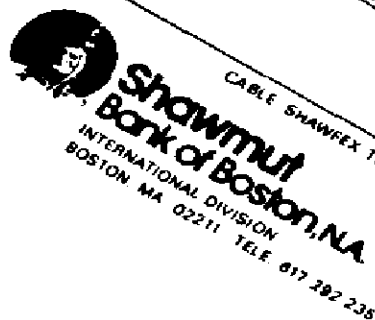


# EXCITEMENT CITY UNLIMITED

# 2

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Did you know that the Shawmut Bank of Boston bought the United Kingdom early this year?



This is Excitement City Unlimited #2. It is published by:

Simon Billenness & Barbara Passoff, 630 Victory Blvd Apt 6F, Staten Island, NY 10301, USA

The zine is intended to be a five-weekly publication. It costs 50¢ an issue to natives of North and South America. 75¢ will take it to Europe, Australasia and, indeed, anywhere else in the world.

FRONT PAGE ZINE PLUG

The Cream Shall Rise: Bruce Linsey, 73 Ashuelot St Apt 3, Dalton, MA 01226, USA

Last issue I mentioned in my front-page plug that I thought Praxis would win the Runestone Poll. A couple days later TCSR arrived announcing that Costaguana had won and leaving me with egg on my face as usual. TCSR costs \$1 to Runestone Poll voters and \$2 to non-voters. In return you receive a meaty, 88 page monster containing the results of the poll in exhaustive, statistical detail plus a wealth of history and analysis. It's definitely the bargain of the month.

## US DOLLARS

I seem to be having a small problem with the International Subscription Exchange...

As most of you probably know, for the ISE to work, there needs to be a regular flow of subscriptions between the USA and the United Kingdom and vice versa. That way neither Doug Rowling nor myself strays too far into the red. Of course, the flow of subscriptions across the Atlantic will not be identical in both directions. Normally, Americans have spent more on British zines than Brits have on US and Canadian zines. In the past Steve Knight used to send Doug cash to cover Doug's deficit.

Nowadays we have a different problem. Although I've forked out nearly \$60 to cover British subs to American zines (and Praxis), I have not received a single cent from Americans wishing to subscribe to British zines. Something is clearly wrong here! Obviously I cannot continue to send out cash without receiving a few cheques from Americans to balance the books.

I'd be interested to hear from people about this problem. Here are a few questions you might like to answer.

- 1) If you've used the ISE before, is there any reason why you are not using the service now?
- 2) Have you had any problems with the ISE which need clearing up?
- 3) Have you found a better way to subscribe to British zines?
- 4) Is it simply the case that there are no British zines to which you would want to subscribe?

If your answer to question #4 is "yes", here are a few suggestions for you.

MISSION FROM GOD: Pete Tulk, 76 Portland Road, Edgbaston, Birmingham B16 9QU

This zine is actually produced by three people - Pete Tulk, Pete Doubleday, and Iain Bowen - who, as you can tell from the title, are all Blues Brothers' fans. MFG is the British version of the Zine Register. Like the ZR, it lists zines of all shapes and colours. Unlike the ZR, it makes extremely interesting reading in its own right, due to the highly opinionated and very funny descriptions of the zines listed. No zine listing has ever managed to convey the personality of the zines it lists as well as MFG. It would probably cost you \$2, if you'd like to receive it airmail.

ODE: John Marsden, 49 Queen Elizabeth Square, Maidstone, Kent ME15 9DQ

If you're looking for a game of international Diplomacy, then Ode would probably be your best bet. John runs one of Britain's most reliable zines. He currently has a couple of openings for an international game of Diplomacy. Since these things tend to fill quickly, if you're interested, you'd better write to John straight away!

C'EST MAGNIFIQUE: Peter Sullivan, 36 Bushey Hall Road, Bushey, Watford, Herts WD2 2ED

Variant fans may be interested to learn that Pete currently has openings for an international Woolworth game. The zine itself is good and reliable too. I would say more but I'm out of room!

## ROBOCOP

Barbara and I have roughly similar tastes in movies. Rarely have we disagreed as much as we did after seeing Robocop. Barbara has already written her review. I thought I'd write mine before reading hers to keep our contrast in outlooks relatively unaffected. This may tell you more about us than the movie, but I hope you find it interesting nonetheless.

Robocop is set a couple of decades in the future. The scene is Detroit. After many years of being ravaged by "market forces", the urban centre has become a seedy cess-pool of petty theft and organised crime. City politics is corrupt and sliding towards terrorism. Alongside this public squalor exists private opulence. Rising above the grime is the gleaming skyscraper housing the corporation which, amongst other ventures, runs the newly privatised police department.

