

*The North American Variant Bank*

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***1987-88***

***Catalog***



# NORTH AMERICAN VARIANT BANK

## 1987 CATALOG

Part I — Introductory Material  
Part II — Categorical Listing  
Part III — Alphabetical List

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Designs which have been published in *Diplomacy World* and certain other publications will be identified as so appearing in this catalog. If this is followed by a set of numbers for the map and rules pages, the game is available from the NAVB. It is only when the symbol "\*" or "-" appears in the listing that the game must be obtained from the publisher.

Special arrangements will be made for Overseas Variant Bank custodians to obtain copies of such designs, when and if needed.

The NAVB would appreciate receipt of any *Diplomacy* variants where it is indicated that we have no copy on file, such as those marked with the symbol "-" under *both* maps and rules. If you should happen to have a copy of one of these lost variants in your files, please make us a photocopy.

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## NOTES ON THE USE OF THE NAVB CATALOG

This catalog lists most of the *Diplomacy* variants in the Bank's files. In some cases, numbers have been assigned to games which are not on file, or are available only in conjunction with other designs. Special notes with such listings describe these particular conditions. Please see the appropriate footnotes.

A listing with an asterisk (\*) *immediately following* the NAVB Catalog Number indicates that the Bank does *not* have a copy of that game on file. Such numbers have been assigned either for historical or Miller Number Custodian purposes. (The Bank is always grateful to receive copies of missing games.)

Listings are by *category* of game. An index of the main categories is shown below. Each listing will show the NAVB Catalog Number first. The number consist of two letters (major category plus subcategory) and a number (starting with 01 for the first game in that subcategory and assigned in the order in which the game entered the Bank's files). This number is followed by a slash (/) and another number, which indicates the number of players in the game. If the number varies, the high and low numbers will be shown (thus, "/02-5" means that the game may have from two to five players). "0n" indicates an indefinite number of players.

The letter "L" immediately following the number of pages of either rules or maps means that the sheets in question are of paper larger than standard 8½ x 11". In America, the larger size is usually "legal", or 8½ x 14". Occasionally, the "foolscap", or 8½ x 13" size will be used. In Europe, many zines and variants maps/rules are produced on "A4" paper, which is not quite the same size as "legal". The "L" designator encompasses all of the non-standard sizes.

After the NAVB CN, the name of the game and its designer(s) will be shown. Finally, there will be two columns of numbers. The first shows the number of sheets of **maps**; the second the number of sheets of **rules**, perhaps including some introductory material. Maps are always printed on only one side of the paper. Rules *may* be printed on both sides of the paper in some cases, but each side still counts as a "sheet". Any part of a game may be ordered separately.

Most games which have been printed in *Diplomacy World* will have that information shown in the catalog for informational purposes. This does not necessarily mean that the game cannot be ordered from the NAVB. It merely indicates the existence of a *DW* printing of that game, indicating that it has a larger circulation than many others. Only when that issue of *DW* **remains** in print will you be requested to order it from its publisher. A list of *DW*'s currently **in** print will be found in the section on ordering.

Please study the main categories carefully. These have been chosen to show the categories most frequently chosen for variant scenarios by authors, rather than any theoretical breakdown. Thus, Europe gets three main categories to Asia's one. Note that there have been so many designs centered on Europe that those variants have been placed in three time divisions: 476 AD to 1500, 1501-1900, and Post-1920. (Everything between 1901 and 1919 is considered to be within the time frame of the regular game, and is carried under "C", Modifications, or "R", Rules Revisions Using Regular Board.) There is also a fourth European time division, the Ancient world from about 300 BC to 475 AD, but that frequently includes large parts of Asia Minor.\*

Note that in many cases, the first letter of the major category bears some relation to the title of that category. Thus, "A" = Ancient Period, "E" = East, "F" for Fantasy, and "G" for Global. However, a special "T" category has been created to report on the various Tolkien variants, which occupied such a large part of *Diplomacy* variant design in the first ten years of the hobby (i.e. 1965-75).

\* Also see "P", Portions of Europe, for individual countries or areas.

Games which include Europe as a significant part of the map, but which are not global in extent, are listed under “X” for EXpansions of the Regular Board. This includes the granddaddy of all variants, the Youngstown Variant; and others which add areas of Asia, Africa, etc. to the board.

Note also that the sequence of major categories deviates from standard alphabetization with regard to the three categories concerning Europe: M (Europe, 476–1500); H (Europe, 1501–1900); and Q (Europe After 1920). This sequence is placed where “H” would normally belong. Thus, the catalog runs A–G consecutively, then through the three European categories, and finally continues with L, N, O, P and on through Z.

Note that within each major category, there may be several subcategories, as shown by lower-case letters. This enables one to pinpoint areas of special interest, such as designs covering single countries, like Britain or the US, or a particular era, like the Napoleonic Wars. If you don’t find anything in an area you’re interested in, think about designing your own variant!

*Fred C. Davis, Jr.*  
September 1987

### INDEX OF MAJOR CATEGORIES

- |  |   |
|--|---|
| A. Ancient Period (to 475 AD)  | R. Rules Revisions Using Regular Board (No or Minor Map Changes): rb. Change to One Basic Component Only; rd. Hidden Movement; re. Economic Games; rm. Major Revisions; rn. New Type Units Only; rr. Random & Chaotic Alterations of Map During Game; rs. Major Revision with Short Rules; rv. Major Revision with Long/Complex Rules |
| B. Biosphere Games   | S. Science Fiction & Space  |
| C. Modifications of the Basic Game (Europe 1900-1918, with changes to both Maps & Rules) | T. Tolkien-based Games  |
| D. Africa  | U. Abstract & Hypothetical Games  |
| E. Asia & Middle East  | V. Put-Ons, Jokes, & Satires  |
| F. Fantasy Setting (except Tolkien)  | W. Western Hemisphere   |
| G. Global Games  | X. Expansions of the Regular Board  |
| H. Europe, 1501-1900   | Z. Political Games  |
| L. Central & South America (Latin)   | – Combined Editions   |
| M. Europe, Medieval, 476–1500  |   |
| N. North America   |   |
| O. Oceans, Maps centered on  |   |
| P. Portions of Europe, incl. individual countries  |   |
| Q. Europe After 1920   |   |

Letters not used have been reserved for future expansion. As “R” is the largest single category, the more important subcategories under that letter are also shown.

## OUR POLICIES ON ORDERS FROM THE NAVB

GAMES may be purchased at the rate of 10¢ a sheet, plus postage and handling (see below). Orders should be limited to no more than 15 variants in any one order. All orders are filled by First Class Mail. Make checks payable to "Fred Davis, Jr." Canadians should send Postal money orders in US funds, as my bank charges me \$3.00 for processing Canadian checks, even if made out in US funds.

INQUIRIES regarding the status of certain variants or other questions will be accepted, but *must* be accompanied by a self-addressed, stamped envelope. Custodians of other variant banks, and of the Boardman and Miller Numbers, have priority. The NAVB will exchange variants on an equal basis at no charge with the custodians of overseas variant banks.

GAMES PUBLISHED and copyrighted in commercial publications will not be sold by the NAVB as long as the publication remains in print. Games published and copyrighted in amateur publications will not be sold by us for a period of two years, unless the publisher grants permission or the zine ceases publication.

GAMES PRINTED IN DIPLOMACY WORLD will be handled as follows: If published in issues #1-20, or #25-28, 31-33, or 39-42, we will process orders. These issues are either out-of-print or not immediately available. If the game you want was published in issues #21-24, 29, 34-38, or 43-on, back issues of the zine are available for \$4.00 each from Larry Peery, PO Box 8416, San Diego, CA 92102. Before ordering, please indicate which issue of *DW* the game was printed in.

This applies only to the *original* designs which appeared in *DW*. In some cases, such as Ancient Empires, Conquest of the New World, and L'Imperialisme, subsequent refinements of the game were made, with various Mark numbers. These subsequent designs are available from the NAVB (if they are indicated as being on file).

POSTAGE AND HANDLING CHARGES are as follows: 1-15 sheets — 50¢, 16-50 sheets — \$1.00, 50 sheets or more — \$2.00.

Residents of Western Europe should first contact the custodians of the several variant banks in their own or adjacent countries to order their games. If they are not available from these banks, you may request the custodian to obtain copies from the NAVB, or order directly from the NAVB. All orders must be in US funds.

We also have copies of back issues of *Arda*, which was an irregular publication designed to carry information on NAVB activities and holdings, publish selected *Diplomacy* variants, and to promote the variant branch of the hobby in general. *Arda* was published by Rod Walker, but he has given the NAVB a limited number of certain issues. These issues and their prices are: *Arda* #3 (May 1980) — 50¢; #4 (June 1980)\* — \$1.00; #5 (December 1980) — 40¢; #6 (June 1981†) — 60¢; #8 (August 1981) — 60¢; #9 (March 1982) — 75¢; and #11 (April 1983) — \$1.00.

Also, copies of the old 1983 Catalog, *Arda* 10, are available for \$1.00 as long as they last.

If you are deeply into variants and variant history, these publications may be of interest to you. Some contain copies of variant rules and maps. See entry for *Arda* at the end of the categorical listing, following "Combined Editions".

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\* Miller Number reclassification, Part I

† Walker takes over as Acting MNC

## A. ANCIENT PERIOD (TO 475 A.D.)

		Maps / Rules	
ab01/07	<u>b. BRITAIN</u> Invasion 44 / J. Robertson	1	2
	<u>c. CARTHAGE, ROME, AND THE GREEK EAST</u>		
ac01/07	Ancient Empires II / J. Lipscomb ( <i>Diplomacy World</i> 21)	1	2
ac02/07	Diadochi II / D. Vedder	1	1
ac03/05	Diadochi V / D. Vedder ( <i>Diplomacy World</i> 14)	1	2
ac04/05	Legion / J. Ostapovich	2	13
ac05/05	473 B.C. / J. Hulland	2	1
ac06/07	Imperialism XI / R. Walker	6	1
ac07/07	Diadochi I / D. Vedder	2	1
ac08/07	Diadochi III / D. Vedder	2	2
ac09/07	Diadochi IV / D. Vedder	2	1
ac10/07	Ancient Empires III / Lipscomb & Davis	1	2
ac11/04	The Conquerors / L. Pulsipher (*in <i>Diplomacy World</i> 36)	*	*
ac12/05	273 B.C. <sup>1</sup> / J. Hulland & F. Davis	2	2
ac13/0n	Roman Dip. / P. Calcraft	0	1L
ac14/05	First Mithridatic War / Mark Nelson ( <i>V &amp; U</i> #8)	1L	2
	<u>g. GREECE</u>		
ag01/09	Imperialism IX-R (Peloponnesian War II) / R. Walker	4	3 <sup>2</sup>
ag02/08	Peloponnesian Dip / D. Klein	4	1
ag03/08	149 B.C. (War Between Ancient Balkan States) T. Mayernik	1	1
ag04/02-19	Pre-Homeric Dip / K. St. Andre	1	1
ag05/09*	Imperialism IX (Peloponnesian War I) / R. Walker	—	—
	<u>i. PERSIAN EMPIRE</u>		
ai01/08	Satrap / Harris & Dunn	1	2
	<u>p. PALESTINE</u>		
ap01/04	Ancient Hebrew Kingdoms / J. Biehl (*included w/rules)	*	1
	<u>r. ROMAN EMPIRE</u>		
ar01/05	Imperator / R. Vedder (included w/ac03)	—	—
ar02/05	Triumvirate / R. Vedder (included w/ac03)	—	—
ar03/06	260 A.D. / S. Rosenberg	2	2
ar04/07	Princes / R. Walker	2	2
ar05/04-6	[Deleted. Not a <i>Diplomacy</i> variant. SPQR (II)]		
ar06/06	SPQR (I) / M. Homeier (*included with rules)	*	2
ar07/04-6	[Deleted. Not a <i>Diplomacy</i> variant. SPQR III]		
ar08/07	Fall of Rome / C. Hunt	—	1
ar09/04-12	Eagles / E. Greenwood	2	1
ar10/06	Vandals! / T. Swider	1	4

## B. BIOSPHERE GAMES

	<u>e. EVOLUTION</u>		
be01/06	Conquest of the Land / S. Rich ( <i>Diplomacy World</i> 13)	1L	1L
	<u>s. SURVIVAL</u>		
bs01/10	Biodiplomacy / A. & T. Burkacki	1	5

