

# HAI! JIKAI!

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MANHOOUNDS OF ANTARES

June 18, 1983

Welcome once again to Hai! Jikai!, a zine with game openings. It's published by Mark S. Keller, 9536 Shumway Drive, Orangevale, CA 95662. Phone: (916) 988-7224. Subs are on a sub balance basis. Current normal price is \$.30 per issue. Deadline for all games in this issue is Saturday July 9, 1983. Diplomacy is a registered trademark for a game copyrighted by Avalon Hill.

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I have game openings in: Bio-War, Fiat Lux, Hyborian Age II, Kregish Dip, New Improved Extra Strength Dip, Time Distortion Dip, Treachery, and one more game of regular diplomacy. Bourse is free, all others have a \$2.00 game fee. I need standbys. You must sub to Hai! Jikai! to play or standby.

Signed Up (Let me know if you want on or off any of these lists)

Regular: Twitty

Variant: McCloud, Luedi, Woodson(?)

(Let me know which variants you are interested in)

Standby: McCloud(R&V), Givan(R), Olsen(R&V), Anderson(R&V), Carter(R), Peters(R&V), Jurkowski(R&V), Woodson(R&V), Acheson(R), Allen(R)

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B2AL/Esztercari/ZAT July 9, 1983

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B3??/Strombor/ZAT for preference lists is July 9, 1983

This is a new game of Regular Dip. I will assign countries on July 9th, you have until then to submit a preference list if you want to use one.

The players are: Evans Givan, Don Williams(pd), Steve Arnawoodian(pd), Michael Cannon, Pierre Touchette(pd), Robert Acheson(pd), Timothy Allen(pd).

The deadline (ZAT) for Spring 1901 moves will be August 13, 1983.

This will be a grey press game.

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Bourse/???????/ZAT for Spring 1901 transactions will be August 13, 1983

The players: Langley, Luedi, Reynolds, Daf, Schaubert, Peters, Jurkowski, Landeros, and Stimmel. If I missed anyone or if you just want to join in, you can sign up by August 13th and get in at the beginning.

This will also be a grey press game. Here you can't dateline from someone else's company name or pseudonym or my reserved datelines.

A copy of the Bourse rules is enclosed.

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Odds and Ends:

Hai! Jikai!'s official circulation is now 36.

This is the first mid-deadline issue of HJ to be published.

There's a new copy of the houserules. All players should read them.

Player codes have been assigned, yours is enclosed.

The rules of NIES Dip are also in this issue.

I'll give sub credit for CON pictures sent to me that I publish.

MADCON is being held by the Madison crowd on July 2-4. Food, drink, & Diplomacy. Contact Mark Frueh, 309 N Livingston St # 1, Madison, WI 53703, (608) 256-5997.

CUBS Stats (thru 6/19): 4th 30 32 .484 3 games out

## BOURSE RULES

1. Each player starts out with 1000 units of each currency: Pounds, Francs, Lira, Crowns, Piastres, Rubles, and Marks. All are equal in value at the start of the game.
2. Deadline for Bourse orders is the same as the deadline for the Diplomacy game. Orders are in two parts: Buying and selling. You must always buy as much as you sell every turn. This is most important.
3. At the start of the game, one unit of each currency is worth one dollar. However, each time 100 units of any currency is sold (net sales) its value in relation to the dollar drops 1¢. Thus if in the last season the net total of everyone's orders resulted in 500 more Marks being sold than bought, the price for the next season will be one Mark equals 95¢. Each time 100 units of any currency is bought, the price in relation to the dollar goes up 1¢.
4. You must buy as much as you sell in relation to dollars. For instance if, in the second round, you sell 100 Lira worth \$110, you must buy, for example, 115 Marks if they are valued at 95¢ ( $115 \times .95$  equals 109.25--all fractions are lost). You must do those computations yourself, and you must do them on your orders so that they can be checked, and if there is an error, as much as possible will be bought for you. If, for example, 999 Marks are bought, the price goes up only 9¢--all fractions are lost.
5. You may never sell more than 500 units of any one currency in a given season. You may buy as much as you can.
6. Unless a country is eliminated, its currency will never drop below one unit equals 1¢. The value of the currency in the other direction has no limit.
7. Each season the GM will list who sold and bought what, old price, net change, and new price in a convenient table. He will also list the holdings of each player in the game as they now stand.
8. Bourse players may use pseudonyms. Real identities will be revealed at the end of the game.
9. At the end of the game, each player's value will be computed as follows: The number of supply centers each country owns times how many blocks of 100 units you have of its currency (fractions will be carried). Thus, if England wins and you have 2000 Pounds (assuming England has 18 centers) you get 360 'credits' for England. The one with the most credits wins. Obviously, once a country is eliminated its currency becomes immediately valueless and all trade in that currency ceases.
10. Anyone (other than players in the Diplomacy game) may join the Bourse at any time and receive 1000 units of each currency still available.
11. No conditional orders are allowed.

