

INSTRAD

LOOK OUT  
HARVEY!  
HERE IT  
COMES  
AGAIN!

GAME \_\_\_\_\_

SUPPLY CENTER CHARTS

	1900	1901	1902	1903	1904	1905	1906	1907	1908	1909	1910	1911	1912	1913	1914
ESP / A	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
BUD / A	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
VIE / A	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
LON / E	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
LIV / E	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
EDI / E	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
PAR / F	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
BRE / F	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
MAR / F	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
KIE / G	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
MUN / G	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
BER / G	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
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VEN / I	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
NAP / I	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
STP / R	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
MOS / R	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
WAR / R	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
SEV / R	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
ANK / T	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
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POR / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
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GRE / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
SER / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
BUL / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
RUM / N	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
TOTALS:															
AUS / 3	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
ENG / 3	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
FRA / 3	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
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ITA / 3	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
RUS / 4	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/
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NEU / 12	/	/	/	/	/	/	/	/	/	/	/	/	/	/	/

PLAYERS:  
AUSTRIA:

ENGLAND:

FRANCE:

GERMANY:

ITALY:

RUSSIA:

TURKEY:

This is JASTR LAB. Why do I have to keep telling you what it is??? Whatever it is, it is produced by Stan Wrobel, 7 Poland Village Blvd., Poland, Ohio 44511. Phone: 216-757-1110. After 9:30 weeknights, Ohio time. Subscription rates continue at 10/\$1.50. Game fees also \$1.00. Trades are discouraged. This is Mucker Press #100050.

GAME OPENINGS: The power of advertising is remarkable. Last issue we noted that we had one position left in what was to be the fall game or number seven in the series. We had at least five replies some of which were foolish enough to send money! So...Game number eight is almost filled. This will be the Winter game and will positively mark the end of openings for this year. Three positions need filling at this time. Please advise with a country preference list enclosed if you care to join in. Game Seven (whose Boardman number is 1973EA with thanks to Conrad Von) begins in this issue. Also beginning in this issue is the second version of the award winning LORD OF THE RINGS DIPLOMACY.

DIPCON VI: Our congratulations and gratitude go out to Len Lakofka, Larry Blandin, and the host of others who must have worked a great deal to make this convention such an outstanding success. A lot of publishers will say a lot about what they did at Dipcon without remembering that somebody did some work to make it possible. Again, Len, Larry, et al, thanks and keep it up till next year's mad descent. Personal observations: Chicago, the Windy city, is well named to host a Diplomacy convention. Even when the rooms were empty we imagine that Walt Buchanan and Edi Birsan kept to the microphones to announce something, anything...just to keep the sound of their voices everywhere. The Lord of the Rings games played: For a more factual and dull report of these games we refer you to THE ARENA, a journal of ill repute which deals in these sort of diasters...hroom, Hroom! We strongly recommend a game called DECLINE AND FALL available, we believe, from England for about \$10.00. The price is steep perhaps, but worth it if you have three other sadists to play with. Eric Just as the Roman Empire (all of it) "taught" the game to John Smythe, Ken Valentine, and myself in more ways than one. "IT'S NOT NICE TO TROUBLE THE ROMAN EMPIRE!" Cruuuuunch. Your humble narrator got play THE HUNS who received points for killing people, heheheheheheh. Our personality, after so many Birsan encounters, was well suited to the role although the Romans won in the end. An enjoyable game. 1721, John Boyer's valiant senario, we are happy to report, appears very playable and enjoyable to boot. Poland was practically eliminated in the one game we got into as a replacement for England, but overlooking the nerve of the Ottoman Empire and the Austrian's nerve at doing that, the game is fun to play. THE 19 PLAYER GAMES: Needless to say, we didn't win again. But then, somebody has to win and it wasn't my turn. Doug the Beyerlein, however, won a subscription to JASTR LAB for being the first (and only) player to be eliminated in our game. If I had been first, I was going to give myself an all-expense paid vacation to Hopeless Junction for loser lessons. John Smythe, representing the cream, flower, and sugar of Youngatown Diplomacy, won his game outright as Russia, and went on in the finals to tie with Conrad Von Metzke for the final victory. In an exclusive interview immediately after the game concluded, Mr. Smythe (as his friends know him) said: "They all thought we was getting soft, so we showed them!" In another interview, Jeffrey W. Key said "Boo!" Probably the most enjoyable aspect of these conventions to me is the chance to meet and talk with so many of the postal crowd for a few moments. Queen Susanne and Little Walt were regal and sleepy respectively. Conrad Von Metzke proved to be so unlike his written self that we checked as to the possibility that one of the Chicago Bulls had skipped their training camp. Steve Cooper, who made it this year, is as interesting as ARMADILLO is attractive. Eric Just is still Eric Just even after losing some weight. Some weight? He lost more than I AM! An old joke, but still applicabile to the delight of us little peoples' egos. Right, John Smythe? Jeff Key promises to write out the rule changes for LORD. Allan Calhauer: How could such a gentle person foist such a bloody game on the world? Edi Birsan: noone really talks to Edi except Fred Winter. Len Lakofka: LEN LANOFKA? Yeah, you remember him. He's that other aspiringly Polish publisher. If you can get him to sit long enough as I did over some lunch, you would find that he is a warm, intelligent, stable, lovable lush. Larry Blandin? as Larry there again? Gary Gebirke: Kreedon for the Dragon-riders NO!!..or else. Charles Reinsel wasn't there. Neither were a lot of other peoples, but I think all the rest of us had a great time. See you next year.