<sup>1</sup>revision of Hulland's 473 B.C., ac05

<sup>2</sup>plus nine pages of Vedder/Walker discussion of the design

**C. MODIFICATIONS OF THE BASIC GAMES (EUROPE, 1900-1918, WITH CHANGES TO BOTH MAPS & RULES) ESSENTIALLY BASED ON REGULAR BOARD**  
(Cross-reference to "R", Rules Revisions using Regular Map)

a. ALTERNATE WORLD, DIFFERENT GREAT POWERS

ca01/09	Aberration III (Imperialism XIII) / R. Walker	4	2
ca02/07	Turnabout Dip. / F. Davis	1	3

c. CHANGES TO BOTH MAP AND RULES (Average Complexity Games, mostly for five or seven players)<sup>3</sup>

cb01/07	Persian Variant I / M. J.-Polczynski	1	2
cb02/07	Scheisskopf Dip. II / D. Wileman	1	1
cb03/07	Stab-Happy Dip. / Rosenbert/Diller	1	1
cb04/07	Variation C / R. Johnson	1	3
cb05/07	Diplomacy, 1958 Version / A. Calhamer	1	3 <sup>4</sup>
cb06/07	Overlapping Seas III / M. J.-Polczynski	1	1
cb07/07	Quasi-Classical Dip. / M. J.-Polczynski (includes cb08)	2	2
cb08/07	Pseudo-Classical Dip. / M.J. -Polczynski (with cb07)	-	-
cb09/35*	Simulation Dippy II / Shagrin/Miller	-	-
cb10/04*	3x3 w/2 Wild Card Players / ?H. Naus?	-	-
cb11/03*	3-Man on 9-Man Board / ??	-	-
cb12/07	Lima I / J.-P. Macedoni & M. Liesnard	1	2L
cb13/06	Multipplomacy / C. Hemming	0	5
cb14/07	Persian Variant II / M. J.-Polczynski	1	4
cb15/05	Woolworth Dip. IIA / G. Overby (Diplomacy World 30)	-	-
cb16/05	Woolworth Dip. II / G. Overby (with cb15)	-	-
cb17/05	Woolworth Dip. IIB / G. Overby (with cb15)	-	-
cb18/10	Woolworth Dip IIR / G. Overby (same board, 10 players) (included with cb15)	-	-
cb19/05	Woolworth Dip. II-D / Overby & Davis (obtainable with cb15 or separately from NAVB)	1	2
cb20/07	N.I.E.S. (New Improved Extra Strength) Dip I (Colonial Dip II) / M. Keller	1	1
cb21/07	N.I.E.S. Dip II <sup>5</sup> / M. Keller & F. Davis	1	1
cb22/07	Saharan Dip (I) / B. Sharif	1	1
cb23/07	Saharan Dip II / B. Sharif & F. Davis	1	1
cb24/07	Lima Ib / Liesnard, Macedoni, & Hemming	1L	2
cb25/07	Lima Iib / (same as cb24) (*included with cb24)	*	*
cb26/07	Guerilla Warfare II / C. Tringham, J. Marsden	- <sup>6</sup>	2
cb27/07	Frauke's Beer River Dip / S. Hanson	1	1
cb28/07	Aberration I (w/Aberration II) (ex "cd01") / F. Davis	2	1
cb29/07	Aberration II (comb. w/cb28) (ex "cd02") / F. Davis	-	-
cb30/07	Abstraction II (ex "cd03")	1	5
cb31/07	Dual Space Dip. (Overlapping Seas I) (ex "cd04") / F. Davis	1	2
cb32/07	Dual Space Dip w/"Gibraltar Rule" (Overlapping Seas II) <sup>7</sup> (ex "cd05") / F. Davis & M. J.-Polczynski	-	1
cb33/07	Rail & Sea Dip. / F. Davis (ex "cd09")	1	5
cb34/07	Abstraction I (ex "cd10") / F. Davis	1	7

<sup>3</sup>c.f. High Complexity Rules

<sup>4</sup>plus one-page brief version

<sup>5</sup>also need cb20

<sup>6</sup>need map for Abstraction II (cb29)

<sup>7</sup>order with cb43



cb35/07	Pride of Armies (ex "cd11") / F. Davis	2 <sup>8</sup>	2
cb36/09	Hitch-Hiker / N. White	1	3
cb37/05	U-Boat (ex "cb28") / B. Evans	1	2
cb38/07	Feudal II / D. Russell	1L	2L
cb39/07	SkinnyDip / L. Pulsipher ( <i>Diplomacy World</i> 42)	1	2
cb40/07	Superfluid Dip. / A. Poole	1L	5
cb41/07	First Strike Nuclear Dip. / P. Dunning	— <sup>9</sup>	2
cb42/07	Off-Board Box Dip. / S. Gregory & R. Downes	0	1
cb43/07	Advanced Diplomacy <sup>10</sup> / S. Swigger	1	6
cb44/07	SkinnyDip II / L. Pulsipher & F. Davis	1	2

c. HIGH COMPLEXITY RULES

cc01/09	Aberration IV (9-Man Dip IV) / R. Walker	5	4
cc02/09	Gibraltar II / M. J.-Polczynski	1	4
cc03/07-n	Warmonger / L. Dunning	2	12
cc04/07	Superdiplomacy / D. Alderson	1	8
cc05/07*	Morglay / Alderson/Pournelle	—	—
cc06/11	Winter Eleven-Man Variant II / F. Winter	1	4
cc07/09	Gibraltar Dip. I / M. J.-Polczynski	1	10
cc08/23	Hypereconomic Dip. I (ex "ge02") / D. Miller	1	20

d. MODIFICATIONS BY FRED DAVIS (This category has been abolished by the current custodian, with the eleven variants therein assigned to the most suitable functional category. Most games have been placed in the subcategory "cb" (e.g., Abstraction II moved from "cd03" to "cb30"). Gusher, (ex "cd07") has had to be placed in a new category, "cv", "Changing Values for Supply Centers"; and Germany v. the World (ex "cd06") into "cg", "One Giant Power Added".)

e. ONE EXTRA POWER ADDED

ce01/08	Bawtinheimer 8-Player Variant / B. Bawtinheimer	1	1
ce02/08	Swiss Variant II / F. Davis ( <i>Diplomacy World</i> 16)	1	3
ce03/08	Powers & Pirates / C. Gibson (*description in rules)	*	1
ce04/08	Pirates & Powers Revised / C. Gibson	1	1

g. ONE GIANT POWER ADDED<sup>11</sup>

cg01/05-6	Germany v. the World / F. Davis (ex "cd06")	1	2
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h. HIGH COMPLEXITY MAP

ch01/07	Omnibus Dip. / C. Turner	8	1
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m. MINOR CHANGES TO MAP ONLY

cm01/07	Kriegsmarine Variation <sup>12</sup> / A. Phillips	0	1
cm02/07	Small World Dip (I) / S. Tihor (*description in rules)	—	1
cm03/07	Vatican Variant / B. Linsey (*with rules)	*	1
cm04/07	Milan Dip <sup>13</sup> / J. Norris (*with rules)	*	1
cm05/07	Davis FTF Diploamcy Board (ex "cd08") / F. Davis	1	2
cm06/07	Egypt Dip. / G. Tonks	0	1
cm07/07	Peerijavo / L. Peery (*described in rules)	*	1
cm08/07	Alpine Passage / D. Ruthery (*order w/Comb. Ed. 7)	*	*

<sup>8</sup>plus conference map

<sup>9</sup>uses Abstraction map

<sup>10</sup>not yet for sale, as it is still in the process of being playtested

<sup>11</sup>c.f. Tolkien Variants, Category "ts"

<sup>12</sup>order with Comb. Ed. 1

<sup>13</sup>also in Comb. Ed. 7

<u>n. TWO EXTRA GREAT POWERS ADDED<sup>14</sup></u>			
cn01/09	Cline 9-Man Dip II ("IV") / R. Cline ( <i>Diplomacy World</i> 17)	1	3
cn02/09	9-Man Dip I / D. Miller	1	2
cn03/09	9-Man Dip III / J. Chalker	1	5
cn04/09	Cline 9-Man Dip III / Cline, Von Metzke, Naus, & Bullock	1	1
cn05/09	Cline 9-Man Dip IV.1 ("V") / Cline & Davis	1	1
cn06/09*	Cline 9-Man Dip I / R. Cline	—	—
cn07/09	Nine-Power Dip (9-Man Dip V) / F. Winter (Starts before 1900, but uses regular map)	1	4
cn08/09	Cline 9-Man Dip V / Cline, Davis, & A. Poole (for UKVB)	1	2 <sup>15</sup>
cn09/09	Cline 9-Man Dip. IV.2 / von Metzke version of Davis revision	1	1
cn10/09	Cline 9-Man Dip. VI / Cline, Davis, Poole, & D. Rothery <sup>16</sup>	1L	1L
cn11/09	Cline 9-Man Dip. VII / D. Rothery's Second Revision	1L	1L
cn12/09	Cline 9-Man VIII / S. Billenness & M. Pustilnik	1	1

s. SERIES OF IDENTICAL REG. MAPS, USED FOR DIFFERENT ERAS  
{Sold as a package}

I. This is a series of maps by DuCoSim [Dutch Conflict Simulation Club], for from two to eleven players. They are listed in order of the number of players in each game, rather than chronologically. The complete package contains thirteen maps and eight pages of text.

cs01/02	Romans v. Barbarians, 300 A.D. ("No. 2"—there is no "1")		
cs02/03	The Cold War, 1946 ("3")		
cs03/04	Collapse of Classical Civilization, 400 A.D. ("4")		
cs04/05	High Renaissance, 1500 ("5")		
cs05/06	The Dark Ages, 500 A.D. ("6")		
cs06/07	Thirty Years War, 1610 ("7")		
cs07/08	Rise of Feudalism, 700A.D. ("8")		
cs08/08	Rise of Nation States, 1715 (eight-player version) ("9")		
cs09/09	Rise of Nation States, 1715 (Amended) ("9-A")		
cs10/10	Age of the Crusades, 1100 ("10")		
cs11/10	Hundred Years War, 1336 ("10-A") / Amended by F. Davis		
cs12/11	Nationalism Rampant, 1861 ("11")		
cs13/11	Nationalism Rampant II, 1861 ("11-A") / Amended by F. Davis		
	II. Irregular Diplomacy, for from four to six players / A. Poole	3	1
cs14/06	1938-II / A. Poole		
cs15/05	1810 / A. Poole		
cs16/04	1378 / A. Poole		

t. TEAM GAME ON MODIFIED BOARD

ct01/07	3x3 Teams w/Wild Card Player III / D. Miller	1	1
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v. CHANGING VALUES FOR SUPPLY CENTERS

cv01/07	Gusher / F. Davis (ex "cd07")	1	4
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**D. AFRICA**

a. PRE-COLONIAL PERIOD (roughly before 1860)

da01/05(10)	Uhuru / L. Peery	2	3
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<sup>14</sup>NOTE: There are several other nine-player Dip games under the following Categories: G.f., G.h., G.p. (all Global); H.p., P.e., P.g., P.w., T.s. (Tolkien), and U.u.

<sup>15</sup>plus introduction

<sup>16</sup>First Revision

da02/05	Grab for Africa / J. Ketchell	1	1
dc01/08	<u>c. COLONIAL PERIOD (c. 1861-1960)</u> Scramble for Africa / D. Watts	1	1L
dm01/07	<u>m. MODERN PERIOD (c. 1961 on)</u> South African Dip. / J. Lipscomb	1	1
dm02/07	Africa '82 / K. Halpern (*with rules)	*	1
<b>E. ASIA &amp; MIDDLE EAST</b>			
ea01/07	<u>ea. ALL ASIA</u> Asian Dip. / S. La Tourette & K. Robison	1	1
ec01/06	<u>c. CHINA</u> Chinese Dip. / T. McCloud	1	1
ec02/07	Open Door (Colonialism III) / R. Walker	4	1
ec03/09	Five Dynasties Dip. / S. Doubleday	1	1
ee01/05	<u>e. EAST ASIA</u> Far East I / V. Schaller	1L	3
ee02/05	Far East I-R (Revised) / V. Schaller & F. Davis	1L	4
ei01/05	<u>i. INDIA</u> India / S. Agar	1	1
e102/06	Reunification of India, 1945 / B. Somers	1	1
ej01/06	<u>j. JAPAN</u> Jimmu / M. Mills	1	2
em01/11	<u>m. MIDDLE EAST</u> Allah Akba'ar / J. Robertson	4	1
em02/07	Jihad II / R. Vedder	4	2
em03/07	Partition of the Ottoman Empire / G. Costikyan	1	1
em04/07	Jihad I / R. Vedder	4	3
em05/06	The Lord of Hosts / T. Collieu	1L	1
em06/07	Sand I / A. McGregor	1	1
em07/07	Sand II / A. McGregor & F. Davis	1	2
em08/07	Deus Vult! / W. Preston	1L	3L
es01/08	<u>s. SOUTHEAST ASIA</u> Indonesia Dip. I / R. Fox	1	1
es02/07	Southeast Asia '56 / J. Massar	1	1
es03/07	East Indies Dip. II / B. Sawyer & F. Davis	2	4
es04/07	East Indies III / Sawyer & Davis	2 <sup>17</sup>	2
es05/06	East Indies IV / F. Davis	2	2
es06/07	Indonesian Dip II / R. Fox & F. Davis	1	2

**F. FANTASY SETTINGS**  
(see "T" for Tolkien variants)

fa01/08	<u>a. KREGEN</u> Kregen / K. St. Andre	2	2 <sup>18</sup>
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<sup>17</sup>plus a one-page conference map

<sup>18</sup>plus two revisions, one three Q&As, and an explanation

	<u>b. BARSOOM</u>		
fb01/17	Barsoomian Blitz III / K. St. Andre	2	4
fb02/06-8	Barsoom / L. Pulsipher (in Combined Edition 4)	2	2
fb03/43	Barsoomian Blitz IV <sup>19</sup> / K. St. Andre	—	2
	<u>c. CHRONICLES (of Thomas Covenant)</u>		
fc01/07	Chronicle / L. Walker	1L	5L
	<u>d. DARLANA</u>		
fd01/06	Darlana II / J. Leeder	2	2
fd02/06	Darlana I / J. Leeder	2	2
	<u>e. EARTHSEA</u>		
fe01/05-6	Earthsea Dip. / T. Galloway ( <i>Diplomacy World</i> 4)	1	2
	<u>f. DUNE</u>		
ff01/06	Dune I / T. Spaans	1	3
	<u>h. CONAN'S WORLD (The Hyborian Age)</u>		
fh01/05	Hyborian Age Dip. I / G. Gygax	4	2
fh02/05	Hyborian Age Dip. II / B. Labelle (in Combined Edition 4)	1	2
fh03/08	Hyborian Age Variant III / T. Hubbard	2	1
fh04/11(2)	Hyborian Dip. / J. Peters ( <i>Diplomacy World</i> 15)	1	1
	<u>m. MISCELLANEOUS SETTINGS</u>		
fm01/07	Nikjon / P. Sealy	1	1
	<u>n. NO SPECIFIC LITERARY SETTING</u>		
fn01/0n	Simple rules for F/SF Variants / L. Pulsipher (in Comb. Ed. 4)	—	2
fn02/02-7	Song of the Night <sup>20</sup> / L. Pulsipher	2	6
fn03/0n	Umbar <sup>21</sup> / K/ St. Andre	4	4
fn04/04*	Lemurian Dip / S. Gunnell	1	2
fn05/06	Marumbitzi / J. Lovibund	1	2
fn06/02-9	Feudal Dip.—FV <sup>22</sup> / L. Pulsipher	—	—
	<u>v. DYING EARTH</u>		
fv01/07	The Dying Earth II / L. Pulsipher (in Combined Edition 4)	0	2
fv02/02	The Dying Earth I / L. Pulsipher (*not included)	*	2
	<u>w. WITCH WORLD</u>		
fw01/05	Witch World II / L. Pulsipher	1	2
fw02/06*	Witch World I / J. Robertson	1	2
	<u>y. THE YOUNG KINGDOMS</u>		
fy01/07	Young Kingdoms III / S. Agar	1L	1
fy02/05	The Age of Young Kingdoms / ? Neuman	1	2

### G. GLOBAL GAMES

(These are divided into Economic games (“ge”) and three time periods: Pre-1871 (“gh”), 1871-1920 (“gp”), and Post-1920 & Future (“gf”). See also Category “U.a.”)