There is a typically Western tendency to rely far too much on technological advance to resolve deep-set social and economic problems quickly and painlessly. In Robocop this attitude is taken to bizarre new extremes. "Old Detroit" is an urban nightmare. No problem. Let's build a gleaming "New Detroit" full of high-tech and happy rich people. Unfortunately technological advances have not only overtaken people's ability to cope with them, they have also outstripped the ethics of those who control them. A corporate executive thinks nothing of supplying organised crime with advanced military hardware to facilitate a particularly difficult rub-out. But this attachment to technology becomes an over-reliance, and, consequently, other solutions like compromise and reform are not explored. Facing rising crime and a demoralised police force contemplating strike action, the corporation turns yet again to technology to provide a solution.

The robocop is a creation somewhat reminiscent of Judge Dredd in the British comic 2000AD. A rising corporate executive takes a policeman, who was brutally (and literally) shot to pieces using his memory of policing to augment a state-of-the-art armoured cyborg body. Before losing him on the City, his awareness of his personal life is wiped. However when the Robocop finds his memories seeping back, the corporation's plans go drastically wrong...

One criticism of the movie is that it is very shallow. The Robocop, Murphy, and his partner seem to represent Everyman but even they are barely developed. The remaining characters are colorful and memorable but way over the top. The corporate executives are too much the cocaine-snorting, unscrupulous greedheads. The criminals are too psychopathic and the TV news anchor people are just too brainless and superficial. Like the Robocop, the supporting characters are merely comic-book stereotypes. Similarly the flow of the movie is action-packed and often gratuitously violent and gory. The routine at the end with the toxic waste is a vivid example of this.

What saved the film for me was the grim satire. Throughout the movie there are newsbreaks and commercials just like American TV, in which hucksters peddle artificial hearts pausing from their hard sell only to smile superficially at the camera and say "and remember WE CARE." A disaffected City councilman holds the mayor hostage to demand a larger office and a flash new car "with really shitty mileage." Meanwhile Robocop mingles with students at the Lee Iacocca High School. The film is dark comedy at its best. It may be sick. It is certainly unsubtle. However I found it extremely funny and on the ball.

I found the movie somewhat reminiscent of Rollerball which was similarly violent and futuristic and dealt with one man's fight against "The System". Robocop is an updated version mixing Max Headroom style computer graphics and futuristic sleaze with some nasty vigilantism from scummy movies like The Terminator and the Death Wish series. If you would like to see a better and, indeed funnier, movie this summer, Barbara and I unreservedly recommend "Roxanne". However Robocop is probably a more interesting and certainly more tendentious film. See it and make up your own mind. I intend to view it again when I have the chance.

Simon Billenness

Over to you, Barbara...

Robocop was one of those movies, which, before I saw it, I was sure I would love. Why? I don't know; perhaps it was because Ebert and Siskel, my "idols", both gave it thumbs-up. Regardless, it turned out I was wrong. I hated Robocop. Yes, the biting satire I had heard about was there in full force. And so was the unremitting violence and blood and gore.

Let me say at the outset that I am not a great fan of bloody movies, especially those that employ violence merely for the sake of it. However in a thriller, a comedy thriller yet, I figured that the violence would not be offensive. Boy, was I wrong. No, the blood and gore wasn't there for a purpose. It wasn't there to aid the satire or humor. It was just there, for the sheer sake of it. And that was what was wrong with this movie.

Yes, Robocop was loud and clear, and even humorous, in its sledgehammer condemnation of commercialism and ruthless corporate America. Yes, the "bad guys" employed, and enjoyed, sheer mindless violence. And yes, the "good guys" the police, were somewhat less violent. But let's forget the basic plot elements and move onto viewing the movie itself, what it was doing or saying. In essence, Robocop was playing very realistic, mindless violence for laughs. It told us in effect, that it was okay to laugh at those who were being beaten, maimed and killed. It's okay to laugh at the suffering, and the lack of concern in others that goes with it. As such, this movie totally fails to rise above the level of blood-and-guts exploitation.

Surely, if this movie was meant to be a satirical look at today's society, it could have done so with less blood and more subtlety. It could have done so without itself falling victim to the lowest, and most shameful aspect of today's society, indeed the human psyche: the love of violence.

Barbara Passoff

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#### LETTUCE

((I only have just over a page for letters this issue. However next issue will be a "chat special" with a couple of articles and an extended letter column to make for the fact that this issue is mostly games rules.))

ANDREW POOLE Now I was curious to read that ECU was supposed to be "the disconcerting zine". Whether it was intended to be disconcerting that I received it at all I don't know. Anyway the pages ran backwards, which was either intended to be disconcerting or your agent (postmark Romford !?!?) is Chinese and has an over-intelligent Japanese photocopier.

DERWOOD BOWEN Why did you number the pages backwards? Are you trying to screw with my head?

KEN PEEL Whatever else happens, I hope you keep the backward orientation of ECU. Hey, just pretend it was on purpose, and that it is your most basic trademark. Go ahead: dare to be effected!!