THE 1973 CALHAMER AWARDS:

1. BEST PUBLICATION: HOOSIER ARCHIEVES.
2. BEST GAMEMASTER: CONRAD VON METZKE.
3. BEST VARIANT LINE: TANGELO E PRESS.
4. BEST SINGLE PRESS RELEASE: "The Fall of the House of Ver Plug"--LEN LAKOFKA
5. BEST SERIES OF PRESS RELEASES: "The Dreammaker"--LEN LAKOFKA in IMPASSABLE 1972CJ.  
"The Fall of the House of Ver Plug"--LL in HOOSIER ARCHIEVES 1972CR
6. OUTSTANDING REGULAR DIPLOMACY GAME: 1972CR--HOOSIER ARCHIEVES 1972CR
7. OUTSTANDING VARIANT DIPLOMACY GAME: 1972Dcx--LORD OF THE RINGS--JASTRAB
8. OUTSTANDING PLAYER: BRENTON VER PLOEG
9. THE McCALLUM MERITOUS SERVICE AWARD: CONRAD VON METZKE.
10. BEST VARIANT DESIGNED FOR THE YEAR: BLACK HOLE DIPLOMACY.

A couple of the awards made me stop and reflect reflectively. Len Lakofka winning two awards should dispell the theory that Poles can't write. I just realized that I typed out the ARCHIEVES in HOOSIER ARCHIEVES correctly above in one case! This breaks a consecutive string dating back to the earliest origins of JASTRAB. We apologize to Walter Buchanan for the slight. Conrad Von Metzke certainly was deserving of the award for meritous services rendered as Rod Walker was for past years. LORD OF THE RINGS--1972Dcx winning the award for the best variant game pleases me immensely. I guess it is no secret that the game has been my favorite since its beginning. Players make a great game and LORD has some of the best any where...John Koning, John Smythe, Jeff Key, Edi Birsan, Paul Bond, Bob Keathley, Rod Walker, and Eric Just at one time or another would make any game deserving of recognition. I thank you for them.

THE 1973 JOHN AWARDS:

1. BOB KEATHLEY recognized the fact that the award was a Polish John in that there was a shaft extending up into its base.
2. Nobody wins a free anything! The insignia in the lower left hand corner is that of the Ukranian Liberation Army. The Muckers that presented it to me swore that it was the only one in the store, which is understandable.
3. PAUL BOND: "To be the winner of the annual YUDC 'JOHN' AWARD is an honor I had never even considered within my scope. In fact, I had never even considered it. I don't profess to be the greatest Diplomacy player, but I do have one talent which has helped me in my career. I know how to lose. ((THAT WEIGHED HEAVILY IN OUR CHOICES))

Many people scoff at that saying that anyone can lose. This is not true. Just look at Edi Birsan((YOU look at him)), John Smythe, Randy Bytwerk, and most particularly Brenton Ver Ploeg. People flock to lose to these men. I know of only one person with that all important ability. That is Margaret Demignani. I can only hope that someday I'll be her equal.

