BC#37), 1969? (BC#38). R; no other info; no iss. o.h. National Dipl. Champ'shp Tmmt 'zine.
- (POSTAL DIPLOMACY) -- Charles Reinsel, 120 Eighth Ave., Clarion, Pa., 16214. Games 1968AH (BB#9), 1968CK (BB#12). R; s/none. No other info; no issues on hand; ditto.
- *PUGET SOUND GAZETTE -- Hal Naus. Contains sub-zines CEREBRAL NEBULA (games 1967J (CN-1), 1967T (CN-2), 1968Z (CN-4)), ENGLART (games 1968H, 1968CG), THE LOST ONES (games 1968B (TLG#1), 1968AA (#2), 1968O (#3)). R; s/10/\$1 (GB: 12/\$1); g/none; #'s 1-3,5; ditto. Co-editor: Douglas Beyerlein.
- (RAGNAROK) -- John Koning, 318 S. Belle Vista, Youngstown, Ohio, 44509. Games 1968CA (A), 1968CB (B), 1968CC (C), 1969D (D), 1969E (E), 1969BF (F). R; s/12/\$1.25; g/none; #'s 1-7; mimeo.
- *φROHAN -- Ken Borecki, 19 Royal Rd., Rockville Centre, N.Y., 11570. Games 1969BS (RDA), 1969BU (RDB), 1969TV (RNA), 1969UV (RNB). Rv; s/10/\$1.25; g/\$4 (with all kinds of discounts for GB, IFW, NCW, locals, etc.) (Regular); #'s II:14-16; mimeo.
- *φschizophrenia -- #'s 1-9; see HYDROPHOBIA.
- SERENDIP -- John McCallum. Games 1969T (ATTAQUER #1), 1969U (Att. #2), 1969BH (#3). R; s/100 pp/\$1, 10¢ ea.; g/none; #'s 1-21; mimeo. Recommended.
- *φshangri-la -- #'s 1-5; see LETHE.
- *(STAB) -- John Koning. Contains sub-zines MASSIF (game 1968AD (IV)), ORTHANC (game 1968AE (L)), TRANTOR (games 1967A (III), 1968A (IV)), VALHALLA (game 1968AB (I)), plus STAB game 1968Dar (V)). Rv; s/8/\$1; g/none; #'s 1-64; mimeo. Recommended.
- *φsupercalifragilisticexpialidocious -- #'s 1-32; see HYDROPHOBIA.
- (THE SWISS VARIANT) -- Tommy Ogle, 2318 Cleveland Ave., S.W., Decatur, Ala., 35601. No games yet. Rv; s/10/\$1; g/\$2.1st, \$1.50 ea. add'l (Regular); #'s 1,2; mimeo.
- *φTHANGORODRIM -- Bill McDuffie. Games 1969Maj, 1969Nr, 1969Os, 1969Raj, 1969Vt. v; s/\$2/yr.; g/\$3 1st, \$2 ea. add'l (GB: \$2.50/\$1.50, IFW: \$2.25/\$1.25) (Third Age, Barbaria, Youngstown Variant, Napoleonic Diplomacy); #'s 1-5; mimeo. Recommended.
- ?thulcandra -- Unnumbered; see LONELY MOUNTAIN.
- *(trantor) -- #'s 1,2,4-90; see STAB.
- *φUTOPIA -- Rod Walker. Games 1968Rbu, 1969Abu. v; s/10/\$1; g/none; #'s 1-12; mimeo.
- *(valhalla) -- #'s 1-16; see STAB.
- *φvariosc -- #'s 1-8; see LETHE.
- *φVERBAL CHAOS, LTD. -- Bill McDuffie. Games 1968BR (#1), 1969BE (#2), 1969BL (#3), 1969BM (#4). R; s/10/\$1; g/\$3 1st, \$2 ea. add'l (GB: \$2.50/\$1.50; IFW: \$2.25/\$1.25) (Regular); #'s 10-16; mimeo.
- *φTHE VOICE -- Jeff Key. Games 1968CM (TV-A), 1969B (TV-B), 1969P (TV-C), 1969AX (TV-D), 1969BV (TV-E), 1968Zbq (1968CQ). Rv; s/10/\$1.25, 15¢ ea. (20% discount GB, IFW, WARS); g/none; #'s I:8¢ II:1-4; III:1-10; IV:1-3; ditto.
- ?@THE WATCHER -- Scott Hankin, 18 Seaver St., Wellesley, Mass., 02181. No games yet. R; s/?; g/\$3.50 (Regular); no issues yet.
- (THE W.O.R.L.D. RECORD) -- R. Wayne Hoheisel, 4804 Calvert Rd., Apt. #1, College Park, Md., 20740. Official Organ for World Organization for Responsible Leadership & Deliberation (AUX ARMES! game DMK). v; s/\$1/yr.; #'s 1,2; ditto.
- (XANADU) -- Sam Ferris, 210 Newberry Ave., Newberry, Mich., 49868. Games 1968Q (#1), 1968U (#3), 1968AM (#4), 1968CN (#5), 1969? (#6). R; s/10/\$1; g/10¢/issue 1st game, 5¢/issue ea. add'l (Regular); # II:3; ditto.
- (XENO) -- Dan Brannan, %Dan Alderson, 6720 Day St., Tujunga, Cal., 91042. Game 1967ADba. v; s/10/\$1; g/\$2 (Xeno); #'s 1-6,9; ditto.
- XENOLOGIC -- Larry Peery. Games 1967O (X-1), 1967W (X-6), 1967Y (X-10), 1967AR (X-12), 1968X (X-13), 1968Y (X-16), 1968AO (X-17), 1968CD (X-18). R; s/10/\$2; g/none; #'s I:1-4,6-9,10.5-12; II:1-12.5; III:1-3.0; ditto.
- YE OLDE BUSIE BULLETYNNE BOARDDE -- Jeff Key. No games. G; s/12/\$1 (12/50¢ if you receive THE VOICE, ANLARA, LEBOR GEBALA, or THE DIPLOMAT); #'s 1-8; ditto. Recm'd.
- *φZOTHIQUE -- Rod Walker. Games 1969Gcc, 1969Hcd. v; s/10/\$1; g/\$4 (\$3 GB, IFW) (Aberration IV); #'s 1-3,4a,5-12; mimeo.