((Actually, I simply made a mistake when I pasted up the reductions for printing the next day. I didn't notice till after I'd finished and by then it was nearly midnight. So I thought what the hell and left it as it was. I reckoned it would help the first issue to stand out a bit!))

MIKE HOPCROFT I just got the Runestone results, and you made a pretty good showing with the ZINE REGISTER. Unfortunately, NUTMGS didn't do so hot, drawing three write-in votes and getting a mean of under 5. // Maybe I'm losing my perspective in consequence of reading the Poll. Am I doing that bad a job for my readers? // How can I do better? The honeymoon (what there was of one) is clearly over now, and it's on to the day-to-day grind of trying to get and keep readers. Any advice I can get would help.

I've gotten no responses so far to my ad in the ZR, which surprises me since I usually write to five or ten of the zines I see listed in the ZR. I've also gotten my share of plugs, but they have brought few concrete results.

((Rest assured, I had excellent press for my announcement and first issue of ECU, yet I've had very little response too! Despite the plug I put my last issue of the ZR and excellent reviews in two of the best read zines, Diplomacy World and Costaguana, I have had only two unsolicited subs! The rest of my subbers (about fifteen in total so far) I have attracted through the basic slog of sending out samples and flyers.

I think that is the secret of gaining subbers: simple hard work. If someone writes to you because of a recommendation or your result in the Poll, that's great: manna from heaven. However I feel until you establish a reputation for yourself (after about 15 issues) you have to resort to the hard graft of writing to people directly. Even so, even if you carefully pick your targets, you only stand, at best, a 50/50 chance of picking up a sub. However it is the best method I know of.

Best of luck with Nutmeg, and don't fall in the trap of estimating your worth from just three write-in Zine Poll votes!))

PAUL DONLEY Thanks for the first issue of ECU. Is the abbreviation a sort of Freudian slip? The European Currency Unit is growing fast and gaining widespread acceptance throughout the world with the potential to displace the present incumbent currencies. Could the same be said for your new zine?

((I'm afraid I can't see the zine replacing any European currency at the moment. I chose to change the name of the zine at the last moment because the new abbreviation was nicer than the old "EC" as well as being more appropriate for someone like myself who works in foreign exchange. However I expect most of my North American subscribers think an ECU is a small bird from New Zealand!

Rats, out of room. Next issue should have Andrew England on the Australian hobby, Bruce Linsey on politics, Andrew Poole on variants and much more...))

# THE DOWNFALL OF THE LORD OF THE RINGS

AND

## THE RETURN OF THE KING

from an original design by Hartley Patterson  
this version produced for Denver Glont by  
John Morris & Glover Rogerson.

With many thanks to Richard Egan, Martin Lewis, Bryan Betts,  
John Wilman, Iain Bowen, Pete Lindsay, Pete Tamlyn, Steve Jones &  
the many others who have contributed ideas and comments.

### 1) Introduction

The standard rules of Diplomacy apply, except where noted below.  
This variant is based upon the works of J.R.R.Tolkien; in an  
attempt to simulate the books, this variant introduces a number  
of variations to the standard Diplomacy rules. These variations  
are divided into three sub-categories - 'personality units',  
'special units' and 'special areas'. All such units and areas  
are explained below.

### 2) Initial Placement

Dwarves	A Erebor, A Iron Hills, A Blue Mountains
Elves	A Imladris, A Lorien, A Elven King's Halls, F Grey Havens
Gandalf	R Bree, Fe Shire, Gandalf (any area west of Ring Line)
Gondor	Faramir Minas Tirith, A Minas Tirith, A Belfalas, A Lamedon, A Lebennin
Mordor	Sauron Barad-dur, 2A Barad-dur, 2A Minas Morgul, 2A Udun, 2A Nurn, A Dol Guldor, A South Rhun, 3 x A Easterlings (off board), Nazgul Barad-dur
Rohan	A Helms Deep, C Edoras, C Eastfold, H Eastfold
Saruman	Saruman Isengard, A Isengard, A Dunland, A Khazad-dum
Umbar	A/F City of the Corsairs, A Harad, A Havens of Umbar
The Ring	lies in a randomly determined area west of the Ring Line excluding Dol Guldor

### 3) Personality Units

There are three personality units: Faramir, Sauron & Saruman.  
Gandalf is treated as a Special Unit (see 4a).

Personality units move as a normal unit. They have a combat  
strength of zero, but add one to the strength of any of their  
own units which they move with. Other than by moving with units  
they may not give, nor receive, support.

Sauron's moves are always reported. Faramir & Saruman are reported  
only when moving with another unit.

Faramir may join and move with Rohan units as well as those of  
Gondor.

A personality unit may be destroyed by

- 1) any unit which it shares a space with at the end of a move.
- ii) by the unit they are travelling with being forced to  
disband.

If Sauron is destroyed, Mordor is eliminated and all units stand  
as single armies in civil disorder.