<sup>19</sup>uses same map as fb01; fb01 rules are also required

<sup>20</sup>in Combined Edition 5; derivative of Moorcock's Elric stories

<sup>21</sup>derivative of Zelazny's Amber novels

<sup>22</sup>combined with mi03, Feudal Dip

<u>e. GLOBAL/ECONOMIC</u>			
ge01/47	Hypereconomic Dip II / D. Miller & P. Ansoff (or 3rd Edition, 1976) <sup>23</sup> (Hypereconomic Dip. I, D. Miller, formerly "ge02/03", has been transferred to "cc08/23", as it includes only Europe)	2 3L	20 29
ge03/48	Hypereconomic Dip IV / T. Mohrmann et. al.	7	24
ge04/9-32	Hypereconomic Dip V / T. Mohrmann et. al.	3	29
ge05/0n	Hypereconomic Dip. I-A / D. Miller, P. Ansoff, S. Norris (split-off from Hyperec I)	2	30+
<u>f. POST-1920 PERIOD (including future &amp; indeterminate dates)</u>			
gf01/09	Holocaust / S. McLendon ( <i>Diplomacy World 22</i> )	—	—
gf02/08	Small World Dip. II / F. Davis	2	3
gf03/07	World Dip. / W. Stapel	3	1
gf04/06	World War IV Dip. / S. Langs	2	2
gf05/03-10	2001 <sup>24</sup> / R. Walker	12	8
gf06/28	Das Dippenspiel / R. Walker	16	16
gf07/09	Futur War <sup>25</sup> / B. Sherrad	—	—
gf08/08	Small World Dip. II-R / F. Davis	2	3
gf09/07	Zeus IV / C. Northcott (*with rules)	*	1L
gf10/07	Zeus V / Northcott & Davis	1	2
gf11/07	Zeus V-F <sup>26</sup> / Northcott & Davis	—	—
gf12/07	Final Conflict (I) / T. Swider	1	2
gf13/13*	Nuclear Holocaust / ??	—	—
gf14/09	Atomic Warfare ("I") / ??	3	5
gf15/05	American Woolworth ("II") / M. Coldiron	1	2
gf16/07	Final Conflict II / Swider & Williams	1	5
gf17/07	Zeus IV-Final / C. Northcott	1	2 <sup>27</sup>
gf18/08*	World Diplomacy II / M. Stegeman	—	—
gf19/08*	World Diplomacy III / M. Stegeman	—	—
gf20/07	Final Conflict III <sup>28</sup> / T. Swider	1	5
gf21/08	World Diplomacy IV / M. Stegeman	1 <sup>29</sup>	7
gf22/07	World Diplomacy V / W. Stapel	3 <sup>30</sup>	1
gf23/08	World Diplomacy VI / M. Stegeman ( <i>Diplomacy World 39</i> )	—	—
gf24/15	World War IIIb <sup>31</sup> / R. Sergeant	2	2
gf25/07	Cthuloid Dip. / T. Waterhouse & G. Stevens	2L	3L
gp26/08	World Domination I <sup>32</sup> / R. Egan	2L	5L
gp27/08	World Domination II / R. Egan	2L	8L
gp28/17	Mercator XIV / D. Wakefield	1L	3L <sup>33</sup>

<sup>23</sup>Hyperec Dip I, D. Miller, formerly "ge02/23", has been transferred to "cc08/23", as it includes only Europe.

<sup>24</sup>\$2.00 flat fee

<sup>25</sup>rules & map illegible; inquire

<sup>26</sup>included with gf10

<sup>27</sup>plus one page of notes by F. Davis

<sup>28</sup>from PDO V.P. printing; also appeared in *Diplomacy World 37*

<sup>29</sup>plus two-page large map

<sup>30</sup>plus ten-page large map; not related to World Dips I-IV

<sup>31</sup>not related to World War III, qp02, a European scenario. ex "qp03"

<sup>32</sup>draft for World Domination II

<sup>33</sup>plus a 32-page booklet

<u>h. PRE-19871 PERIOD</u>			
gh01/06	Colonia I / F. Hyatt	10	34
gh02/09	Colonia IV / F. Hyatt	10	2
gh03/09	Colonia V / F. Hyatt	10	2
gh04/08	Colonia II / F. Hyatt	10	4
gh05/08	Colonia III / F. Hyatt	10	5
gh06/15	Colonia III-15 <sup>35</sup> / Hyatt/Stimmel	2	2
gh07/17	Colonial Winters / F. Winters	8	8
gh08/05*	5-Man Colonia III Fixed Length / ??	—	—
gh09/09	Colonia VI / F. Hyatt	10	2
<u>p. 1871-1920</u>			
gp01/11	Imperialism XV / R. Walker	7	2
gp02/06	Worldip I / E. Manfredi	3	4
gp03/09	World Powers / R. Ware	2	1
gp04/21	World Variant ("T") / K. Pettis	17	5
gp05/12	Youngstown Variant XII / Walker/Vedder (*part of xm09)	*	*
gp06/09	Imperialism VIII-RR / R. Walker	5	3
gp07/07-14	Mercator II-VB complete* (*no maps for Mercator III <sup>12</sup> )	12	10 <sup>36</sup>
gp08/13	†Mercator II / D. Wakefield (*includes II through IVSF-WNS)	3	7*
gp09/13	†Mercator III / D. Wakefield	3	**
gp10/13	†Mercator III <sup>12</sup> / D. Wakefield	n/a	**
gp11/14	†Mercator IV / D. Wakefield	3	**
gp12/07	Mercator IVSF ("Samson Flansteed") / D. Wakefield	††	**
gp13/07	Mercator IVSF-WNS ("With Nastier Stabs") / D. Wakefield	††	**
gp14/14	†Mercator V-A / D. Wakefield (also V-B) (*also need gp08)	3	3*
gp15/14	Mercator V-B / D. Wakefield (included in gp14)	—	—
gp16/09	Imperialism VIII / R. Walker	3	1
gp17/13-24	Mercator Combined Edition (II-IV, VA, VI-IX, D)	4L	9
gp18/13*	Mercator D (Definitive)	1L	5
gp19/15	Mercator VI	*†	*†
gp20/19	Mercator VII	*†	*†
gp21/21	Mercator VIII	*†	*†
gp22/24	Mercator IX	*†	*†
gp23/18	Mercator XII <sup>37</sup> / D. Wakefield	3L	1L
gp24/0n	Mercator, 1985 Ed. / D. Wakefield et. al.	0	11L
gp25/15	Strategic Dip. / ?	—	—
gp26/08	World Domination / R. Egan (*oversized map)	2*	4
gp27/08	World Domination II / R. Egan	2L	5L
gp28/17	Mercator XIV / D. Wakefield	3L	1L

### M. EUROPE, 476-1500 (MEDIEVAL)

<u>a. 476-900</u>			
ma01/07	Lest Darkness Fall Dip. / G. Costikyan	3	6
ma02/08	Barbaria / R. Tulp	1	2
ma03/06	Medieval Dip. / Andrew England	1	2 <sup>38</sup>

<sup>34</sup>only map on file

<sup>35</sup>also need gh05

<sup>36</sup>all games include "A" option — Air Power

†see also gp17

\*\*included in gp08

††included in gp11

<sup>37</sup>order with gp17

<sup>38</sup>plus one page of comments

<u>b. 901-1050</u>			
mb01/11	Feudalism ("II") (Imperialism X) / R. Walker	6	3
mb02/07	1000 A.D. II / J. Lovibond	2L	2L
mb03/07	1000 A.D. III / J. Lovibond	1L	1L
mb04/10	Stonehenge / M. Lee	1	1
mb05/12	Millenium (1000 AD) / S. Doubleday	1	1

<u>c. 1051-1200</u>			
mc01/13	Excommunication II / G. Costikyan	4	2
mc02/05	Holy Roman Empire II / M. (unknown) (*included with rules)	*	1 <sup>39</sup>
mc03/07	Norman Europe, 1100 / G. Drews	1	4
mc04/07	Crusadeomacy / G. Gygax	1	2

d. 1201-1350 (as yet no games in this subcategory)

e. 1351-1500 (as yet no games in this subcategory)

<u>i. INDETERMINATE DATE</u>			
mi01/06	Alternate World Dip. I / S. Perrin (includes mi02)	0	1
mi02/05	Alternate World Dip. II / S. Perrin (*included in mi01)	—	*
mi03/02-9	Feudal Dip. / L. Pulsipher (*includes Feudal Dip—FV, fn06)	0	2*

**H. EUROPE, 1501-1900**

a. 16TH CENTURY (as yet no games in this category)

<u>b. 17TH CENTURY</u>			
hb01/15	Thirty Years' War I / P. Newman	4	3
hb02/08	Westphalia VI (Europe 1648-I) / H. Mahler	1	1
hb03/08	Westphalia VII / H. Mahler (*included in rules)	*	1
hb04/08	Westphalia VIII (Europe 1648-II) / H. Mahler	1	1
hb05/07*	Europe 1650 / C. Alexander	—	—
hb06/08	1648 / G. DeCesare	1	2
hb07/08	Thirty Years' War II / L. Pulsipher	1	2

c. 18TH CENTURY (1701-1789)

hc01/06	Diplomacy 1701 / M. Homeier (*included in rules)	*	1
hc02/07	Europe 1721 / J. Boyer	4	2
hc03/07	Verrat / M. Childers	16	5
hc04/04-7	The Struggle for Hegemony in Europe, 1689–1815 / L. Pulsipher (in Combined Edition 5)	2	3
hc05/07	Seven Years' War / L. Pulsipher	4	6 <sup>40</sup>
hc06/08	1700 A.D. II / M. Dean	1	1
hc07/05	Utrecht II (starts in 1740) / C. Northcott, F. Davis	2	4
hc08/05	Utrecht III / C. Northcott (final version)	2	4
hc09/05	Utrecht I / C. Northcott (draft version)	2	4

n. NAPOLEONIC PERIOD (1789-1815)

hn01/08-9	Eckert's Napoleonic Dip. / B. Eckert	0	1
hn02/07	Napoleon's Europe, 1795 / G. Drews	6	1
hn03/06	Napoleonic Dip (II) / G. Gygax	1	4
hn04/06	La Revolution / J. Robertson	2L	3L
hn05/05	Napoleon / S. Agar	1	1
hn06/02-4	Napoleonic Wars, Campaign Game (1793-1815)	—	2*
hn07/02-4	Napoleonic Wars, Game II (1793-1795)	—	1*

<sup>39</sup>also need rw02—H.R.E. I

<sup>40</sup>plus three pages of designer's notes

\* All of the above are in a book of 36 pages, by G. Newhaven. Sold only as a package. See Combined Edition 9.

hn08/02-4	Game III (1793-1797)	—	1*
hn09/02-4	Game IV (1799-1801)	—	3*
hn10/02-4	Game V (1804-1807)	—	3*
hn11/02-4	Game VI (1807-1811)	—	3*
hn12/02-4	Game VII (1812-1815) [7 moves]	—	4*

p. LATE 19TH CENTURY (1815-1900)

hp01/09	1885-II (9-Man Dip. VIII-R) / F. Davis	1	2
hp02/09	1885-I (9-Man Dip VIII) / F. Davis	1	4
hp03/09	1885-III / F. Davis	1	2
hp04/04	1885-IV / F. Davis, K. Sesler (*needs hp03 map)	*	2
hp05/08	1895 / H. Christie	1	1
hp06/08	1895-II / H. Christie	1	1

x. INDETERMINATE DATE

hx01/05	Five Nations Dip. / C. Northcott	1	1
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**Q. EUROPE AFTER 1920**

f. 1920-1933 (as yet no games in this subcategory)

h. WORLD WAR II & ORIGINS (1934-1945)

qh01/06	Imperialism VII-R (Things to Come II) / R. Walker	7	2
qh02/10	1934 / D. Staples	1	2
qh03/05	1938-I <sup>41</sup> / L. Pulsipher (in <i>Diplomacy World</i> 10)	1	1
qh04/05	1939-I / L. Pulsipher (see Combined Edition 5)	1†	1
qh05/05	1939-II / L. Pulsipher (see Combined Edition 5)	1†	2
qh06/06*	Imperialism VII / R. Walker	—	—
qh07/05	The Great Patriotic War / N. Palmer	0	5L
qh08/05	1939-III / H. Christie	1	1
qh09/09	1938-III / D. Struckman & F. Davis	1	2
qh10/05	Ark Royal Dip. I / R. Goodman	2	3 <sup>42</sup>
qh11/05	1939-IV / Howard Christie	1	1
qh12/06	World War Two / Chris Edwards (based on “1939”)	1	4 <sup>43</sup>

p. POST-WORLD WAR II (1946-NEAR FUTURE)

qp01/05	Cold War / R. Blacksaw	1	1
qp02/08	World War III / S. Rosenberg	1	2
qp03/15	World War III <sup>44</sup>	—	—
qp04/09*	Europe 2010 / ??	—	—
qp05/09	Ark Royal Dip. II <sup>45</sup> / R. Goodman	—	—

r. EUROPE, THE FAR FUTURE

qr01/08	Quest for the Runic Chip / M. Liesnard	1 <sup>46</sup>	3
qr02/07	Re-Discover / R. Bartle	1	4
qr03/07	Post-Atomic Dip. (Europe 2020) / F. Hemmings (ex “qp05”)	0	1