PARA-TIME I -- General Rules

The Board -- Seven standard 7-nation Regular Diplomacy boards, numbered I through VII from top to bottom, inclusive.

The Rules --

1. Except as noted below, Regular Diplomacy rules and DIPLOMANIA "House-Rules" will apply.

2. This is a game for seven players, each playing a different nation on each of the seven boards (thus each player plays each of the seven nations once).

3. Before the game begins, each player shall submit to the GM a set of rules for play on one of the seven boards. The GM will either accept the rules for use in the game, or will return them to the submitting player for revision. In deciding whether or not the rules are acceptable, the GM will employ the following criteria:

- a. The rules may not contradict or contravene the general rules for the game.
- b. Each set of rules accepted must differ sufficiently from those submitted by the other players.
- c. The rules must produce a playable game.
- d. The rules must be internally consistent.
- e. The rules must not confer a considerable advantage to any nation over any other.
- f. The rules do not have to be original, but may be those of an existing Variant (e.g., Microdiplomacy) if the player chooses not to invent a game of his own.

4. Once an acceptable set of rules has been received from each of the seven players, the GM will draw the name of a country. For each board, the rules submitted by the person playing the country drawn shall be used for that board.

5. There shall be five seasons, in the following order: WINTER (builds), SPRING (moves), SUMMER (retreats), FALL (Moves), and AUTUMN (retreats). Whenever possible, retreat seasons shall occur simultaneously with other seasons to save time.

6. During the initial (WINTER, 1900) season in the game, the players must submit "build" orders to the GM for all of their countries on all boards (Paratime "levels"), subject to (a) the rules of play on each level, and (b) the stipulation that a maximum of one full unit (Army (A) or Fleet (F)) may be built per home supply center. Choice of whether to build an Army or Fleet exists where physically possible, unless specified otherwise in the rules of play for a given level.

7. After the WINTER, 1900 season, a player may have more full units (Armies and Fleets) on the board than he has supply centers. Thus, in each "build" season following WINTER, 1900, a player may build additional units even if he has less supply centers than units, provided he can pay the building and maintenance costs for the additional units.

8. Movement between levels is possible only through the use of Paratime Transmitters (T) and Receivers (R).

9. Paratime Transmitters and Receivers may be built only during the SPRING and FALL move-seasons. Only one Transmitter or Receiver may be built by a single player during a given season, and a Transmitter may not occupy the same province as a Receiver. A Transmitter or Receiver may be built in any land-province (inland or coastal) controlled by the builder during the season in which the "build" order is written. ("Controlled" provinces include the following, provided (a) they are not occupied by a unit other than that of the builder at the beginning or end of the season in which the "build" order is written, and (b) the province is not attacked

by one or more units of another player during that season: (1) Any supply-center province owned by the builder; (2) Any home non-supply center province (providing all home supply centers still belong to the builder); (3) Any other non-supply center province which is occupied by a unit of the builder at the start of the season in which the build is ordered.) Transmitters and Receivers may not be built in sea-provinces.