#### 4) Special Units

##### a) Gandalf

Gandalf moves as a normal unit and may cross mountain ranges with no penalty. He may not enter sea spaces, but may be convoyed as a normal unit. His whereabouts are not reported unless

- i) he exercises his powers
- ii) he shares an area with a unit, when that player only is informed.

Gandalf's powers are as follows:

- i) he may support a unit as if he were a normal unit.
- ii) he may move with any Good or Neutral unit and augment that unit's strength by that of an additional unit.
- iii) if after moving he shares an area with any Good or Neutral unit, he may order that unit in the next season.  
NB. He may not so order any unit that is travelling with a personality unit.
- iv) any unit he moves with, or supports, completely ignores the effects of the Nazgul. (see 4b)
- v) he may enter Khazad-dûm (see Special Areas) and destroy the Balrog. Gandalf then misses between 1 and 6 moves before reappearing in any area he chooses
- vi) he may protect the Ranger & Fellowship units by moving with those units.
- vii) if he enters an area with a unit which is carrying the Ring, he may claim the Ring

Gandalf may be destroyed by any Multiple Unit with which he shares a space at the end of a move. NB. In this context, 'Multiple Units' include any Personality augmented units.

##### b) Nazgul

The Nazgul may move up to two spaces a turn and may enter sea spaces and cross mountain ranges with no penalty. Its whereabouts are not reported unless

- i) it exercises its powers.
- ii) it shares or crosses an area containing a unit, when that player only is informed.
- iii) it encounters Gandalf (see Misc.).

The Nazgul's powers are as follows:

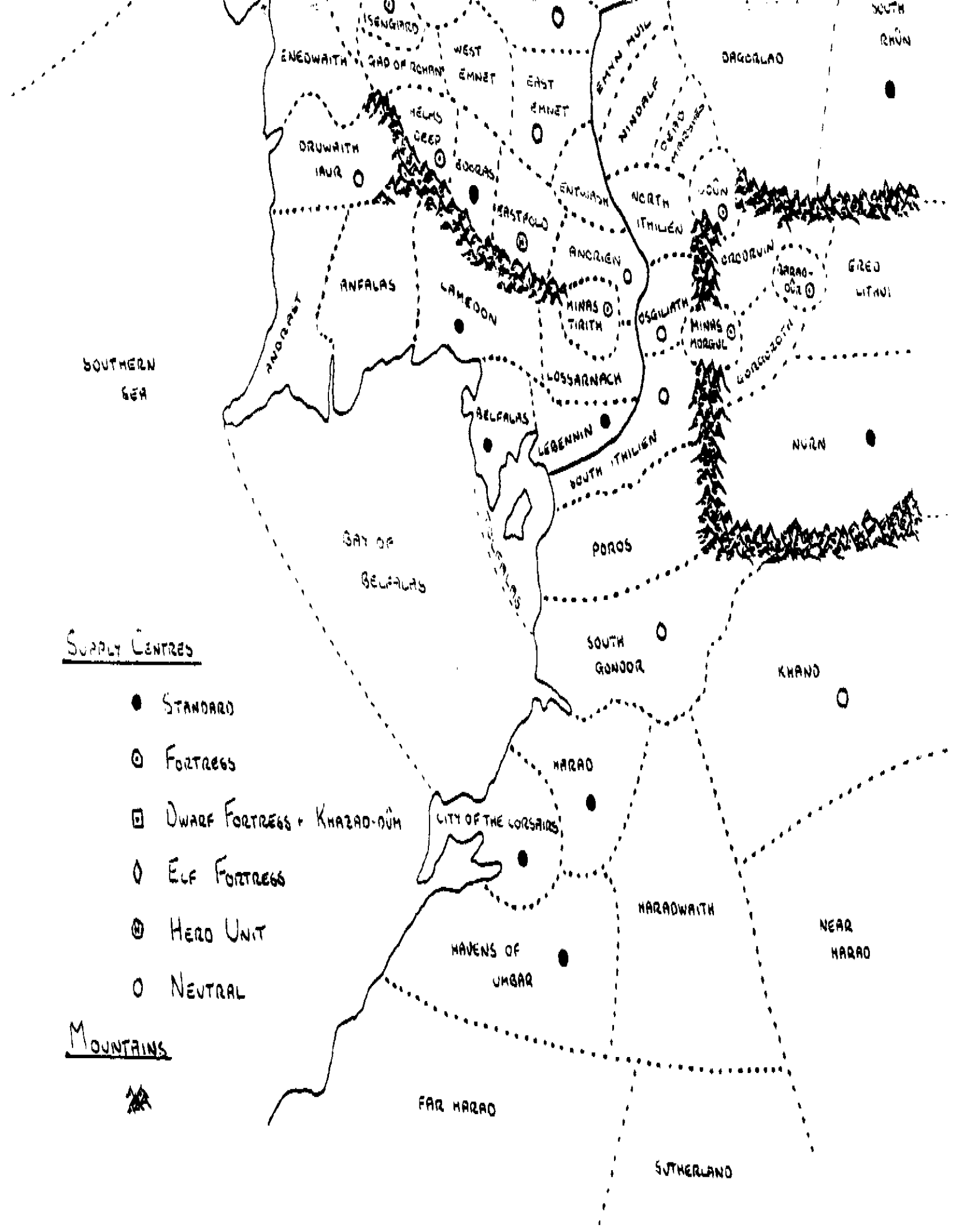
- i) it may bend its will to affect any unit whose area it occupies or any unit in an adjacent area. Any such unit is paralysed with fear and may not give support; it may still move, or receive support. NB. The Nazgul may not paralyse any Multiple Unit, nor one which shares its area with Gandalf.
- ii) it may move with any Evil unit, and augment that unit's strength by that of an additional unit.