Finally I want to thank all those who helped me win this award: Mike and Betsy Childers, for introducing me to the game; Buddy Tretick for my first postal game and for showing what a true gamesmaster is like; Rod Walker for my second game and my first resignation; and John Koning without whom I could never have achieved this great award." Humbly, PB

4. BURT LABELLE: "I am overcome with emotion. After sbbing with joy for a full 7 seconds, I realized that it just couldn't have been done without help from a real swell guy, Coleslaw Robel, my secret advisor in how to publish and play Diplomacy without really trying. As you all know (and as Stan is convinced), being a super-humble guy like me, while at the same time being so great, is not very easy. My continuing success with ANTARES--Now defunct--Has been the guiding light...nay, the beacon of Diplomacy this year, and my greatest personal reward to date. Also, by following the deadly tactics outlined by John Beshere in FAKIR, I have compiled my stunning record of no wins and one loss, which with any amount of luck will be up to no wins and four losses very shortly. (The tactics I spoke of in FAKIR were those immortalized by John ...you know, "By getting more little black dots than anyone else, you win...etc." For all my publishing errors, incorrect spellings, and duplication errors I'd like to thank John B...an And for everything else that is messed up in both Diplomacy and real life, a heartfelt THANK YOU to Stan Wrobel, the vaulting Pole." S: Humble Burt Labelle
5. JOHN HENDRY: How did the judges and voters know I do my very best negotiating and tactical planing while on the John???????????

MORDOR (KONING)

TA Anorien-Rauros.  
 Misty MtnsI-Ettenmoors.  
 Gap of Rohan-Iseo.  
 DA E.Emnet-W.Emnet.  
 DA W.Emnet-Iseengard.  
 DA Dagorlad-Emyr Muil.  
 SA Dead Marsdes (S) DA  
 Dagorlad-Emyr Muil.  
 SA Ithilien-Minas Tirith.  
 SA Minas Tirith-Pelargir.  
 SA S.Ithilien (S) Minas  
 Tirith-Pelargir.  
 SA Harondor (S) Minas  
 Tirith-Pelargir.  
 SA Udun-Minas Morqul.

MORDOR

Barad-Dur, Minas Morqul  
 Udun, ~~Dol Amroth~~, Umbar  
~~Rivendale~~, Harondor  
 Ithilien, Anorien, ~~Ladras~~  
 Minas Tirith, East Emnet  
 West Emnet, Pelargir  
Iseengard, Iseo. (13) Build  
 One

DWARVES (KEY)

DA N Wild-Beorn.  
 SA Anduin Vale (S)  
 Beorn-Mt.Gundabad.  
 SA Tharbad (S) MEN SA  
Eredwaith. (OTM-Hat)  
 SA Misty Mtns II (S)  
 Men SA Rivendale.  
 SA Beorn-Mt.Gundabad.  
 SA Dunland-MistyMtnsIII.  
 SA Baranduin-SouthDowns.  
SA Pelargir-Harondor.(R)

THE ELVES (KEATHLEY)

DA Brownlands-Dagorlad.  
~~SA Mirkwood-Dale.~~  
 SA Lorien Wood-Field of  
 Celebrant.

ROHAN

~~Ladras~~, Fangorn Wood  
 Dol Amroth, Dagorlad  
Edoras. (4) even

DWARVES

Erebor, Ered Luin II  
 Shire, Mt.Gundabad  
 Beorn, N.Wilderlands  
~~Pelargir~~, Tharbad (7)  
 Remove one.

THE MEN (BIRSAN)

DA Dol Gulder (S) SA  
 West Rhun.  
 SA Rhun-Dagorlad.  
SA Rivendale (S) Dwarf  
SA Rivendale. ((OTM))  
SA Eredwaith-Tharbad!  
 SA W.Rhun (S) SA Rhun-  
 Dagorlad.  
 SA Moria-Dimrill Dale.  
 SA Carnen-Rhun.

ROHAN (SMYTHE)

DA Fangorn Wood-West  
Emnet.  
 SA Lamedon-Edoras.  
 SA Emyr Muil-East Emnet.  
SA Rauros (S) Emyr Muil-  
East Emnet.

ELVES

Lorien Wood, Mirkwood  
 Moria, Dale. (4) Build  
 One

THE MEN

~~Dale~~, Esqaroth, Bree,  
 Rhun, ~~Ladras~~, Cairn Dum,  
 Wilderlands, Dol Gulder  
Rivendale. (7) Even

Dwarf SA Pelargir must retreat to Tolpalas, Lebennim, or OTB. Rohan SA Rauros must retreat to East Fold, Wetwang, or OTB. Rohan SA Emyr Muil must retreat to Wold, Wetwang or OTB.