10. Transmitters and Receivers have no offensive or defensive weight. They may not support or be supported. However, they may be physically present in the same province as a military unit.

11. On any move-season after the one in which it is built, a Transmitter or Receiver may be moved to an adjacent land-province. There is no limit to the number of such moves during a game, except that a Transmitter or Receiver may only be moved one province at a time. An attempted move of a Transmitter or Receiver fails if the province to which the move was ordered is attacked during the same season by a unit of another player.

12. If a province containing a Transmitter or Receiver is captured, the Transmitter or Receiver is captured with it (unless, of course, the owner wrote a successful "move" order that time). A captured Transmitter or Receiver may be used by its captor on the move-season following the one in which it was captured (or the captor may move it, etc.).

13. A military unit may be transported through paratime only between corresponding provinces on different levels. (Thus, e.g., a unit in Munich on level I could only be transmitted to a Receiver located in Munich on one of levels II through VII.)

14. Orders to transmit and receive may be written during any move-season. An order to transmit must be written by the player owning the Transmitter (with a corresponding order for the unit being transmitted from the player who owns the unit). An order to receive a unit being transmitted must be written by the player who owns the Receiver.

15. A unit to be transported through paratime must be in the province containing the Transmitter at the start of the season in which the transmission is to take place. Only one unit may pass through a given Transmitter or Receiver during a single season. A unit may not be transported and move in the same turn.

16. A transmission order fails if the province containing the Transmitter is attacked during the turn in which the transmission is ordered. A receive order fails if the province containing the Receiver is attacked during the turn in which the receive order is written.

17. If a legal transmission order is written by a player, but for some reason the Receiver is not able to receive the unit being transmitted (e.g., the player who owns the Receiver fails to write a proper "receive" order, or the province containing the Receiver is attacked during the season in which the receive order is written), the unit being transmitted is "lost" in Hyperspace.

18. A unit which is "lost" in Hyperspace has two move-seasons in which to "escape" from Hyperspace, or it is eliminated from the game. An "escape" from Hyperspace is possible only if a Receiver anywhere on any level is in operation during the two seasons following the "loss". If a receive order is written (either for the "lost" unit or for any other unit in the game) during either season, the GM will roll a die. If a 1 or 6 (during the first season) or a 1 (during the second season) is thrown, the "lost" unit will appear in the Receiver, and the unit (if any) actually ordered to that Receiver will itself be "lost" in Hyperspace. (Note that if more than one receive order is written during either or both of the two seasons, the GM

will choose between the Receivers by chance, and will roll for that one Receiver only.)

19. The economic unit used in the game shall be the "Paratime Credit" (\$). This is an inter-temporal unit, good anywhere on any level (there are no "national" currencies).

20. At the start of the game, each player shall have on hand a total of 875 Paratime Credits (except for RUSSIA, which shall have 1,150 Credits).

21. The GM will assess the players for construction costs, maintenance costs, paratime activities, and military conflicts, as follows:

- a. Assessed at end of each move-season:
 - Maintenance Costs (per A or F) 9
 - Maintenance Costs (per T or R) 1
- b. Assessed at end of season in which event occurs:
 - Construction Costs (per A or F) 22
 - Construction Costs (per T or R in supply-center province) 4
 - Construction Costs (per T or R in non-supply-center province) .. 5
 - Operation Costs (per T or R) 2
 - Move Costs (per T or R) 1
 - Battle Costs (per A or F involved in a battle) 1

22. At the end of each AUTUMN season, each player will receive 20 Paratime Credits for each supply center he owns.

23. Assessments are made each season before any income is received (from trades, loans, supply centers, etc.).

24. Players may buy, sell, loan, trade, etc. military units (they are selling the equipment, not the men), Transmitters, Receivers, or Paratime Credits (but they must get from one area to another through legal moves). They may also rent, loan, etc. the use of Transmitters or Receivers, even though said T's and R's may be located on their own territory. All such transactions are between the players, and if one defaults, there is nothing the GM can do about it. However, any exchange of A's, F's, R's, T's, and/or \$ must be reported to the GM immediately, for publication, or it is invalid.