##### c) Multiple Units

Multiple Armies may not split their strength into multiple supports or attacks. A single attack on a Multiple Unit cuts all its support. When retreating, Multiple Armies have the strength of a single unit. Once lost, Multiple Armies may not be rebuilt. NB. Multiple Units include any Personality augmented units.

##### d) Off Board Units

Mordor's off board units may move to the following areas: Nurn, Ered Lithui, North Rhûn, South Rhûn. No unit may move off board, and no units may be built off board.



SUPPLY CENTRES

- STANDARD
- ⊙ FORTRESS
- ⊠ DWARF FORTRESSES + KHAZAD-DUM
- ◇ ELF FORTRESS
- ⊕ HERO UNIT
- NEUTRAL

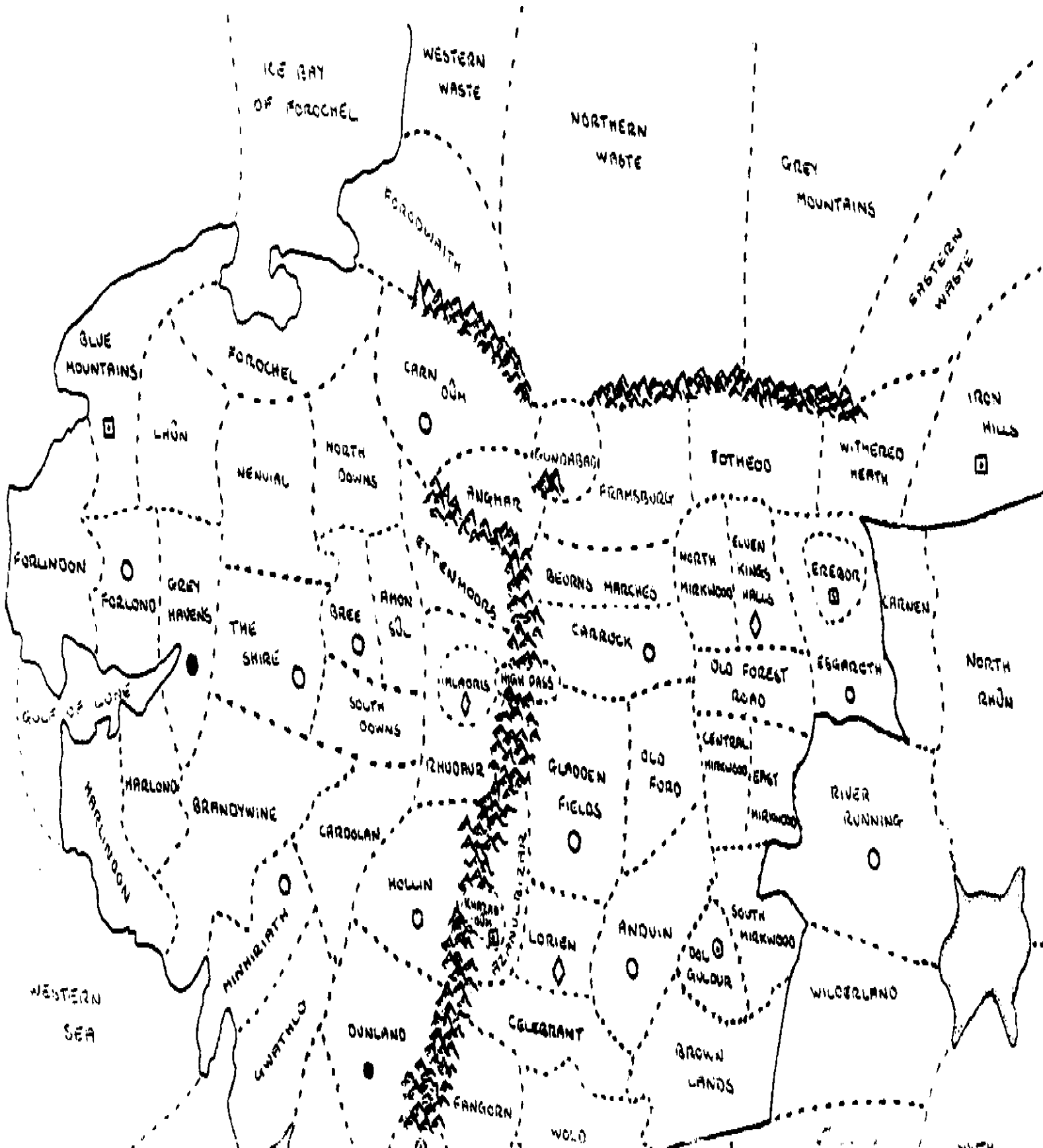
MOUNTAINS





# DOWNFALL OF THE LORD OF THE RINGS

## AND THE RETURN OF THE KING



e) Cavalry Units

Only Rohan may own Cavalry ('C') units. For every three additional supply centres owned, Rohan may choose to build a Cavalry unit. If forced to disband they may be rebuilt, subject to the above limit. Rohan may always hold two 'C' units providing it has the necessary supply centres.

Cavalry units may move up to two spaces a move. Their first move takes place with normal movement, the second takes place after normal movement. 'C' units may be supported as normal in their first phase movement, but may only be supported by other 'C' units in the second phase. 'C' units may either move or support not both. They may only support once per move. If forced to retreat, they are treated as a normal unit.

'C' unit second phase movement may not be made conditional upon the results of first phase movement. If stood off in the first phase, no second phase move is possible.

f) Herd Unit

The Rohan supply centre starting in Eastfold is a Herd unit. The 'H' unit is a moveable supply centre. The Herd may move as an ordinary unit, but only if moved with another unit. Any unit occupying the same area as the Herd at the beginning of a move may order the Herd to be moved with it. The Herd may not be moved by a retreating unit. The Herd may not be moved into a fortress area (see Special Areas).

If the 'H' unit is held by another power after the Autumn moves and retreats, Rohan loses the supply centre. The Herd does not count as a supply centre for any other player.

g) Army/ Fleet Unit.

Only Umbar may build 'A/F' units, and may never own more than two such units. These units are amphibious and may cross from land to water with no penalty. They may retreat from land to sea, and vice versa, with no penalty. When on the seas, they may convoy as normal fleets.