Thanks to Gregory Fritz of Damn the Torpedos fame for these rules.

Reprinted from Paranoiacs Monthly.

NEW IMPROVED EXTRA STRENGTH DIPLOMACY ("N.I.E.S. DIP") - (COLONIAL DIPLOMACY - II)

By Mark S. Keller, 1982

1. The 1971/1976 rules of Diplomacy are in effect with the following changes. (The 1971 and 1976 Rulebooks are identical except for name of manufacturer. Numbers in parentheses indicate section of Rulebook the rule relates to.)
2. Victory condition is now 22 units. (II).
3. There are now 42 Supply Centers on the board. (II).
4. Each great power starts with units in all of their Home Centers, which number 4 except for Russia, which starts with 5. The revised starting positions are: (changes underscored)

AUSTRIA-HUNGARY: A Vienna, A Budapest, A Trieste, F Albania  
ENGLAND: F London, F Edinburgh, A Liverpool, F Egypt (nc)  
FRANCE: A Paris, A Marseilles, F Brest, F Algeria  
GERMANY: A Berlin, A Munich, F Kiel, A Silesia  
ITALY: A Rome, A Venice, F Naples, F Tripoli  
RUSSIA: A Moscow, A Warsaw, F St. Petersburg (sc), A Livonia,  
F Sevastopol (sc).  
TURKEY: A Constantinople, A Smyrna, F Armenia (wc), F Arabia (nc)

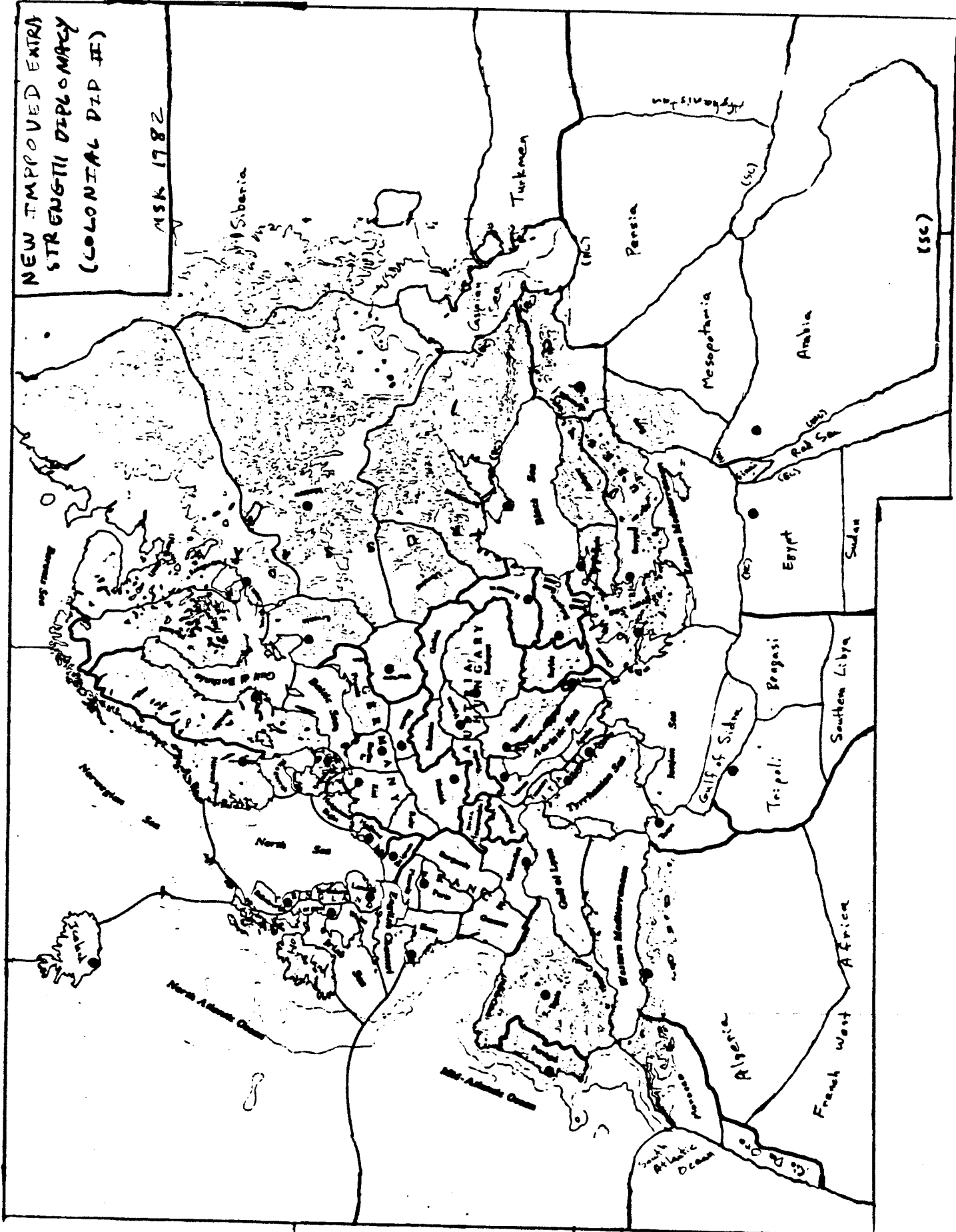
5. Sinai contains a canal between the Eastern Mediterranean and the Red Sea. This province is treated the same as Kiel and Constantinople. (III, 3A). Fleets in Arabia or Egypt must move into Sinai before passing from one coast to the other.
6. The Caspian Sea is passable. Russia may build Fleets in Moscow or Sevastopol (ec), and Turkey may build Fleets in Armenia (ec) for use in the Caspian.
7. There are three provinces designated as disband provinces: Armenia, Sevastopol and Persia. These provinces help in moving units into and out of the Caspian area. Armenia can only be used by the Turks, Sevastopol can be used only by Russians, and Persia can be used by anybody.