25. Players may designate a maximum of 3 Paratime Credits as "Foreign Trade" with any one player on each level on which the two players can trace an unbroken "trade route" between territories held by them (i.e., trade route may not be through Hyperspace, or through land- or sea-provinces owned or occupied by units of other players). GM will pay a maximum of 5 Paratime Credits "Foreign Trade" Bonus per player from whom Foreign Trade is received, at the rate of 1 Paratime Credit "bonus" for each 3 credits received by a player from that sender. (E.g., if player A successfully sent 18\$ F.T. to player B, 15\$ F.T. to player C, and 9\$ F.T. to player D, player D would receive a F.T. bonus of 3\$, player B would receive a 5\$ bonus, and player A would receive the maximum allowable bonus of 5\$.) Foreign trade may only be conducted during a move-season, and orders must include the "Foreign Trade" designation or they will be considered as ordering ordinary trade, with no bonus payable.

26. The full value of a unit which is destroyed in battle or "lost" in Hyperspace for more than one game-year is lost to the owner of that unit.

27. A player may not voluntarily remove a military unit (A or F), T, or R, unless that unit, T, or R, is inside his home country (see rule #28, below, for exception). A unit which is voluntarily "demobilized" (i.e., removed via "demob" orders while in home country of player writing order) by a player brings a return to that player

of 15\$. Likewise, the voluntarily "dismantling" of a T or R on a player's home territory brings that player a return of 3\$. Voluntary demobbing and dismantling may occur during any move-season, in lieu of any other orders for that unit, T, or R. (Such an order fails, though, if the province containing the unit, T, or R is attacked during that season.) Demobbing or dismantling a unit, T, or R does not excuse the owner from paying the full maintenance costs for that unit, T, or R for the season in which the demobilization or dismantling is ordered.

28. If a player has a negative \$-balance at the end of any move-season (after all costs and income have been totalled), he must, before the deadline for the next move-season, attempt to regain a positive \$-balance by disposing of one or more A's, F's, T's, and/or R's by one or more of the following methods:

- a. Sell to the GM at "salvage" rates (5\$ per A or F, 1\$ per T or R);
- b. Hold a "public" auction during the SUMMER or AUTUMN retreat season;
- c. Negotiate a deal or deals with one or more of the other players (e.g., arrange a loan, sell a unit, T, or R, etc.). (All players involved must report terms of deals to GM.)

29. Should a player who has a negative \$-balance at the end of a move-season fail to get himself out of the red (including receipt by GM of all required reports, etc.) before the deadline for the next move-season, all units, T's, and R's of that player will stand unordered until such time as he is either (a) eliminated from the game, or (b) able to again produce a positive end-of-move-season \$-balance.

30. If at the beginning of any move-season all remaining players should have negative \$-balances, the game shall be declared stalemated.

31. There is a combined total of 238 supply centers in the seven levels. The following three conditions are therefore necessary for victory by any given player:

- a. Ownership of a minimum of 125 supply centers; and,
- b. Ownership of a majority of the combined total of A's and F's on the board at the completion of a WINTER season; and,
- c. Ownership of a majority (18 or more) of the supply centers on at least four of the seven levels.

Misc. Notes --

1. PARA-TIME I is designed by Donald L. Miller for the DIPLOMANIA family of the NFFF Games Bureau Diplomacy Division. It is based upon ideas suggested by David Lebling, with additional suggestions by Dan Alderson, and embellishments by the designer. Anyone who wishes to do so may run a game of PARA-TIME I, provided proper credit is given to the G.B. Diplomacy Division and the designer.

2. Game-fee for section #1 of PARA-TIME I shall be a flat \$5, with no discounts to G.B. or I.F.W. Regular members. This is because the considerable amount of space expected to be consumed by reporting of the moves and publication of the propaganda/press releases will require a separate magazine for the game. If costs should turn out to be lower than expected, G.B. Regular members will later receive \$1 credit or refund. (Name of magazine not yet decided; any suggestions?)

3. If the players in any section desire, rules 3 and 4 may be suspended, and the rules on all levels be either those of Regular Diplomacy (as amended by the remaining PARA-TIME I rules) or of any single Variant.

4. Note that movement between levels is not possible until provinces on other levels which correspond to those in which a player's Transmitters are built are captured by said player, unless, of course, the player can induce the owner of the corresponding provinces to build Receivers in said provinces and then rent or otherwise lease their use to the player with the Transmitters.

5. Gamesmaster of section I of PARA-TIME I shall be Don Miller, 12315 Judson Rd., Wheaton, Md., 20906, who shall also receive all applications (with game-fee).