h) Ranger Unit.

The Ranger Unit has no combat value. It moves as a normal unit, though its whereabouts are not reported unless

- i) it exercises its power
- ii) it shares an area with a unit, when that player only is informed.

The 'R' unit may neutralise any unoccupied non-fortress supply centre, in either season, simply by moving into the area and declaring the intention to neutralise. The centre becomes unowned and must be re-occupied in the usual manner.

The 'R' unit has an additional special power: If the unit enters Edoras, it may move to Lamedon (through the Paths of the Dead) on a subsequent move. It appears in Lamedon as a 2A. It can no longer neutralise centres, but can take centres in the normal manner. The 2A requires no centre to support it, and the 'Gandalf' player may build armies in centres it has taken. If destroyed the 2A may not be rebuilt. The first centre the 2A takes may not be a Gondor owned home centre.

The 'R' unit may be destroyed by any Evil unit, or any unit belonging to a player who has had a centre neutralised at any time, at any time when the 'R' unit shares a space with such a unit. If travelling with Gandalf, the 'R' unit may only be destroyed if Gandalf is.

i) Fellowship Unit.

The Fellowship, or Hobbit Unit, starts in The Shire, and has no combat value. It moves as a normal unit and its whereabouts are only reported when it encounters another unit. The 'Fe' unit may only share a province with Gandalf or the Ranger unit. If during movement it attempts to enter an area with any other unit it is stood off. If after movement any other unit occupies its area, it must retreat. If unable to retreat it is destroyed.

The 'Fe' unit has the advantage of preferential retreat; ie, it retreats before any other unit. No unit may retreat to an area already occupied by the Fellowship.

If the 'Fe' unit enters Fangorn, it may march with the Ents to Isengard and destroy that areas fortifications provided it is not occupied by an army. The Ents return to Fangorn during the next move.

5) Special Areas.

a) The Ring Line.

The Ring Line stretches from between the Iron Hills and North Rhun to the mouth of the Anduin - Lebennin/South Itilien - and is marked on the map by a continuous line. Other than indicating where the Ring may initially be placed it has no effect on the game.

b) Fortresses / Garrisons.