In response to a feeble, half-hearted protest from Sauron the Sickly, We have reexamined our position with regards to the continuance of the practice of placing collect calls for orders in this game while discontinuing the idea in all other games. Therefore to avoid the taint of prejudice ((EVEN SAURON DESERVES A CHANCE)) and continue the practice of malice to all, we hereby state that "youse guys is in trouble unless you mails 'em in." This applies to moves, retreats, builds, pleas for advice, etc.. I will, of course, take orders by mail. From the looks of this last season's moves, the freebies in this game had better fall back on their respective illnesses as excuses for doing so poorly or should I point out that the struggle for power between free peoples does not occur until after Sauron is retired?????

--GRAND STRATEGY MOVES--

SOME FOOLHEARTY INDIVIDUALS HAVE VOICED THEIR OPINIONS THAT JASTRZAB CONTAINS NOTHING BESIDES GAMES. NO RATINGS, NO ARTICLES ON FINE PLAY, NO PUZZLES, NO ARTICLES ON TACTICS, HOW TO ABERSYATE FAILED ORDERS, WE THEREFORE PROCEEDED TO ENACT A POLICY OF INTERVIEWING THE GREATS OF DIPLOMACY IN ORDER TO PERHAPS GLEAN SOME GEM OF DIPLOMATIC WISDOM WHICH MIGHT HAVE DIRECT PRACTICAL APPLICATION INTO ANY DIPLOMACY GAME, REGARDLESS OF THE COUNTRY PLAYED.

OUR FIRST INTERVIEW WAS WITH THAT GIANT OF THE HOBBY, JOHN SMYTHE, WHO, ALTHOUGH SHRINKING BECAUSE OF HIS DIET, STILL PRESENTS A MASSIVE BARRIER AGAINST ANYONE RUNNING AWAY WITH A GAME THAT HE IS IN. THE INTERVIEW TOOK PLACE AT THE BOTTOM OF MR. SMYTHE'S POOL WHICH PLACED THIS INTERVIEWER AT A SLIGHT DISADVANTAGE. NONETHELESS, WE WERE ABLE TO FIN HIM DOWN WITH THE DIRECT QUESTION: "WHAT'S THE BEST WAY TO WIN?" HIS IMMORTAL REPLY, WHICH SHOULD GIVE VENT TO COUNTLESS THEORETICAL DISPUTES, "THROW BRICKS!"

TRAVELS WITH BOND

or, The Perils of Paul E.

1. To be King no more

King Bond was in his chamber room reading The Sensual Hobbit when a servant rushed his room and shouted, "Shire, the minions of Mordor are knocking at our gates!"

Unable to comprehend this strange action of the usually indiscreet narcs, King Bond quickly climbed to the top of his tower to investigate. Once he arrived, he looked out, and true enough, several narcs were knocking at his door -- with a large battering ram.

Leaving the tower and going into the street, King Bond commented to his servant, "I don't understand what that smelly scum hopes to gain by this. And speaking of smelly scum, what is that terrible stench?"

"Alas sire, the true perfidy of the Mordorese murderers shows itself. This army is led by Baron ver Ploog, the mad Dutchman, and the smelly scum which you so astutely noticed is the result of an intense bombardment by his pet platypus, Glumpf."

"Oh horrors," said the astonished king. "Only a miracle could save us now." And with those words, he sat down on a nearby, relatively clean bench and waited for several minutes. When nothing happened, King Bond jumped up and shouted. "I said, ONLY A MIRACLE COULD SAVE US NOW!!!"

Suddenly, there was a great flash of lightning, a roaring crash of thunder, and the huge gates of Minas Tirith burst asunder, admitting the multitudinous hordes of narcs, drolls, and camp followers that had been waiting outside.

King Bond sighed wearily. "They just don't make miracles like they used to."

After occupation by the Black Army was complete, Baron ver Ploog had King Bond brought to the throne room. "Normally, I would have killed you immediately," he said, "but it has long been our union policy to save Bonds. Therefore, I will offer you a chance for life. You must pass through the official dethroning ceremony."