<sup>41</sup>identical to 1939-I

†oversize maps also available

<sup>42</sup>order with Ark Royal Dip. II; 1939 start, using “U-Boat” map

<sup>43</sup>plus one-page corrections sheet

<sup>44</sup>see “gf24”. This is a global variant

<sup>45</sup>order with Ark Royal Dip. I; 1988 start, a.k.a. “No Trident”

<sup>46</sup>optional, smaller version of map available with rules

\*\*modified map of “Clue” board included. Requires ownership of “Clue” rules



## L. CENTRAL &amp; SOUTH AMERICA

	<u>c. CENTRAL AMERICA</u>		
lc01/07	Central American Dip. / R. Fox	1	8
	<u>s. SOUTH AMERICA</u>		
ls01/06	Continent I / R. Perkins	2	2
ls02/05	Guelph Variant / R. Bawtinheimer	1	1
ls03/06	Continent II / R. Perkins, F. Davis	2	3
ls04/05	Generalissimo V / R. Egan & S. Franklin	1	2
ls05/06	Generalissimo VI / R. Egan & S. Franklin (order with ls04)	1	1
ls06/07-8	Generalissimo—Gunboat Version / R. Egan & S. Franklin	-47	1

N. NORTH AMERICA<sup>48</sup> (X - "W" - Western Hemisphere)

	<u>a. ENTIRE CONTINENT</u>		
na01/07	North American Dip. / D. Jousma	2	2
na02/07	North America 2020 / G. Overby	1	2
	<u>e. EASTERN AREA</u>		
ne01/05	1776 / R. Vedder	4	4 <sup>49</sup>
ne02/06	Flintlock II / J. Leeder	2	2
ne03/07	Conquest of North America <sup>50</sup> / A. LeBoutillier	1	7 <sup>51</sup>
	<u>m. MEXICO</u>		
nm01/03-10	Aztlan / K. St. Andre	2	7
nm02/08	The Maya / J. Boyer	4	2
	<u>p. THE EARLY PERIOD / INDIANS</u>		
np01/08	Indianomacy II / J. Boyer	1	5
	<u>s. ONE STATE, PROVINCE, OR SMALL REGION</u>		
ns01/06	Alabama Dip / R. Bart	1	1
ns02/07	Michigan Dip. / R. Beasacker	1	2
ns03/05	Stress (the Battle for Detroit) / M. Bartnikowski	1	1
ns04/07	Mobtown / N. Morris	1L	2L
ns05/06	Semta / G. Overby	1	4
ns06/08	Range War / C. Bruce	1	2
ns07/05	Hegemony Over Sandy Ego / P.J. Gaughan	1	1
	<u>u. UNITED STATES</u>		
nu01/06	All-American Dip. / Johnson & Kirschner	2	1
nu02/05	Americana 1860 / T. Tilson	2	1
nu03/07	United States Dip. III / F. Davis	1	2
nu04/07	United States Dip. III <sup>1/2</sup> / F. Davis	2	3
nu05/07	United States Dip. II / F. Davis (first draft)	1	3
nu06/07	United States Dip. II-R / F. Davis	1	2
nu07/02-16*	United States Dip. I / C. Reinsel	—	—
nu08/07	United States Dip. IV / J. Early	1	1

<sup>47</sup>uses ls05 map<sup>48</sup>c.f. "W", Western Hemisphere<sup>49</sup>also two pages of GM rulings<sup>50</sup>commercial game, not currently available from NAVB<sup>51</sup>plus one page of map clarifications<sup>52</sup>new space names only

## O. OCEANS

	<u>a. MAP CENTERED ON ATLANTIC OCEAN</u>		
oa01/07	Atlantica III / F. Davis	2	6
oa02/07	Atlantica I <sup>53</sup> / F. Davis	—	—
oa03/07	Atlantica II / F. Davis	2	7
oa04/07	Atlantica II-R / F. Davis	2	6
	<u>d. MAP CENTERED ON AUSTRALIA &amp; SURROUNDING SEAS</u>		
od01/06	Conquest of Australia <sup>54</sup>	—	—
	<u>p. MAP CENTERED ON PACIFIC OCEAN</u>		
op01/08	Pacifica ("T") / S. Rosenberg	2	1
	<b>P. PORTIONS OF EUROPE</b> (i.e., Area of the Regular Board)		
	<u>a. AUSTRIA-HUNGARY</u>		
pa01/06	Collapse of the Dual Empire / R. Wein	2	3
	<u>b. SOUTHEAST (BALKAN) REGION</u>		
pb01/07	The Balkan War / R. Wheeler	0	2
pb02/05*	Balkan War (II)-R / Schwartz & Nofi	—	—
pb03/07	Balkan War Dip. / (Balkan Wars I) / C. Reinsel	1	1
pb04/05	Bucharest II / C. Northcott, F. Davis	2	4 <sup>55</sup>
pb05/05	Bucharest I / C. Northcott	2	4
pb06/07	Balkan Wars III / C. Reinsel & F. Davis	1	3
	<u>pd. DUTCH &amp; BELGIAN AREAS</u>		
pd01/04	Pronkjewail / R. Ponjer (*included with rules)	*	2
	<u>e. BRITISH ISLES (OR GREAT BRITAIN)</u>		
pe01/06-7	Anglo-Saxomacy / L. Pulsipher	1	1
pe02/07	Excalibur / K. Clark (in <i>Diplomacy World</i> 23)	—	—
pe03/09	Game of the Clans I (Scottomacy) / W. Hoheisel	1	6
pe04/08	Gesta Danorum ("T") / J. Leeder	2	2
pe05/07	Wars of the Roses / R. Sandell	2	2
pe06/10	The Men Who Would Be King / J. Walker	2	3
pe07/07	1066 / K. Clark	1	1
pe08/06	Marchervap (Wales Only) / J. Lovibond	2L	2L
pe09/02	English Civil War II <sup>56</sup> / S. Agar	2	2
pe10/08	Game of the Clans II / Hoheisel/Agar	2	1
pe11/02-11	English Civil War (I) / ??	1	2
pe12/09	Warwick / S. Agar	1	1
pe13/07	1066-III / K. Clark & R. Egan	1	2
pe14/09	Brum Wars / P. Tulk	1L	2L
pe15/05	1066-V / I. Bowen	1L	2
	<u>f. FRANCE</u>		
pf01/08	French Dip. / R. Fox	1	1
pf02/07	The Spider King / J. Robertson	1	1

<sup>53</sup>draft—unavailable<sup>54</sup>status incomplete<sup>55</sup>plus one page of designer's notes<sup>56</sup>NOTE: only two players

pg01/11	<u>g. GERMANY</u> 1618 (Dip. 1618) / S. Rosenberg	1	2
ph01/06	<u>h. IBERIA</u> España Vieja / B. Lorber (*with rules)	*	1
pi01/08	<u>i. IRELAND</u> Scotice Scripti III / Comber/Boyer	5	3
pi02/07	Bhearna Baoghail / M. Mills	1	3
pi03/08	Scotice Scripti II / Comber/Walker	1	3
pi04/08	Scotice Scripti I / P. Comber	1	57
pi05/05	Republic / D. Garvey	1	2
pn01/08	<u>n. NORTHWEST (England/France/Low Countries)</u> Hundred Years' War (I) / L. Peery	5	5
pn02/09*	Hundred Years' War (II) / S. Doubleday	—	—
pr01/08	<u>r. RUSSIA (including Siberia)</u> Red October / J. Robertson	2	3
pr02/07*	Reds / R. Montanaro	—	—
ps01/02-15	<u>s. SCANDINAVIA</u> <sup>58</sup> Baltic Dip. / R. Sacks ( <i>Diplomacy World</i> 8)	1	1
pw01/09*	<u>w. ITALY</u> Italy, 1500 / C. Alexander	—	—
pw02/06*	Machiavelli / [Commercially produced: Avalon Hill]	—	—
pw03/07	City-State / H. Patterson	2	2
pz01/05	<u>z. NORTH SEA &amp; BALTIC REGION</u> <sup>59</sup> Viking Dip. / J. Ronson	1	2
pz02/05	Viking Dip. II / J. Ronson & F. Davis	1	2
pz03/06	Viking Dip. II-R / F. Davis	1	1

**R. RULES REVISIONS USING THE REGULAR BOARD**  
(No or Minor Map Changes)

ra01/07	<u>a. REGULAR RULES PLUS RULES FOR OTHER GAMES</u> <sup>60</sup> Baseball Dip. / L. Pulsipher (combined with rs08, Fluid Dip. I)	—	—
ra02/07	Diplomacy-Clue Variant / F. Davis	**	3**
ra08/07	Pass the Pigs Dip. / P. Sullivan	0	1
rb01/07	<u>b. CHANGE TO ONE BASIC COMPONENT ONLY (Minor Revisions—Short Rules)</u> <sup>61</sup> Active Neutrals / R. Sacks (in Combined Edition 3)	—	1
rb02/07	Anonymity I & II / D. Miller	—	1
rb03/07	Anonymity III / L. Pulsipher	—	1
rb04/07	Bizarro Dip. (Anonymity IV) / L. Pulsipher (combined w/rm11)	—	1
rb05/07	Bum's Rush / A. Phillips (in Combined Edition 1)	—	1
rb06/07	Cognac / R. Bart (combined with rs01)	—	—
rb07/07	Diplomatic Dip. / M. J.-Polczynski ( <i>Diplomacy World</i> 31)	—	—
rb08/07	DND Dip. / T. Baillie ( <i>Diplomacy World</i> 14)	0	1

<sup>57</sup>unavailable

<sup>58</sup>c.f. "z", North Sea & Baltic Region

<sup>59</sup>c.f. "s.", Scandinavia

<sup>60</sup>games ra03 through ra07 have been removed from this category

<sup>61</sup>c.f. Hidden Movement (rd), Economic Games (re), New Types of Units Only (rm)

\*\*modified map of "Clue" board included. Requires ownership of "Clue" rules

14		Maps / Rules
rb09/07	Escalated Dip. / D. Alderson (in Combined Edition 1)	- 1
rb10/07	Fink Variant Rule / H. Mahler	- 1
rb11/07	Lebling Variant / D. Lebling (in Combined Edition 3)	- 1
rb12/07	Phoenix / M. Bullock (in Combined Edition 1)	- 1
rb13/07	Take-Away Dip. / D. Alderson (in CE 1)	- 1
rb14/07	We've Been Shafted By a Guy Who Cancelled Out on Us / G. Wallace	- 1
rb15/07	Diplowinn (Daftor) / N. Nathan (includes rz02)	- 1
rb16/07	Bridge Dip. / K. Baumeister	- 2
rb17/07*	Key's Rule Dip. / J. Key	- -
rb18/07	Cryptodiplomacy I / J. McCallum	- 1
rb19/07	Proxy Plomacy / M. Bullock	- 1
rb20/07	Succadaneum / M. Berch (in <i>Diplomacy World</i> 27)	- 2
rb21/07	Second Chance Dip. / D. Del Grande	- 1
rb22/07	Army/Fleet Rules Module / F. Davis	- 2
rb23/07	PIG Dip. / M. J.-Polczynski (in <i>Diplomacy World</i> 29)	- -
rb24/07*	Slimak's Rule / K. Slimak	- -
rb25/07	Hidden Strength / R. Sacks	- 1
rb26/07*	Home Sweet Home / J. Gross	- -
rb27/07*	Balalance of Power / A. Phillips	- -
rb28/07	Treachery / M. J.-Polczynski (in <i>Diplomacy World</i> 31)	- 1
rb29/07	Extremely Anonymous Dip. / J. Maiden	- 1
rb30/07	Catastrophe Dip. / ??	- 1
rb31/07	Telstar Dip. / G. Neiger	- 1
rb32/07*	Gunboat Dip. / ?? <sup>62</sup>	- -
rb33/07	Supply Centers I / G. Simon	- 1
rb34/07	Supply Centers II (Napoleonic Variant) / G. Simon	- <sub>63</sub>
rb35/07	Double Occupation Dip. / J. Williams	- 2
rb36/07*	Alias / W. Ives	- -
rb37/07	Tugboat Dip. (a modified Gunboat Dip.) / E. Menders (*in <i>Diplomacy World</i> 36)	* *
rb38/07	Red Cross Dip. / M. Smith	- 1
rb39/07	34, 35, 36 ... / T. Spaans	- 2
rb40/07	Qharmah (Karma) / M. J.-Polczynski	- 1
rb41/07	Fleet Rome / R. Sharp	- <sub>64</sub>
rb42/07	Telepath Dip. / S. Doubleday & R. Walkerdine	- 1
rb43/07	One-Season Dip. / D. Thorby	- 1
rb44/0n	Off-Board Box Rules Module / F. Davis	- 2
rb45/23	Wild Bill Donovan Variant / L. Peery	- 1
rb46/07	Fellow Traveller / S. Doubleday	- 2
rb47/07	Ambiguite II / M.J.-Polczynski (*in French)	- 1L*
rb48/07	Pacifist Dip. / N. Palmer (includes rs14, Shadow Worlds)	- 1
rb49/07	Plague (II) / A. Gruen (also in Combined Edition 6)	- 1
 <u>D. HIDDEN MOVEMENT</u>		
rd01/07	Kriegspiel Dip. I / B. Tretick	- 865
rd02/07	Diplomyopia / C. Hemming	- 2
rd03/07	Kriegspiel Dip. II / B. Tretick	- 266
rd04/07	Kriegspiel Dip. III / B. Tretick (combined with rd03)	- -
rd05/07	Deadman Dip. / B. Arnett	- 3
rd06/07	Disorganized Dip. / L. Pulsipher	- 1
rd07/07	Kriegsplomacy (Kriegspiel Dip. IV) / Wells & Woods	- 5

<sup>62</sup>Although nearly everyone knows how to play Gunboat Dip., no one has ever written up the rules!