Certain areas are considered fortresses, and add one to the strength of any unit occupying them. A Fortress may not so support a unit moving out. Of the Fortresses, some have 'Garrisons' which give the area an intrinsic defensive strength of one against certain units, regardless of whether the area is occupied. Fortresses are detailed below:

- i) Barad-dur, Udun, Minas Morgul, Dol Guldor, Minas Tirith, Helms Deep & Isengard are Fortresses without Garrisons, and may be occupied by any unit. NB Isengards fortifications may be destroyed (see 4i)
- ii) Iron Hills, Erebor & Blue Mountains are Dwarf Fortresses with Garrisons. The Garrison is destroyed if the centre is occupied by a unit of another power, but is regained if the Dwarves regain the centre.
- iii) Khazad-dum is treated as a normal Fortress, but if taken by the Dwarves it is then considered to be 'Garrisoned'.
- iv) Imladris, Lorien & Elven Kings Halls act as Fortresses for the Elves only. In addition, Imladris & Lorien are 'Garrisoned' against Evil & Neutral units.
- v) The Shire acts as a Fortress for Good units only. It is 'Garrisoned' against Evil units.
- vi) Fangorn acts as a Fortress for Good units only. Any single Evil or Saruman unit which enters Fangorn is destroyed.

c) Mountains.

The lines of Mountains marked on the map are impassable to all units except the Nazgul & Gandalf. The Ring (see below) may not be passed across Mountains.

d) Khazad-dum.

In addition to being a Fortress (see 5c), Khazad-dum has two other special features.

- i) The Balrog. Any non-Saruman unit which enters Khazad-dum is destroyed by the Balrog. The Balrog may only be destroyed by Gandalf (see 4a). The Ranger and Fellowship units may enter Khazad-dum, but have a 1 in 6 chance of

being destroyed each turn they remain there.

- ii) The Hollin Gateway. Units may pass from Khazad-dûm to Hollin and vice versa. A unit moving from Khazad-dûm to Hollin may receive support for this move, but no support may be given through the Gateway by any unit in Khazad-dûm. A unit in Azanulbizar may not give support to, nor receive support from, a unit in Hollin

e) City of The Corsairs.

If the City of The Corsairs is taken from Umbar, the new owner may build a fleet there. This fleet is in addition to the allocations below (see Misc)

6) The Ring

The Ring is the only 'piece' in this game. It has no movement capabilities, but may be carried by any unit. The Ring is placed by the GM in a random province North and West of the Ring Line (see 5a), excluding Dol Guldor. It may be claimed by the first unit to enter that province. In the event of conflict, the order of claim is as follows:

Gandalf, Fellowship, Rangers, Nazgul,  
Personality Unit, Other Unit.

The Ring may be moved with a unit during its normal movement; at the end of movement the Ring may be passed to another area.

A successful attack upon a unit or personality carrying or wearing the Ring deprives that unit of the Ring. The unit or personality is not forced to retreat. NB The Fellowship may retreat with the Ring. No other unit may do this.

The Ring may be put on subject to the following:

- i) No Good unit may put on the Ring.
- ii) Dwarves or Umbar; the unit putting on the Ring becomes a double unit.
- iii) Saruman. If it is still in play, only the Personality Unit may put on the Ring. If still in play the three original armies of Saruman become double armies. If the Personality Unit has been destroyed any unit may put on the Ring, but only that unit becomes a double army.
- iv) Sauron is the only Mordor unit that may wear the Ring. If this occurs, Mordor wins outright.

Once put on the Ring may not voluntarily be taken off. If any player other than Mordor puts on the Ring, the following occur:

- i) All Mordor 2As become single armies
- ii) Mordor loses the three Easterling (off-board) supply centres. These centres are regained if the Ring wearer is eliminated.
- iii) The Nazgul is controlled by the Ring wearer until they are eliminated, when it reverts to Mordor.

If any player puts on the Ring and subsequently loses it, they are eliminated and their units stand in civil disorder. The Ring may be destroyed by a unit reaching Orodruin (Mount Doom) with the Ring and ordering it's destruction. If a Good player does this, they win outright. If any other player does this, Sauron & the Nazgul are destroyed, and all Mordor armies stand in civil disorder.

7) Alignment

Players are defined as Good, Evil or Neutral. A Good player may

not support or be supported by an Evil player, nor may they convoy each others units. Players are defined as follows:

- Good - Elves, Gondor, Rohan, Gandalf
- Neutral - Dwarves, Umbar, Saruman (see below)
- Evil - Mordor

Saruman is Neutral only until

- i) he takes possession and puts on the Ring
- ii) he is holding a Good players home centre. (NB this condition means that Saruman's status can change throughout the game).

If either of these conditions hold, Saruman is designated Evil.

## 8) Miscellaneous

### a) Fleets.

The Elves and Gondor may hold 1 Fleet each. Umbar may hold up to two Army/Fleets. (but see 5e)

### b) Movement.

The order of movement is as follows:

1. Normal units, Personalities, Gandalf units. Cavalry & Nazgul first moves.
2. Cavalry & Nazgul second moves.
3. Fellowship retreat.
4. Passing of Ring
5. All other units retreat.

### c) Shared Areas.

During movement certain units may move into the same province. Personality Units, Gandalf, the Nazgul & the Ranger unit may all co-exist with any normal unit and each other, with the exception that if Gandalf and the Nazgul attempt to move into a province unaided, Gandalf prevails. (If Gandalf or the Nazgul are moving with units, each adds one to the respective forces and the usual rules hold.) NB note the Fellowship follows different rules (see 4i)

Personality Units and Gandalf may only retreat when a unit they are travelling with is forced to retreat. Gandalf must specify that he wishes to retreat in this manner.