((Since training a king is a long and expensive process, any time a king wishes to abdicate, he must pay the price of his training. This usually consists of a large sum of money and some strenuous physical feat. Early kings tended to cover a great distance on foot with making the monetary payments. From this has come the phrase, 'a king's ransom'.))

"I am not a wealthy king," said King Bond, cautiously sticking his wallet into his robe. "All I had has gone to fighting the war."

"Very well, Bond," commented ver Ploog, "So you will concern yourself with only feats of physical prowess."

"Fair enough, Baron ver Ploog. I shall show you the strength of Gondor monarchs."

The next day, King Bond began a series of physical feats never before attempted by a monarch of his girth and statue. He ran the 100yd dash in 14.6 seconds, did 13½ sit-ups, one chin-up, 7 push-ups, lifted 45 pounds over his head, ran the 26 mile marathon in 3 days, 11 hours, 6 minutes, 3.67 seconds, threw the javelin 17 feet, the 8lb. shotput 6 feet, and the discus 3 feet (it would have gone farther but it hit a judge). He then swam the length of his swimming pool and touched bottom only twice. And as a final demonstration of dexterity, he threaded a needle on the fifth try.

Baron ver Ploog was astonished beyond words. "I am astonished beyond words," he said.

"Thank you," said King Bond. "Are you satisfied?"

"Most assuredly. We shall now commence with the official ride out of town. My men are bringing the rail now."

And so it was that King Bond left Gondor to explore the nest of the world.

((ED.NOTE: This is the first chapter in what should prove beyond a doubt that the players in 1972Dcx are among the best anywhere. Where else would a deceased player begin a major press effort? It will be interesting to watch the development of King Bond as he travels through Middle Earth concurrently with Saurobond takes the field in the second game))

.....  
NEAREST SIGN ON THE PRESIDENT'S DESK-----  
THE BUG STOPS HERE  
.....













1973AU...FALL 1902

AUSTRIA (KEATHLEY): A Vienna-Galicia, A Budapest (S), A Vis-Gal, F Adriatic-Venice, A Rumania (S), TA Arm-Sev.

ENGLAND (STUART): A St. Petersburg-Moscow, F Norway-St. Petersburg, F North Sea-London, F London-Wales.

FRANCE (SMITH): A Burgundy-Belgium, F Channel (S), Bur-Bel, A Spain-Portugal, F West-Mid Atlantic, A Marsailles lie in the sun and drink wine.

GERMANY (LOTT): F Denmark-Sweden, A Ruhr-Burgundy, A Munich (S), Ruh-Bur, A Kiel-Ruhr, A Belgium (S), Ruh-Bur. ((Retreat to Hol, Pic, OTB))

ITALY (REINSEL): A Tyrolia-Trieste, A Piedmont-Venice, F Western Med-Mid Atlantic, F Tyrrhenian-Ionian.

RUSSIA (CORBIT): F Gulf of Bothnia-St. Petersburg, A Galicia-Vienna, A Bohemia (S), Gal-Vis, F Black Sea-Ankara.

TURKEY (DAVIS): A Greece holds, F BULeo-Black Sea, A Constantinople-Ankara, A Armenia-Sevastapol, F Aegean-Constantinople.

UNDERLINED moves do not succeed. The German A Bel must retreat to Pic, Hol, OTB.

GOA: R.D. STUART, 6720 Michael Dr., Cincinnati, Ohio 45243

GOA: Charles Reinsel to Europe until July 27th....

AUS: BUD, TRI, VIE, SER; RUM. (5) Build one. French build on file.

ENG: LON, LIV, EDI, FOR, MOS. (5) Build one.

FRA: PAR, BRE, MAR, SPA, POR, BEL. (6) Build one.