<sup>63</sup>included with rb33

<sup>64</sup>order with Combined Edition 7

<sup>65</sup>plus two pages of additions

<sup>66</sup>includes older, two-page edition of rd01

rd08/07	Blind Dip. / L. Kendter	—	1
rd09/07	Universal Stab / A. Evans & S. Agar	—	1
rd10/07	Stab I (?) / A. Evans	—	2
rd11/07	Ultra-Stab / Brown & Pebble	—	1 <sup>67</sup>
rd12/07	Stab III / A. Evnas, S. Agar	—	4
rd13/07	Delayed Stab / T. Swider	—	1
rd14/07	Blind Deadman / R. J. Smith	—	1
rd15/07	Infiltration / E. Hinton	0	2
rd16/07	Spy Dip. / J. Burgess	0	2
rd17/07	Time Lords / S. Doubleday	0	1
rd20/07	M.A.D. Diplomacy II / J. Norris & G. Tunnicliffe	—	—
<u>e. ECONOMIC GAMES (c.f. cc08 and subcategory "ge")</u>			
re01/07	Economic Dip. I / J. Pournelle	0	3
re02/07	Economic Dip. II / Pournelle & Miller	—	5
re03/07	Economic Dip. IV / F. Davis ( <i>Diplomacy World</i> 9)	1	4
re04/07*	Economic Dip. III / R. Shagrin	—	—
re05/07*	Super-economic Dip. (Dollar Dip.) / F. Mulhauser	—	—
re06/07	Dip. with Escalating Technology / D. Garvey	—	2 <sup>68</sup>
re07/07	Mini-ec / G. Challenger	—	4
re08/07	Dipconomy / D. Kibble	—	3L
re09/07	Plutonomy / T. Swider	—	2
re10/07	Scrutiny & Honesty / T. Spaans	0	3
re11/21-33	DiProduction <sup>69</sup> / E. Hinton	—	8 <sup>70</sup>
re12/07	Patterson's Dip. / M. Mills	—	22
re13/07	Econopolicy / M. Dominskyj	0	3
<u>f. FEWER PLAYERS: PER THE RULEBOOK</u>			
rf01/05*	5-Man Game (in 1961 Rulebook) / A. Calhamer		
rf02/06*	6-Man Game (in 1961 Rulebook) / A. Calhamer		
rf03/05*	Napoleonic Dip. (I) (5-Man Game, 1966 Rulebook) / A. Calhamer (Write to NAVB for assistance, if needed, and enclose SASE.)		
<u>k. EARLIER &amp; PIRATED VERSIONS</u>			
rk01/07*	1961/1966 Rulebook / A. Calhamer		
rk02/07	1914 (Brazilian Variant) (In Portuguese) / Sold in Brazil by Grow Productos (Pirated)	0	7 <sup>71</sup>
<u>m. MAJOR REVISIONS (with Medium-length or Medium-complexity Rules)</u>			
rm01/07	Anonymous Dip. / J. Lovibund	—	1
rm02/08	Bolshevik I / H. Patterson	—	1
rm03/07	Coast-Running Variant / E. Verheiden	—	2
rm04/07	Foe-Nazu / R. Bart	—	1
rm05/08-20	Grand Fenwick's Revenge Dip. / S. Tihor	—	2
rm06/11-21	Intrigue / S. Doubleday	—	1
rm07/07	Militarism III <sup>72</sup> / L. Pulsipher	—	1
rm08/07	Nuclear Dip. II ("I") / J. Dittmar (in <i>Diplomacy World</i> 19)	—	2
rm09/07	Shadow Dip. / N. Shears	—	1
rm10/07	Treaty Dip. / R. Walker (in <i>Diplomacy World</i> 10)	—	1
rm11/07	Twin Earths Dip. III / L. Pulsipher (combined with rb04) (in <i>Diplomacy World</i> 14)	—	1

<sup>67</sup>also need rd10

<sup>68</sup>also need re03, Economic Dip. IV)

<sup>69</sup>not for sale — still being printed in *Kaissa*

<sup>70</sup>incomplete — parts 1, 2, and 3 only

<sup>71</sup>plus seven-page English translation

<sup>72</sup>c.f. Militarism IV, rm30

16		Maps / Rules
rm12/07	Variants of the Ghods / L. Pulsipher (in <i>Diplomacy World 5</i> )	– 1
rm13/21	Third Man Dip. / B. Tretick	– 2
rm14/07	Blitzkrieg Dip. I / B. Tretick	– 2
rm15/07	Realistic Variants / L. Pulsipher (in Combined Edition 5)	– –
rm16/07	Halocaust Dip. (“T”) / L. Gillespie	– 3 <sup>73</sup>
rm17/10	Ten-Man Dip. (I) / K. Black	– 1 <sup>74</sup>
rm18/07	Stabber’s Dip. / K. Baumeister	– 1
rm19/35*	Simulation Dip. I / R. Shagrin	– –
rm20/07	Vain Rats II (?) / R. Sharp	– 2
rm21/10	Ten-Man Dip. II / G. Overby	– 1 <sup>75</sup>
rm22/05	Woolworth Dip. (I) / G. Overby (*with rm21)	– *
rm23/07	The Lords of Law & Chaos / L. Pulsipher	– 2
rm24/07	Vacation Dip. I / Kuszynski & Rodriguez	– 2
rm25/07	SER Optionals (“T”) / S. Rich	– 2
rm26/07-17	Revolution / S. Agar	– 2
rm27/07	City/Country Dip. / M. J.-Polczynski	– 2
rm28/08	There Are Aliens Among Us / P. Willey	– 1
rm29/07	Great Neck Variant / K. Halpern	– 2
rm30/07	Militarism IV / L. Pulsipher (in <i>Diplomacy World 28</i> )	– 1
rm31/07	Fluid Dip. II / R. Sacks	– 2
rm32/07	Unplayable Card Dip. / S. Agar	– 2
rm33/07	Stratics / S. Doubleday	– 1
rm34/07	Plutocracy / P. Sealy	– 1
rm35/07	Transmat / P. Willey	– 1
rm36/07	Terrorism I <sup>76</sup> / W. Haven	– 2
rm37/07	Stock Dip. / Nye & Doubleday	– 1
rm38/07	Multi-Dip. / M. Quarterman	– 1
rm39/07	Vacation Dip. III / D. Kuszynski & F. Davis	1 4
rm40/07	Utterly Ruthless Dip. / D. Bowen	– 2
rm41/07	Dipshomashy (Pubcrawling Dip.) / R. Sharp	– 2
rm42/07	Cosmic Dip. II <sup>77</sup> / R. Rusnak	– 2
rm43/02-4	Envoy / P. Calcraft & A. Poole	– 3 <sup>78</sup>
rm44/14	Political Terrorism / S. Cameron	– 3
rm45/07	Steal Away Home / F. Davis	– 3
rm46/08	Martian Dip. / ??	0 2
rm47/07	Vain Rats I / R. Sharp (*sold with rm20)	0 2*
rm48/07	Blitzkrieg Dip. II / J. Norris	– 2L
rm49/07	Character Dip. / F. Davis	– 3
rm50/07	Imperial Dip. / R. Calcraft & A. Poole	– 4
rm51/07	Diplobucks / T. Cooper	– 2
rm52/07	Apocalypse 1900 / J. Russell	0 2L
rm53/07	GITDip / Andy Bate, Guy Thomas, et. al.	0 1L
<u>n. NEW TYPE(S) OF UNIT(S) ONLY</u>		
rm01/07	Air-Sea Dip. (Breakthrough Dip. II) / B. Tretick	– 8
rm02/07	Dreadnought Dip. / D. Burkett	– 1
rm03/07	“Hard Choice” Dippy / D. Efron	– 1
rm04/07	MicroDip / D. Kutch	– 2
rm05/07	Multiplicity (I) / R. Walkerdine	– 4
rm06/07	Growth / K. Black (*with rm17)	– *
rm07/07	Multiplicity II / K. Black	– 2

<sup>73</sup>also needs 1973 rules for something called “Halocaust”

<sup>74</sup>includes rm06, Growth

<sup>75</sup>includes rm22, Woolworth I

<sup>76</sup>c.f. Terrorism II, rm10

<sup>77</sup>no relation to Cosmic Dip I, sg06

<sup>78</sup>special map, for use by Diplomats only, included with rules

rn08/07	Air Dip. II / M.J.-Polczynski (in <i>Diplomacy World</i> 31)	—	2
rn09/07	Palantirri [sic] / L. Lakofka	—	3
rn10/07	Terrorism (II) / J. Winsome (J. Lucas)	—	2
rn11/07	Bio-War / G. Overby	—	1
rn12/07	M.A.D. Dip. / G. Tunnicliffe	—	1
rn13/07	Nuclear Dip. (I) / J. Maiden	—	1
rn14/07	Heisenberg Dip. / J. Maiden	—	1
rn15/07	Guerilla Warfare / A. Tringham	—	1
rn16/07	Blowup / N. Millar & R. Brown	—	1
rn17/07	Dirigible Dip. / L. Pulsipher	—	1
rn18/07	Espionage II / I. Shearer	—	2
rn19/07	Air Diplomacy I / M.J.-Polczynski	—	2L
rn20/07	M.A.D. Diplomacy II / J. Norris	0	2
rn21/07	Marine Dip. / A. Poole	—	1
rn22/07	Espionage III <sup>79</sup> / R. Sharp	—	1
rn23/07	Gigaton Bomb Variant / L. Miyata	—	2
rn24/0n	Leadership Rules Module / L. Pulsipher & F. Davis	—	3
rn25/07	Nuclear Dip. III (Nuclear Dip. 3) / M. Nelson & D. Cowie	—	2
rn26/07	Covert Dip / Tom Dousette	0	3
<u>p. ESSAYS/COMPILATIONS ON/OFF SIMPLE VARIANTS<sup>80</sup></u>			
rp01/0n	Simple Dip. Variants / L. Pulsipher	—	3
rp02/07	Compilation of Simple Variants / L. Pulsipher (in Comb. Ed. 5)	—	3
<u>r. RANDOM &amp; CHAOTIC ALTERATIONS OF THE MAP<sup>81</sup></u>			
rr01/07	*Black Hole Dip / R. Bart (includes B.H. II & III)	—	1
rr02/07	*Dilatory Dip. / S. Rosenberg (includes rr03)	—	1
rr03/07	*Diluvian Dip / M. Diller (*with rr02)	—	*
rr04/07	Fourth Dimension / Swanson & Jeffrey	—	1
rr05/21	Irish Dip. / C. Walsh	—	1
rr06/07	Near Utter Chaos / Rosenberg, Costikyan, Heuer	—	1
rr07/07	Schizodip II / M. Bullock	—	1
rr08/07	Utter Chaos / Rosenberg, Costikyan, Heuer	—	1
rr09/07	*Black Hole Dip. III (Nielsen-Drews Black Hole) / Nielsen & Drews (*with rr01)	—	*
rr10/07	Black Hole Dip. III / ?? (with rr01)	—	*
rr11/07	Dudness / Rosenberg & Costikyan	—	†
rr12/07	Blob Dip. / D. Barlow	—	†
rr13/07	Migrating Supply Center / ?L. Pulsipher?	—	†
rr14/07	Schizodip I / M. Bullock	—	†
rr15/07	Squash / B. Grossman	—	†
rr16/07	Black Plague Dip. / Frobish & Overby	—	1
rr17/07	Seismic Dip. / P. Lavaurs	—	2
rr18/07	Glacial Dip. / G. Staplehurst	—	1
rr19/07	Almost Near Utter Chaos / E. Hinton	1	2
rr20/07	Irish Dip II / Mark Nelson (V & U #8)	0	1
<u>s. MAJOR REVISIONS WITH SHORT RULES (One-Page Rules)</u>			
rs01/34	Anarchy I / D. Miller	—	182
rs02/07	Anarchy IV / L. Pulsipher (“III”) (*with rs01)	—	*
rs03/02-11	Anarchy V / L. Pulsipher	—	183

<sup>79</sup>different from Espionage I & II

<sup>80</sup>c.f. rn15/07

<sup>81</sup>games in this subcategory preceded by an asterisk are available separately or in Combined Edition 6