In these provinces, a unit can be ordered to move Off the Board (OTB) in the Fall. Then, in the Winter, the opposite type of unit may be built there. (Example: SPRING: Russian F Caspian-Persia. FALL: Russian F Persia OTB. WINTER: Russia builds A Persia. Thus, Fleets and Armies can get into and out of the Caspian area to/from the Black Sea and Persian Gulf). However, if the province was occupied in that Fall move by another unit, the disbanded unit is considered to have been annihilated in the Fall. If the opposite unit is not built during the Winter when it could have been built there, it is considered a Winter disband.

8. The following provinces have two coasts: Arabia (nc & sc), Armenia (ec & wc), Bulgaria (ec & sc), Egypt (nc & ec), Persia (nc & sc), Sevastopol (sc & ec), Spain (nc & sc) and St. Petersburg (nc & sc). They are all covered by Rule VII. 3b. Fleet builds made in a two-coasted province must specify a coast (XIII, 2).
9. Crete and Iceland are both passable and neutral Supply Centers.

NEW IMPROVED EXTRA  
STRENGTH DIPLOMACY  
(COLONIAL DIP II)

MSK 1782



## Hai! Jikai! Houserules

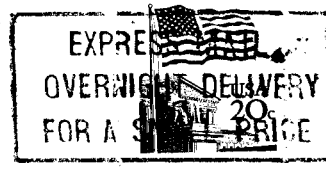
- 1.0 The 1976 Rules of Diplomacy will be used except as overridden here or by the rules of the variant being played.
- 2.0 Preference lists will be used if supplied.
- 3.0 Spring 1901 NMRs will delay a variant. Neutral orders will be used in regular dip.
- 4.0 Conditional orders are encouraged.
- 5.0 Two requests are required to separate seasons unless stated otherwise.
- 6.0 Orders should be on separate pieces of paper for each game and should also be separate from all other correspondence.
- 7.0 Orders should include the game's number or name, the country, the season, the date, and the player's signature. Orders with the latest date or the highest priority number will take precedence. Where two or more sets of orders have the highest precedence ambiguities may occur.
- 8.0 Each unit MUST be individually ordered and MUST have the correct ID. A or F
- 9.0 I will attempt to interpret badly written orders to an extent. But if you do badly write an order you MUST accept my interpretation of the move. If you want an order to be truly mis-written, tell me.
- 10.0 You are free to use whatever abbreviations you want. But, if you don't use standard ones, you get what I decide, NO arguments. NOR usually is NWY.
- 11.0 The unwanted convoy will be allowed. Even to disrupt a purely land move.
- 12.0 Orders may be mailed or phoned and must arrive on or before the deadline. Phone deadline is noon of the deadline day. NO calls after midnight. ABSOLUTELY NO collect calls. NO NMR insurance calls will be made. I make NO guarantees that you will be able to reach me by phone.
- 12.1 Player codes will be assigned. You MUST use your player code when phoning in orders unless we have made other arrangements. You may request to have a new code assigned at any time.
- 13.0 Errors in adjudications must be reported by the next deadline or they will stand.
- 14.0 Standard treatment of NMRs. Standbys will be used if available.
- 15.0 Resignations will be accepted with a final set of orders. The player can recommend a replacement.
- 16.0 A Standby will receive a free issue of HJ when he is called and submits a set of orders.
- 17.0 A player may win by meeting the victory criterion or by concession.
- 18.0 Draws and concessions may be proposed by and may include any remaining country. I will NOT run DIAS games.
- 19.0 An NVR is a vote against yourself.
- 20.0 Grey press except on black press games. You may dateline press from anywhere except for anyone else's home centers and the datelines: Vondium, GM, HJ, Hai! Jikai!, Orangevale, Vallia, & Dray (Prescot) which are mine.
- 21.0 If you deceive the GM here, bad things WILL happen to you.
- 22.0 These rules may be changed or ammended at any time.

Well, there they are. I tried to keep them very simple. If you have any questions about them, feel free to ask.

Your player code is: IOVKF

I'm still working on the "power poll". It may take a while.

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