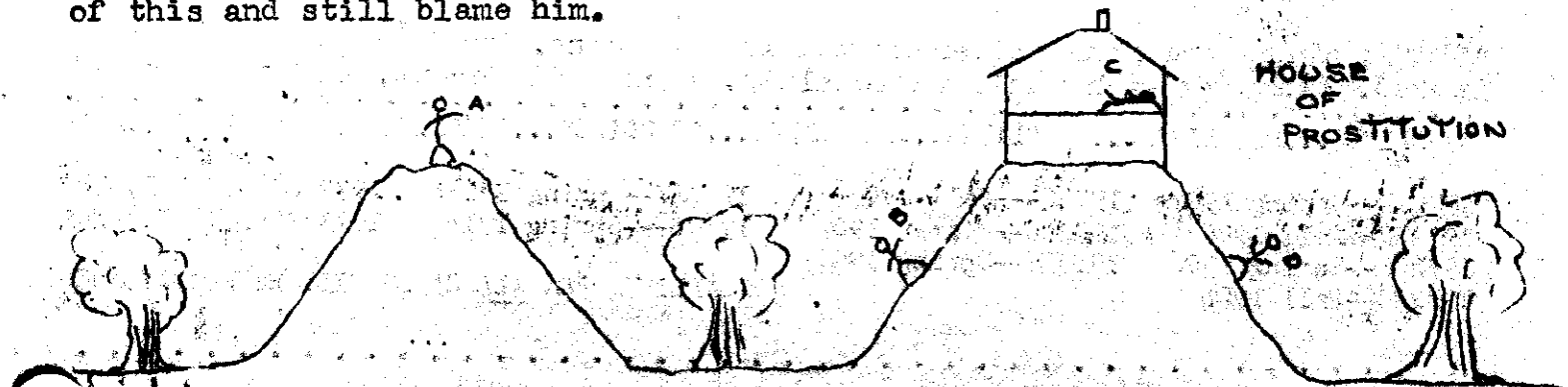
GER: MUL, BER, KIE, DEI, HOL, STE. (6) Build one.

ITA: NAP, ROM, VEN, TRI. (4) even.

US: STP, ~~MOS~~, ~~PAR~~, ~~XXI~~, ~~XXII~~. (2) Remove two.

UR: CON, AIK, SIN, GRE, BUL, SEV. (6) Build one.

BERLIN: The Kaiser has been in a foul mood ever since one of his spies informed him that the English were to betray us this season. If this is true, we blame everything on the scheming French who seem to have their foot in every door. They were responsible for the Russian attack and his subsequent demise (this is known for a fact despite numerous statements on France's part denying it. He reminds me of John Dean) Since England has been a somewhat faithful ally when informing us of the Franco-Russian attacks and other incidents, we will not make a drastic change in policy on some report. The truth will be out soon and we will learn whether England's "mistakes" were intentional (since he always knew my moves at least a week before the deadline), or that the mistakes were due to his moving twice in a short period. We can smell France behind all of this and still blame him.



A Chic Hilliker Puzzle: There are four different men in this picture. The man inside the house is in bed. Identify each of the different nationalities of the four men from the information given.



**THE RULEBOOK.** The published rules of Diplomacy (as published in the 1971 edition of the Rulebook) will be followed in all games except where alterations are provided for as in the case of pure variants. Decisions and interpretations of the Gamesmaster are final unless there has been an obvious and demonstrable error. Errors which are not detected by the GM nor called to his attention by a player will be allowed to stand unless, in the opinion of the GM, corrections can be made without disruption of the general progress of the game. Players who detect errors should contact the GM and submit two sets of orders---one on the basis that there is an error, the other on the basis that the adjudication is in fact correct as printed.

**IN GENERAL,** the rules in the Rulebook are relatively clear and unambiguous. These rules should be interpreted literally. In situations not covered by the Rulebook nor by these House Rules the GM will make the most reasonable and fair ruling possible.

**REGISTRATION** into a game creates a quasi-contract between players and the GM. The GM agrees to manage the game in a reasonably accurate and expeditious manner, to observe the rules of Diplomacy and his own house rules, and to transfer the game to a new GM without cost to the players should he be unable to continue as GM.

**ONLY ONE** person may play a given country in a given game at any one time. A player may assign temporary or permanent control of his country to another player not in the same game with the GM's permission. A player must play under his own name unless he has GM permission to use an alias. Players may use consultants for their games without prior permission of the GM. The dual submission of orders is allowed if both parties sign the orders and the GM is notified by both parties previous to the dual submission. Countries are assigned by preference lists. Assignments will be made in such a way that all countries assigned will be no worse than the 4th choice unless absolutely impossible.

**PROPAGANDA.** Players are encouraged to submit material for publication with any season's orders. Propaganda will not be printed which would be better received in private communications between players or which does not meet some minimal standards of creative effort and general interest. Anonymous press releases and press releases by non-players will be printed on a space-available basis.