## 9) Victory

There are a number of victory conditions:

- i) A player controlling all supply centres on the board, except for those occupied by 'besieged' units, is the winner. In this context 'besieged' is interpreted as any small locked up position which cannot be broken into, nor broken out of. eg Mordors six "heartland" areas.
- ii) A Good player may win by destroying the Ring. A unit reaching Orodruin (Mount Doom) with the Ring may order the Ring to be destroyed.
- iii) If Sauron puts on the Ring, Mordor wins.

\*\*\*\*\*

The above rules are copyright to me and John, but anyone is welcome to reprint them for use in an amateur publication. I hope they meet with your approval - this attempt at a 'definitive' Downfall has taken some time. I should point out that the final choice of what to put in was mine, and that there are items in here that John disagrees with. The province listing is overleaf, and the map is by me, with considerable assistance from Clive Palmer.

DOWNFALL : PROVINCE LIST

Amo	Amon Sul	Har	Harlond
Adt	Andrast	Hav	Havens of Umbar *
And	Anduin *	HDe	Helms Deep *
Anf	Anfalas	HPa	High Pass
Ang	Angmar	Hol	Hollin *
Ano	Anorien *	Iml	Imladris *
Aza	Azanulbizar	Iro	Iron Hills *
Bar	Barad-dur *	Ise	Isengard *
Bel	Belfalas *	Kha	Khand *
BMA	Beorn's Marches	KDu	Khazad-dûm *
Blu	Blue Mountains *	Lam	Lamedon *
Bra	Brandywine	Leb	Lebennin *
Bre	Bree *	Lhu	Lhun
Bro	Brown Lands	Lor	Lorien *
CDm	Carn Dûm *	Los	Lossarnach
Crn	Carnen	MMo	Minas Morgul *
Crk	Carrock *	MTi	Minas Tirith *
Cel	Celebrant	Min	Minhiriath *
CMi	Central Mirkwood	NHa	Near Harad
Cit	City of the Corsairs *	Nen	Nenuial
Dag	Dagorlad	Nin	Nindalf
DMA	Dead Marshes	NDo	North Downs
DGu	Dol Guldur *	NWa	Northern Waste
Dru	Druwaith Iaur *	NIt	North Itilien
Dun	Dunland *	NMi	North Mirkwood
EEm	East Emnet *	NRh	North Rhun
EWa	Eastern Waste	Nur	Nurn *
Eas	Eastfold *	OFO	Old Ford
EMi	East Mirkwood	OFR	Old Forest Road
Edo	Edoras *	Oro	Orodruin
EKH	Elven Kings Halls *	Osg	Osgiliath *
EMy	Eryn Iuil	Por	Poros
Enc	Enodwaith	Rhu	Rhudaer
Ent	Entwash	RRu	River Running *
Eot	Eothood	Shi	The Shire *
Ere	Erebor *	SDo	South Downs
ELi	Ered Lithui	SGo	South Gondor *
Esg	Esgaroth *	SIt	South Itilien *
Ett	Ettenmoors	SMi	South Mirkwood
Fan	Fangorn	SRh	South Rhun *
Far	Far Harad	Sut	Sutherland
For	Forlindon	Udu	Udûn *
Fld	Forlond *	WEm	West Emnet
Fcl	Forochel	WWa	Western Waste
Fdw	Forodwaith	Wil	Wilderland
Fra	Framsburg	Wit	Withered Heath
Gap	Gap of Rohan	Wol	Wold *
Gla	Gladden Fields *	BAY	Bay of Belfalas
Gor	Gorgoroth	GUL	Gulf of Lune
Gre	Greenway	ICE	Ice Bay of Forochel
GHa	Grey Havens *	SOU	Southern Sea
GMO	Grey Mountains	TOL	Tolfalas
Gun	Gundabad	WES	Western Sea
Gwa	Gwathlo		
Hrd	Harad *		
Hdw	Haradwaith		
Hln	Harlindon		



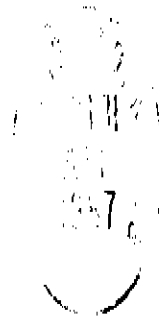
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YOUR CREDIT IS: TRADE

### Georgia Votes Down Mickey

ATLANTA, Feb. 2 (AP) — Voters in Georgia would no longer be allowed to vote for Mickey Mouse in state elections under a bill passed today by the State Senate. The cartoon character is a popular write-in choice of voters who choose not to vote for a regular candidate. The measure directs election officials to ignore any write-in vote cast for a person who has not filed a notice of a write-in candidacy.

Larry Peery

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DEADLINE: OCTOBER 3rd

I'd like to trade with DWN if you're interested.

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