†included in Combined Edition 6

<sup>82</sup>includes rs02 & rs17

<sup>83</sup>includes rs04 or included in Combined Edition 6

		Maps / Rules
18		
rs04/02-34	Anarchy VI / L. Pulsipher (*with rs03)	— *
rs05/07	Chaos I / D. Miller (*included in Combined Edition II)	— *
rs06/07	Confewshun / D. Staples (*included in Combined Edition 2)	— *
rs07/07	Deviants / J. Hall (*includes rb06)	— 184
rs08/07	Fluid Dip I	— 185
rs09/15	Megalomania / Wallace & Bart	— 1
rs10/05	Mercenary (I) / C. Bennett	— 186
rs11/07	Random Dip. / C. Bennett (*included with rs10)	— *
rs12/07	Random Paralysis Dip. / D. Kadlec (*included in Comb. Ed. 2)	— *
rs13/07	Red Herring Dip. / D. Alderson (*included in Comb. Ed. 1)	— *
rs14/07	Shadow World / N. Palmer (*included with ra04)	— *
rs15/11	Tri-State Variant / R. Brooks	— 1
rs16/07	Twin-Earths Dip. I / D. Miller	— 187
rs17/07	Anarchy II / D. Miller (*included with rs01)	— *
rs18/07	The Transatlantic Variant / J. Maiden	— 1
rs19/35	Democratic Dip. / T. Sharrock	— 1
rs20/07	Flexible Build Dip. / A. Wells	— 1
rs21/08	Bolshevik II / Patterson & M.J.-Polczynski	— 188
rs22/08	Bolshevik III / Patterson & M.J.-Polczynski (*included with rs21)	— *
rs23/07	Erratic Dip. / M.J.-Polczynski (*in <i>Diplomacy World</i> 31)	— 1*
rs24/07	Sequential Dip. / N. Hoyle	— 1
rs25/07	Dip and Dominoes / D. Bolton et. al.	— 1
rs26/07	Cartel Dip. / Brown & Loveys (*included with re06)	— *
rs27/07*	Pudge Don't Budge / J. Caruso	— —
rs28/34	Chaos II / M. Feron	— 1
rs29/07	Karma League / J. Maiden	— 1
rs30/07	Python Dip. / D. Del Grande	— 1
rs31/07	Modern Dip. / W. Stapel	— 1
rs32/07	Deviant Dip. / M. I. Lew	— 1
rs33/07	Mixed Breed / M. Coldiron	— 1
rs34/07	Scavenger Hunt Dip. / M. I. Lew	— 1
rs35/07	Winter 1900 <sup>89</sup> / J. Norris	0 2L
rs36/34	Diplodocus / P. Meerts	— 190
rs37/07	Aufmarschplan <sup>91</sup> / U. Blennemann	— 1
rs38/07	Aufrüstung / U. Blennemann	— 192
rs39/07-34	Anarchy VII / J. Tullett	0 1L
<u>t. TEAM GAMES (see also ct01)</u>		
rt01/06	3x3 Team Game, Italy Omitted / D. Miller	— 193
rt02/06	3x3 Team Game, Turkey Omitted / D. Miller (*included with rt01)	— *
rt03/07*	3x3 Team Game with Wild Card Player I / D. Miller	— —
rt04/07*	3x3 Team Game with Wild Card Player II <sup>94</sup> / D. Miller	— —
rt05/07*	3x3 Team Game with Wild Card Player IV / D. Miller	— —
rt06/0n	Vote (Elective Dip. II) / S. Doubleday	— 1
rt07/0n	Elective Dip. I / S. Doubleday	— 1

<sup>84</sup>includes rb06)

<sup>85</sup>includes ra01

<sup>86</sup>includes rs11

<sup>87</sup>or included in Combined Edition 6

<sup>88</sup>includes rs22

<sup>89</sup>similar to Flexible Build Dip., rs20

<sup>90</sup>both English and Dutch rules

<sup>91</sup>similar to Winter 1900 (rs35) and Fluid Dip. I (rs08); rules in both English & German (translated from the German by Konrad Dolata)

<sup>92</sup>rules in both English & German; c.f. Aufmarschplan, above

<sup>93</sup>includes rt02

<sup>94</sup>uses board for 9-Man Dip. I (cn02)



	<u>u. PLAYERS REMAKE MAP OR MAP ALTERS PROGRESSIVELY</u>		
ru01/07	Geophysical Dip II / J. Maiden, K. Black	0	2
ru02/07	Deluge / T. Sharrock	0	1
ru03/07	Geophysical Dip. I / J. Maiden	–	1
ru04/07	Geophysical Dip. III <sup>95</sup> / N. Kinzett	–	2L
	<u>v. MAJOR REVISIONS WITH LONG, COMPLEX RULES</u>		
rv01/07-21	Complot / E. Jones	–	15
rv02/07	Espionage I / R. Shears	–	4
rv03/07	Hyperspace Dip. II / D. Miller	–	6
rv04/07	Mad Dip. / J. Lovibond	–	3
rv05/07	Militarism I / L. Pulsipher	–	2
rv06/07	Para-Time (“T”) / D. Miller	–	4
rv07/07	Sword & Sorcery / S. Rich ( <i>Diplomacy World</i> 9)	–	3
rv08/17	Anarchy III (Chaos ?III) / D. Miller	–	6
rv09/0n	Grand Tournament Dip. / D. McGee	–	5
rv10/07	Naval Dip. (Bloody Dip.) / K. Baumeister	–	3
rv11/07	Cryptodiplomacy II / G. Overby	–	3L
rv12/— <sup>96</sup>			
rv13/07	Deadly Dirty Dip. / M. Lind	–	2
rv14/14	3-D’ plomacy / S. Lee	–	4
rv15/07	Politicon / Meerts & Schoppen	–	4
rv16/07	Diplomacy II / R. Geary	–	6
	<u>w. ALTERNATE PAST OR FUTURE</u>		
rw01/02-n	Colonisation / L. Pulsipher (in Combined Edition 5)	–	1
rw02/07	Holy Roman Empire / L. Pulsipher (in Combined Edition 5)	–	2
rw03/02-n	The Aliens / L. Pulsipher ( <i>Diplomacy World</i> 34)	–	2
	<u>x. TWO PLAYERS ONLY</u> (Properly speaking, no game involving fewer than three players can really be called a <i>Diplomacy</i> variant, since no diplomacy could be involved. However, these designs do use the regular board and the mechanical rules of the game, so they are included for the sake of completeness, as well as for the curiosity of the reader.)		
rx01/02	Ghostly Ghastly Dip. / G. Wallace (*included with rx04)	–	*
rx02/02	Intimate Dip. I / S. Wyatt	–	2
rx03/02	Intimate Dip. I-A (Betelgeuse) / Baird et. al.	–	3
rx04/02	Novice Variant / R. Brooks	–	1 <sup>97</sup>
rx05/02	Two-Player Dip. / L. Pulsipher (in Combined Edition 5)	–	1
rx06/02*	Two-Man Dip. / H. Naus	–	–
rx07/02*	World War I Dip. / J. Boardman	–	–
rx08/02*	Two-Man Dip. II / L. Peery	–	–
rx09/02*	Two-Man Dip. III (FRT v. EGI) / B. Lindsay	–	–
rx10/02	Foreknowledge Dip. / P. Calcraft (*included with rd11)	–	*
rx11/02	Envoy II <sup>98</sup> / P. Calcraft (*included with rules)	*	2L
rx12/02	Intimate Stab / M. Quartermain	0	2
rx13/02	Two-Man Blind Dip. / L. Kendter	–	1
rx14/02	Intimate Stab II / M. Quartermain	–	2
rx15/02	Downfall of Your Sanity / S. Jilks	–	1
rx16/02	1914–II / R. Egan	0	1 <sup>99</sup>

<sup>95</sup>not related to Geo. Dip. I

<sup>96</sup>see re12

<sup>97</sup>includes rx01

<sup>98</sup>see Envoy I, rm30, for versions for three or four players

<sup>99</sup>order with Great War (rx17); not related to original “1914” game (rk02)

rx17/02  
rx18/02The Great War / R. Egan  
1914 (ACM) / Gordon McDonaldMaps / Rules  
— —100  
1L 2L

y. ONE PLAYER ONLY (No kidding. Useful as a training device, or if no one can be found to play with. NOTE: There is a computer program which lets one play solo against the computer, but this is less expensive.)

ry01/01

Solo Diplomacy / L. Pulsipher (*Diplomacy World* 26)

— 4

z. THREE PLAYERS ONLY<sup>101</sup>

rz01/03

Three-Player Dip. / L. Pulsipher (in Combined Edition 5)

— 1

rz02/03

Three-Handed Dip. / E. Birsan (\*included with rb15)

— \*

rz03/03

Catspaw Dip. / Meltin, Ritter, &amp; Rowland

— 1

rz04/03

Two-Plus Dip. / P. Calcraft

— 1<sup>102</sup>

rz05/02-3#

Escalation Dip. / G. Costikyan

1 1<sup>103</sup>

### S. SCIENCE FICTION & SPACE

a. BASED ON THE FOUNDATION NOVELS BY ISAAC ASIMOV

sa01/03-7

Foundation Game I / F. Mulhouser

1 6

sa02/02-6

Tactical Foundation Games I/II (Foundation Games II/III) /  
R. Brooks

1 3

b. BASED ON THE SPINDIZZY NOVELS BY JAMES BLISH

sb01/03-7

Cities in Flight I / T. Galloway

1 2

sb02/0n

Cities in Flight III / T. Galloway (?) (\*needs sb01)

1\* 2

g. PLANETS, STARS, AND/OR GALAXIES

sg01/05-7

Between Galaxies I / L. Pulsipher (*Diplomacy World* 6)

1 1

sg02/05

Interplanetary Warfare / G. Reed

2 3

sg03/05

Interstellar Dip. III / L. Pulsipher

1 4

sg04/02-9

Between Galaxies II / L. Pulsipher (\*in Combined Edition 4)

1 2\*

sg05/02-12

The Star Kings / L. Pulsipher (\*in Combined Edition 4)

1 2\*

sg06/07

Cosmic Dip. I / L. Dunning

2 6

sg07/06

Interstellar Conquest / L. Rainbow

3<sup>104</sup> 1

sg08/05

Apposition / P. Willey

1L 1

sg09/05

Ecliptic / P. Willer

4L 4L

sg10/05

Galactic Empire II / D. Wilson

1 5

sg11/0n

Interstellar Dip. I / L. Pulsipher (\*includes sg12)

1\* 4\*

sg12/0n

Interstellar Dip. II / L. Pulsipher (\*included with sg11)

\* \*

sg13/05

Interstellar Dip IV / R. Prevot

— 4

sg14/06

Galactic Dip. / L. Lakofka

16 13

sg15/07

Sun's Neighborhood Dip. / F. Davis

5 6<sup>105</sup>

### T. TOLKIEN-BASED GAMES

a. ANGMAR PERIOD (Third Age)

ta01/06

Middle-Earth Dip. IV / B. Mebane

1 2

ta02/07

Middle-Earth Dip/ V / L. Pulsipher

1 1

ta03/05

Middle-Earth Dip. VII / L. Pulsipher

1 1

<sup>100</sup>order with 1914-II (rx16); includes Tournament Rules

<sup>101</sup>c.f. "uu03"

<sup>102</sup>any number can play

<sup>103</sup>includes vg01

<sup>104</sup>includes a one-sheet conference map

<sup>105</sup>plus a two-page preface

ta04/08	Middle-Earth Dip. VIII / L. Pulsipher	4 <sup>106</sup>	1
ta05/07	Middle-Earth Dip V-R / L. Pulsipher (*in Combined Edition 4)	*	*
	<u>b. FIRST AGE</u>		
tf01/10	Beleriand / S. Doubleday	1	3
tf02/08	War of the Great Jewels / L. Pulsipher ( <i>Diplomacy World</i> 33)	4	2
	<u>m. MULTIPLE SCENARIOS</u>		
tm01/02-7	War of the Ring / L. Pulsipher ( <i>Diplomacy World</i> 11)	2	2
	<u>s. SUPER-SAURON (Third Age)</u>		
ts01/08	Downfall of the Lord of the Rings I / H. Patterson	1 <sup>107</sup>	2
ts02/06	Lord of the Rings Dip. I / J. Key	1	4
ts03/06	Mordor v. the World I / D. Alderson	1	8
ts04/05	Mordor v. the World II / Alderson & Miller (*=ts03)	*	2
ts05/05	Mordor v. the World IV / D. Miller	1	8
ts06/06	Third Age I / B. Libby	1	2 <sup>108</sup>
ts07/06	Third Age II / D. Morris	2	3
ts08/05*	Mordor v. the World III / Alderson & Miller	—	—
ts09/05	Mordor v. the World IV <sup>1/2</sup> / D. Miller (*also need ts05)	*	1*
ts10/06	The Great Years <sup>109</sup> / K. Neuman	—	—
ts11/09	Downfall ... II (Ring Simulation) / R. Sacks	2	4
ts12/06*	Lord of the Rings Dip. II / J. Key	—	—
ts13/07	Downfall ... Rings III / Patterson & Lindsay (*includes ts14)	1*	1*
ts14/08	Downfall ... Rings IV / Patterson, Lindsay, & Betts (*included w/ts13)	*	*
ts15/07	Downfall ... Rings V / Patterson, et. al. [John Wilman's version]	1	3
ts16/07	Downfall ... Rings VI / Patterson, et. al. [Tom Swider's version]	1	3
ts17/07-11	Dark Tower III <sup>110</sup> / S. Doubleday	1	12
ts18/06	Third Age III / R. Sharp (*requires Third Age II map)	*	4
ts19/08	Downfall ... Rings VII ("Definitive") / Patterson et. al.; J. Norris & G. Rogerson version	1L	8L
ts20/08	Downfall ... Rings VIII / Patterson et. al.; R. Egan & M. Lewis version	1L	10L
ts21/07	Downfall ... Rings IX ("Downfall III Revised") <sup>111</sup> / M. Lewis & R. Egan	1L	2L
ts22/08	Downfall ... Rings X / R. Egan, M. Lewis, and J. Cadmore	1L	8L
ts23/06	Third Age IIIb / M. Nelson (Based on Third Age III)	1L	2
ts24	Downfall ... Rings: Coolbop Variant / M. Nelson & I. Bowen (Based on Downfall III)	1L	4
	<u>w. WAR OF THE RING, WITHOUT SUPER-SAURON (Third Age)</u>		
tw01/05	Middle-Earth Dip. II / D. Miller (*also in Combined Edition 4)	1*	2*
tw02/05	Middle-Earth Dip. I / J. Wright	1	1