**GAME SEASONS.** There are 5 game seasons: Spring moves, Summer retreats, Fall moves, Autumn retreats, and Winter builds and removals. Ordinarily, Summer is taken with Fall, and Autumn with Winter. In this event, players may write conditional orders. The GM reserves the right to take Winter adjustments with Spring moves in uncomplicated situations or transmit Winter builds between deadlines to speed up the progress of the game.

**ORDERS:** Orders should be typed or printed, giving game number, country, season, game-year and moves. Orders must be signed; unsigned orders will not be used. If more than one set of orders are sent for a given season, the set with the latest postmark will be used. Players may resubmit or change orders at any time up to the deadline date.

**GENERAL ORDERS:** A player at his option may submit a sealed set of orders for his game. Each set should be on a separate sheet of paper and should indicate game number and country. General Orders must be signed and should indicate allies, enemies, and general policy objectives. In the event a player's orders fail to arrive, the GM would have a local, anonymous star player make a set of orders for that season using the General orders as a guideline. General Orders once used must be replaced and may be changed at any time.

**TELEPHONE ORDERS:** The GM will accept orders by telephone or telegram; postal submission is still preferred. Usually orders will be accepted by phone any weekday evening after 8:30 (Ohio Time). Phone: 216-7574140. Collect calls will not be placed to any player if orders have not arrived on the deadline date.

**CONDITIONAL ORDERS:** If two seasons are to be taken together, players may write conditional orders; that is, submitting moves for the later season conditionally based on the results of the earlier one. Each result which is possible should be listed (including refusal to buy, failure to retreat, refusal to retreat, failure to build, etc.) and the orders dependent on it listed. If a player submits conditional orders and an alternative not listed occurs, all units whose orders depend upon the earlier result will hold. A player, at his option, may submit conditional orders for the following season with each set of season moves. This is an insurance of some moves always being at hand for the following season.

**SUPPORT ORDERS:** Support orders must indicate the owning country. (FRANCE: F Brest (S) ENGLISH F Irish to Mid Atlantic); otherwise it will be treated as an order supporting one of the player's own units.

**CONVOY ORDERS:** Convoy orders must indicate the owning country. (ENGLAND: F W Med (C) FRENCH A Spain to Tunis); otherwise it will be treated as an order convoying one of the player's own units.

**REMOVAL ORDERS:** Removals required but not ordered will be made by the GM using the following priority list: A. Farthest unit from the nearest home supply center still owned; B. Fleets before armies; C. First space in alphabetical order.

**RETREAT ORDERS:** Dislodged units for which a specific retreat order is not written will be disbanded and removed from the board. A player always has the option of ordering a retreating unit to disband.

**REPLACEMENTS:** Players will be replaced after having missed two consecutive seasons of moves unless they inform the GM of their intent to continue playing in the game. Standby players will be called forth to submit a set of orders after a player's first failure to send in moves at times. No permanent replacement will be made without at least two week's notice to the players in a game. Standbys will either be subscribers, traders, or players in other games.

**DECEPTION:** Deception of the GM is not allowed. Deception for other players is allowed. The violation of this will result in disappearance.

**VICTORY:** In addition to the provisions of Rulebook II, a player may win by concession. If concession is proposed, either by the proposed winner or by another player, the GM will then conduct a vote on the question. The major (controlling over 25 centers) players in the game must unanimously agree to the concession.

**DRAWS:** A Draw may be declared in two ways: In a deadlocked situation when all surviving players agree to a draw; or if no change in the supply center count occur for three consecutive game-years, the GM may declare a draw with the consent of a simple majority of the players. See Rulebook II.

**KONING'S RULE:** Rulebook I.7 and Example 5. If two units are ordered to the same space and one of them is dislodged by a unit coming from that space, the other unit may make the move.

**WELL'S EXTENSION (OF KONING'S RULE):** Rulebook II.7 and Example 6. Koning's rule operates if the dislodged is supported in its attempted attack.

**TURNER'S EXTENSION(OF KONINGS'S RULE):** Rulebook II.7 and the Note below example 6. If two units attempt to move, each to the space occupied by the other, and one of them succeeds, the space it has left is not "vacant due to a stand-off" and is available for retreat by any other unit dislodged from a third space.

**MILLER'S RULE:** A unit ordered to support in a given space and is dislodged by an attack into the space into which it is giving support; its support is thereby cut. Rulebook II and Example 7

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