## U. ABSTRACT & HYPOTHETICAL SCENARIOS

### a. ALTERNATE WORLD SETTINGS; GLOBAL<sup>112</sup>

ua01/07	Global Variant / L. Pulsipher	1	1
ua02/02-11*	Timesteps / L. Pulsipher (included in Combined Edition 4)	2	3

<sup>106</sup>plus one-page conference map

<sup>107</sup>four-sheet map also available

<sup>108</sup>also includes a three-page commentary by Richard Sharp

<sup>109</sup>new edition needed; inquire

<sup>110</sup>booklet for sale by designer; basic game is for eight players

<sup>111</sup>order with Downfall III

<sup>112</sup>c.f. "G", Global games

	<u>b. STOCK/CURRENCY MARKET WITH REGULAR GAMES</u>		
ub01/0n	Capitalist Dip. / Tant?	–	1
ub02/0n	Troubleshooter III / D. Garvey	–	2
ub03/0n	Bourse I / D. Miller	–	2
ub04/0n	Bourse II / J. McCallum (?)	–	1
ub05/0n	Bourse III <sup>113</sup> / D. Miller & R. Walkerdine	–	2
ub06/0n	War Bonds / J. Van de Graff	–	2
ub07/0n	Superbourse / R. Sharp	–	1
	<u>c. MAP CONSTRUCTED BEFORE GAME</u>		
uc01/07	Ptolemaic Dip. / P. Berlin	–	1
	<u>d. MAP CONSTRUCTED DURING GAME</u>		
ud01/0n	Quantum Space / T. McCloud (*map included with rules)	–	1*
ud02/07	Fiat Lux / G. Costikyan	–	2
ud03/07	The Sundered Worlds / S. Doubleday	–	1
	<u>e. MAP DISCOVERED DURING GAME</u>		
ue01/04	1492 / E. Godfrey	1L	2
	<u>g. GEOMETRICAL (PERFECTLY BALANCED) BOARD</u>		
ug01/08	Barebones (Jeffersonian) Dip. / H Mahler	1	1
ug02/06	Logical Dip. I / A. Ovens	1	1
ug03/05	Logical Dip. II / L. Pulsipher	1	1
ug04/02-8	Lunatic Dip. I / T. Galloway ( <i>Diplomacy World 2</i> )	1	1
ug05/07	“Pink” Dip. / D. Pink	2	2
ug06/05	Space Station Ultra / L. Kendter, Sr.	1	1
ug07/02-8	Lunatic Dip. II / T. Galloway (in Combined Edition 4)	1	1
ug08/07	Purest Dip. / R. Prevot	–	1
ug09/04*	Space War / D. Alderson	–	–
ug10/06	Lunatic Dip. III / T. Galloway	1	2
ug11/07	Slaughter Dip. / F. Davis	1	1
ug12/05	Five Italies (Kathy Byrne Variant) / M. Lee	1	1
ug13/03	Existential Dip / M. Hurwitz (*included in rules)	*	1
	<u>h. HYBRID GAMES</u>		
uh01/02	Diplochess / Birsan & Davis	–	2
uh02/04	Dip-Tac-Toe / F. Davis	–	1
uh03/03	Diplomatic Chess / M. Larzelere	–	2
	<u>m. BOARD IS A MAZE</u>		
um01/0n	Algernon Dip. <sup>114</sup> / T. Galloway	1	2
	<u>n. NO BOARD AT ALL</u>		
un01/0n	Lizard / K. St. Andre (illegible)	–	1
	<u>r. HYPOTHETICAL BOARD WITH RANDOM &amp; CHAOTIC CHANGES</u>		
ur01/02-9	Geo-Shift Dip. / Aronsen & Pulsipher	1	1
	<u>u. Hypothetical Geographic Area</u>		
uu01/05	Ancient Empires I / J. Boyer	1	1
uu02/07	Antigone Isles / D. Hayward	2	1
uu03/03	Cat Dip. / E. Melchior (in <i>Diplomacy World 3</i> )	1	2
uu04/07	Colonial Variant / Reed & Berggren	1	2
uu05/10	Empire I / W. Johnson	3	4

<sup>113</sup>order with ub03

<sup>114</sup>NAVB's copy is illegible

uu06/06	Mythomacy II / T. Kuch	1	2
uu07/0n	Slobbovia II / R. Blau	3	7
uu08/03-75	Amoeba / St. Andre & Walker	2	1
uu09/08	Sea Dip. / W. Johnson	2	3
uu10/09	Empire II / Johnson & St. Andre (*also need uu05)	4	1*
uu11/0n*	Carthage / H. Patterson	4L	4
uu12/07	Heptaspherical Dip. / Dodds & Walker (*included in rules)	*	1
uu13/0n	Cannibalism I / J Maiden	1	1
uu14/06	Mobtown II / S. Agar	1	1
uu15/05-7	[Assigned to Konigreich / M. Mills. This is not a <i>Diplomacy</i> variant and is being de-listed.]		
uu16/08	SAGA-R / S. Agar & A. Poole	1	1
uu17/06	Archipelago / J. Chambers & J. Miller	1L	1
uu18/06	Archipelago II / M. Draper	1L	4L

## V. PUT-ONS, JOKES, & SATIRES

### b. BOARD IS A PUT-ON

vb01/05	Bharph Dip. / W. Johnson	1	1
vb02/02	Circle Variant / M. Weidmark	—	1
vb03/0n	Mountain / J. Lipscomb	—	1
vb04/07	Inside Out Dip. / B. Linsey (map reversal)	1	1
vb05/03	Perpetual Dip. / B. Haemer (*included in rules)	*	1

### c. SOCIAL SATIRE

vc01/05	Diplomafia / E. Jones (*includes vj02)	1	3*
vc02/06	The Executioner Dip. / M. Stackpole	1	2

### g. GAMBLING, ACTUAL FUNDS

vg01/07#	Dollar Dip. II / G. Costikyan (*included with rz05)	—	*
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### h. HOBBY PUT-ON

vh01/07	Dudland / G. Costikyan	2	2
vh02/25	Gemignani / J. Leeder (*map in rules)	*	2

### j. RULES ARE A PUT-ON OR JOKE

vj01/07	Auction Dip. / D. Wheeler	—	1
vj02/07	Gambling Dip. / G. Costikyan (*included with vc01)	—	*
vj03/04(6)	Strip Dip. / F. Davis	—	1
vj04/07	Drug Dip. / A. Kasnof	—	1
vj05/05*	Trader (I) / M. Diller	—	—
vj06/11	Rather Silly Dip. II / Maiden et. al.	—	3
vj07/11	Rather Silly Dip. I / J. Maiden et. al.	—	2
vj08/0n	Everybody Plays / J. Martin	—	1
vj09/09*	Diplomacy Central / ??	—	—
vj10/07	Hit & Run Dip. / B. McIntyre	—	3
vj11/07	McTinker Dip. / B. McIntyre	0	2
vj12/07	Drink Diplomacy <sup>115</sup> / M.Lambotte (*in German)	—	1*
vj13/07	Extremely Silly Variant / P. McGivern	—	2
vj14/06	G.L.C. Battleground Dip. <sup>116</sup> / A. Jones	1L	4L
vj15/11	Rather Silly Dip II <sup>1/2</sup> / P. Sullivan	0	4L

<sup>115</sup>translated into German by Christoph Schunck. Joke game.

<sup>116</sup>G.L.C. = Greater London Council

## W. WESTERN HEMISPHERE

## c. COLONIAL PERIOD

wc01/02-5	Conquest of the New World / L. Pulsipher ( <i>Diplomacy World</i> 25)	1	1
wc02/02-6	Conquest of the New World II / F. Davis	1	4
wc03/02-6	Conquest of the New World III / F. Davis	1	4

## X. EXPANSIONS OF THE REGULAR BOARD

## a. EXTRA ABSTRACT OR UNREAL SPACES

xa01/07	Black Angels / L. Pulsipher (*in Combined Edition 1)	—	*
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## d. ADDED AREA NOT DIRECTLY CONNECTED TO MAIN BOARD

xd01/07	Sacred Rhinoceros I / M. Liesnard (*includes xd02)	1*	2*
xd02/07	Sacred Rhinoceros II / M. Liesnard (*included with xd01)	*	*

## m. YOUNGSTOWN VARIANTS

(NOTE: In North America, the most frequently played version has been Youngstown IV. In the UK, the most frequently played version has been Youngstown VI. Unless you are ordering a specific design for a specific game, it may be best to order the entire "Youngstown Variant Package", xm09-08-12. Other games formerly in the "xm" category will now be found under "xo".)

xm01/10	Youngstown Variant II <sup>117</sup> / R. Walker	6	1
xm02/10	Youngstown Variant IV ("III") / R. Walker & A. Phillips (*order with xm01; includes xm03)	*	1*
xm03/10	Youngstown Variant V ("IV") / R. Walker & M. Weidmark (*included with xm02 or xm09)	*	*
xm04/10	Youngstown Variant VII / R. Walker & J. Massar	—	1**
xm05/11	Youngstown Variant VIII / Walker & Vedder	4***	2***
xm06/10	Youngstown Variant IX / Walker & Vedder	†	†
xm07/09	Youngstown Variant X / Walker & Vedder	†	†
xm08/08	Youngstown Variant XI (Ushindi) / Walker & Vedder	†	†
xm09/08-12	Youngstown Variant Tenth Anniversary Edition / Walker et. al. (includes YV II thru XII complete)	12	10
xm10/10	Youngstown Variant VI / R. Walker & R. Walkerdine (*inquire first with SASE)	*	*
xm12/10	Youngstown Variant III / Walker & Schaefer (*included w/xm09)	*	*

## o. OTHER DESIGNS WITH LARGE AREAS ADDED EAST AND/OR SOUTH OF THE MAIN BOARD

xo01/08	L'Imperialisme I <sup>118</sup> / L. Pulsipher ( <i>Diplomacy World</i> 32)	1	1
xo02/07	L'Imperialisme II <sup>119</sup> / L. Pulsipher & F. Davis	2	2
xo03/08	L'Imperialisme II-A <sup>120</sup> / Pulsipher & Davis (*also need xo02)	2	1*
xo04/07	L'Imperialisme II-B <sup>121</sup> / Pulsipher & Davis (*included with xo02)	1	*
xo05/07	Extended Dip. <sup>122</sup> / P. Scribner	1	1

## r. BOARD &amp; RULES CHANGED

xr01/06	Absurdity Dip. / F. Davis	2	2
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<sup>117</sup> now the oldest source, as the original Youngstown design has been lost

\*\*\* also need xm01; included w/xm09

† included with xm05 or xm09

<sup>118</sup> ex "xm11"

<sup>119</sup> ex "xm14"

<sup>120</sup> ex "xm15"

<sup>121</sup> ex "xm16"

<sup>122</sup> ex "xm13"

Z. POLITICAL GAMES

za. GOAL IS TO WIN AN ELECTION

(This category has been created to cover two new designs, German Politplomacy and Executive. I had initially felt that these games were **not** *Diplomacy* variants, but they do include the Support move and other aspects of *Diplomacy*, so they have been placed in a new, separate category.

za01/05	German Politplomacy / H. Halfmeier
za02/08	Executive (English) / D. Harris

1

2

1

3L

COMBINED EDITIONS

#1	Black Angels, Bum's Rush, Escalated Dip., Kriegsmarine Dip., Red Herring Dip., Take-Away Dip. (all on same page)	—	1
#2	Chaos I, Confewshun, Random Paralysis Dip.	—	1
#3	Active Neutrals, Lebling Variant, Phoenix	—	1
#4	This is: <i>Science Fiction &amp; Fantasy Variant Package</i> , prepared by Lew Pulsipher, 390 Saddle Ridge Road, Fayetteville, N.C. 28301. The price is \$3.00. Please order directly from Lew.		
#5	This was: <i>Diplomacy Games &amp; Variants</i> , a professionally published softcover book, by Lew Pulsipher. It is now out-of-print, so copies of individual games will be sold by the NAVB. Upon advance notice, a copy of the book may be examined at any con which the NAVB Custodian attends.		
#6	<i>Regular Board Variants</i> / Compiled by Greg Costikyan (13 variants)		4
#7	Collection of Four Italian-Austrian-French border changes: F Rome, Milan Dip., Alpine Passage, Trieste Split (*included with rules)	*	1
#8	<i>Mercator Appendix &amp; Summary</i> / Doug Wakefield		
	This is a summary of all the Mercator games.	—	32
#9	This is: <i>Napoleonic Wars, 1792-1815</i> , a 36-page booklet by Grace Newhaven of seven variants for from two to four players, based on various scenarios of the Napoleonic Wars. (hn06 through hn12) Order directly from Andrew England, 91 College Rd., Somerton Park, S.A. 5044, AUSTRALIA. The price is US\$2.50 or Can\$3.00.		

VARIANTS PUBLISHED IN ARDA

(an irregular publication formerly published by Rod Walker when he was the NAVB Custodian)

in #4:	Napoleonic Diplomacy II (hn03)
in #5:	Barbaria (ma02)
in #8:	Napoleon (hn05)
in #9:	España Vieja (ph01), Africa '82 (dm02), & Downfall ... II (ts11)
in #11:	Beleriand (tf01), Warwick (pe12)

§§§§§

Updates to this catalog will be issued from time to time, as needed, and will be included on separate sheets with catalog orders. There are tentative plans to issue a completely new catalog every two years. This catalog represents the status of *Diplomacy* variants in the NAVB as of September, 1987.

An alphabetical listing of the variants, including alternate names for some, follows this categorical listing.



## ALPHABETICAL LIST OF DIPLOMACY VARIANTS CLASSIFIED BY THE NAVB

\* = also known by another name (other name shown if space permits)

# = not on file

Consult Classification List to determine if the game is available from the NAVB

cb28	Aberration I	qp05	Ark Royal II	rs22	Bolshevik III
cb29	Aberration II	rb22	Army/Fleet Rules Module	ub03	Bourse I
ca01	Aberration III	ea01	Asian Dip.	ub04	Bourse II
cc01	Aberration IV	oa02#	Atlantica I	ub05	Bourse III
cb34	Abstraction I	oa03	Atlantica II	rk02*	Brazilian Variant (1914) (The Game from Ipanema)
cb30	Abstraction II	oa04	Atlantica II-R	rm01*	Breakthrough Dip. II (Air-Sea Dip. "T")
xr01	Absurdity I	oa01	Atlantica III	rb16	Bridge Dip.
xr02	Absurdity II	gf14	Atomic Warfare "T"	pe14	Brum Wars
rb01	Active Neutrals	uj01	Auction Dip.	pb05	Bucharest I
cb43	Advanced Dip.	rs38	Aufrüstung	pb04	Bucharest II
dm02	Africa '82	rs37	Aufmarschplan	rb05	Bum's Rush
fy02	Age of Young Kingdoms	nm01	Aztlan	rf03*#	Calhmer 5-Man Game (Napoleonic Dip. I)
rn19	Air Dip. I	rb27	Balance of Power	uu13	Cannibalism I
rn08	Air Dip. II	pb01	The Balkan War	ub01	Capitalist Dip.
rn01*	Air-Sea Dip. "T" (Breakthrough II)	pb03*	Balkan War Dip. (Balkan Wars I)	rs26	Cartel Dip.
ns01	Alabama Dip.	pb04#	Balkan Wars (II)-R	uu11#	Carthage (partially here)
um01	Algeron Dip.	pb06	Balkan Wars III	uu03	Cat Diplomacy
rb36#	Alias	ps01	Baltic Dip.	rb30	Catastrophe Dip.
rw03	The Aliens	ma02	Barbaria	rz03	Catspaw Dip.
em01	Alah Akhba'ar	ug01*	Barebones (Jeffersonian Dip.)	lc01	Central American Dip.
nu01	All-American Dip.	fb02	Barsoom	rs05	Chaos I
rr19	Almost Near Utter Chaos	fb01	Barsoomian Blitz III	rs28	Chaos II
cm08	Alpine Passage	fb03	Barsoomian Blitz IV	rv08*	Chaos III (?) (Anarchy III)
mi01	Alternate World I	ra01	Baseball Dip.	rm49	Character Dip.
mi02	Alternate World II	ns03*	Battle for Detroit (Stress)	ec01	Chinese Dip.
rb47	Ambiguite II	ce01	Bawtinheimer 8-Player	fc01	Chronicle
nu02	Americana 1860	tf01	Beleriand	vb02	Circle Variant
gf15	American Woolworth	rx03*	Betelgeuse (Intimate Dip. I-A)	sb01	Cities in Flight I
uu08	Amoeba	sg04	Between Galaxies I	sb02	Cities in Flight III
rs01	Anarchy I	sg01	Between Galaxies II	rm27	City/Country Dip.
rs17	Anarchy II	vb01	Bharph Dip.	pw03	City-State
rv08*	Anarchy III (Chaos)	pi02	Bhearna Baoghail	cn06#	Cline 9-Man I
rs02	Anarchy IV	bs01	Biodiplomacy	cn01	Cline 9-Man Dip. II ("IV") (DW #17 version)
rs03	Anarchy V	rn11	Bio-War	cn04	Cline 9-Man III
rs04	Anarchy VI	rb04*	Bizarro Dip. (Anonymity IV)	cn05	Cline 9-Man IV.1 ("V") (Davis version)
rs39	Anarchy VII	xa01	Black Angels	cn09	Cline 9-Man IV.2
uu01	Ancient Empires I	rr01	Black Hole Dip. I	cn08	Cline 9-Man V (UKVB version)
ac01	Ancient Empires II	rr09	Black Hole Dip. II	cn10	Cline 9-Man VI
ap01	Ancient Hebrew Kingdoms	rr10	Black Hole Dip. III	cn11	Cline 9-Man VII
pe01	Anglo-Saxony	rr16	Black Plague Dip.	cn12	Cline 9-Man VIII
rb02	Anonymity I/II	rd14	Blind-Deadman Dip.	rm03	Coast-Running Variant
rb03	Anonymity III	rd08	Blind Dip.	rb06	Cognac
rb02*	Anonymity IV (Bizarro Dip.)	rm14	Blitzkrieg Dip. I	qp01	Cold War
rm01	Anonymous Dip.	rm48	Blitzkrieg Dip. II	pa01	Collapse of Dual Empire
uu02	Antigoni Isles	rr12	Blob Dip.	gh01	Colonia I
rm52	Apocalypse 1900	rv10*	Bloody Dip. (Naval)	gh04	Colonia II
sg08	Apposition	rn16	Blow-Up		
uu17	Archipelago	rm02	Bolshevik I		
uu18	Archipelago II	rs21	Bolshevik II		
qh10	Ark Royal I				

gh05	Colonia III		(S.P.Q.R. I)	es05	East Indies IV
gh06	Colonia III-15	cb05	Diplomacy 1958 <sup>2</sup>	hn01	Eckert's Napoleonic
gh02	Colonia IV		(Original Dip.)	sg09	Ecliptic
gh03	Colonia V	rv16	Diplomacy II	re01	Economic Dip. I
gh09	Colonia VI	vj09	Diplomacy Central	re02	Economic Dip. II
cb21*	Colonial Dip. II	hc01	Diplomacy 1701	re04#	Economic Dip. III
	(N.I.E.S. Dip. I)	ra02	Diplomacy-Clue Variant	re03	Economic Dip. IV
uu04	Colonial Variant	re06	Dip. w/Escalating Tech.	re13	Econopolicy
gh07	Colonial Winters	vc01	Diplomafia	cm06	Egypt Dip.
rw01	Colonisation	uh03	Diplomatic Chess	rt07	Elective Dip. I
rp02	Compilation of Simple	rb07	Diplomatic Dip.	rt06*	Elective Dip. II (Vote)
	Variants	sg13*	Diplomatie Interstellaire IV	uu05	Empire I
rv01	Complot		(I.S.D. IV)	uu10	Empire II
rs06	Confewshun	rd02	Diplomyopia	pe11	English Civil War I
ac11	The Conquerors	rb15*	Diplowinn (Daftor)	pe09	English Civil War II
od01	Conquest of Australia	gf06*	Das Dippenspiel	rm43	Envoy I
be01	Conquest of the Land		(Imperialism XII)	rx11	Envoy II
wc01	Conquest of New World I	re11	DiProduction	rs23	Erratic Dip.
wc02	Conquest of New World II	rm41	Dipshomashy	rb09	Escalated Dip.
wc03	Conquest of New World III	uh02	Dip-Tac-Toe	rz05#	Escalation Dip.
ne03	Conquest of N. America	rn17	Dirigible Dip.	ph01	España Vieja
ls01	Continent I	rd06	Disorganized Dip.	rv01	Espionage I
ls03	Continent II	rb08	D.N.D. Dip.	m18	Espionage II
sg06	Cosmic Dip. I	re05*#	Dollar Dip. I	m22	Espionage III (Sharp)
rm42	Cosmic Dip. II		(Supereconomic Dip.)	hb02*	Europe 1648 I
rn26	Covert Dip.	vg01#	Dollar Dip. II		(Westphalia VI)
mc04	Crusadomacy	rb35	Double-Occupancy Dip.	hb04	Europe 1648 II
rb18	Cryptodiplomacy I	ts01	Downfall ... Rings I		(Westphalia VIII)
rv11	Cryptodiplomacy II	ts11	Downfall ... Rings II	hb05#	Europe, 1650
gf25	Cthulhoid Dip.	ts13	Downfall ... Rings III	hc02	Europe, 1721
rb15*	Daftor (Diplowinn)	ts14	Downfall ... Rings IV	qp04	Europe, 2020
fd02	Dalarna I	ts15	Downfall ... Rings V	vj08	Everybody Plays
fd01	Dalarna II	ts16	Downfall ... Rings VI	pe02	Excalibur
ts17	Dark Tower III	ts17	Downfall ... Rings VII	mc01	Excommunication II
cm05	Davis FTF Dip. Board	ts18	Downfall ... Rings VIII	za02	Executive
rv01	Deadly Dirty Dip.	ts19	Downfall ... Rings IX	vc02	The Executioner
rd05	Deadman Dip. <sup>1</sup>		(Downfall III revised)	ug13	Existential Dip.
rd13	Delayed Stab	ts20	Downfall ... Rings X	xo05	Extended Dip.
ru02	Deluge	ts24	Downfall ... Rings:	rb29	Extremely Anonymous Dip.
rs19	Democratic Dip.		Coolbop Variant	vj13	Extremely Silly Variant
em08	Deus Vult!	rx15	Downfall of Your Sanity	ar08	Fall of Rome
rs32	Deviant Dip.	rn02	Dreadnought Dip.	ec01	Far East I
rs07	Deviants	vj12	Drink Diplomacy	ec02	Far East I-R
ac07	Diadochi I	vj04	Drug Dip.	rb46	Fellow Traveler
ac02	Diadochi II	cb31	Dual Space Dip.	mi03	Feudal Dip. I
ac08	Diadochi III	cb32	Dual Space Dip	fn06	Feudal Dip.-FV
ac09	Diadochi IV		w/Gibraltar Rule	cb38	Feudal Dip. II
ac03	Diadochi V	cs01-13	DuCoSim Map Package	mb01*	Feudalism II (Imperialism X)
rr02	Dilatory Dip.	vh01	Dudland	ud02	Fiat Lux
rr03	Diluvian Dip.	rr11	Dudness	gf12	Final Conflict I
rs25	Dip. & Dominoes	ff01	Dune (I)	gf16	Final Conflict II
re08	Dipconomy	fv01	Dying Earth II, The	gf20	Final Conflict III
rm51	Diplobucks	ar09	Eagles	rb10	Fink Variant Rule
uh01	Diplochess	fe01	Earthsea Dip.	ac14	First Mithridatic War
rs36	Diplodocus	es03	East Indies II	cb41	First Strike Nuclear Dip.
ar06*	Diplomacy AD 120	es04	East Indies III	ec03	Five Dynasties Dip.
				ug12*	Five Italies
					(Kathy Byrne Variant)

<sup>1</sup>c.f. Blind Deadman, rd14

<sup>2</sup>the original game

hx01	Five Nations Dip.	rn14	Heisenberg Variant		Irregular Dip. Package (see 1378, 1810, & 1938-III)
rb41	Fleet Rome	uu12	Heptaspherical Dip.		
rs20	Flexible Build Dip.	rb25	Hidden Strength		pw01 Italy 1500
nc02	Flintlock II	cb36	Hitch Hiker		ug01* Jeffersonian Dip. (Barebones Dip.)
rs08	Fluid Dip. I	vj10	Hit & Run Dip.		em04 Jihad I
rm31	Fluid Dip. II	gf01	Holocaust		em02 Jihad II
rm04	Foe-Nazu	rw02	Holy Roman Empire I		ej01 Jimmu
rx10	Foreknowledge Dip.	mc02	Holy Roman Empire II		rs29 Karma League
sa01	Foundation Game I	rb26	Home Sweet Home		rb17# Key's Rule Dip.
sa02*	Foundation Game II (Tactical Foundation I)	pn01	Hundred Years' War I		fa01 Kregen
sa03*	Foundation Game III (Tactical Foundation II)	pn01	Hundred Years' War II		cm01 Kriegsmarine Variant
rr04	Fourth Dimension	fh01	Hyborian Age Dip. I		rd01 Kriegspiel Dip. I
cb27	Frauke's Beer River Dip.	fh02	Hyborian Age Dip. II		rd03 Kriegspiel Dip. II
pf01	French Dip.	fh03	Hyborian Age Dip. III		rd04 Kriegspiel Dip. III
gf07	Futur War	fh04	Hyborian Dip.		rd07* Kriegsplomacy (Kriegspiel Dip. IV)
sg14	Galactic Dip.	cc08	Hypereconomic Dip. I		rn24 Leadership Rule Module
sg10	Galactic Empire II	ge05	Hypereconomic Dip. I-A		rb11 Lebling Variant
vj02	Gambling Dip.	ge01	Hypereconomic Dip. II		ac04 Legion
pe03*	Game of the Clans I (Scottomacy)	ge03	Hypereconomic Dip. IV		fn04 Lemurian Dip.
pe10	Game of the Clans II	ge04	Hypereconomic Dip. V		ma01 Lest Darkness Fall
vh02*	Gemignani (Ruinstoned)	rv03	Hyperspace Dip. II		cb12 Lima I
ls04	Generalissimo V	ar01	Imperator		cb24 Lima Ib
ls05	Generalissimo VI	rm50	Imperial Dip.		cb25 Lima IIB
ls06	Generalissimo-Gunboat	qh06#	Imperialism VII		xo01 L'Imperialisme I
ru03	Geophysical Dip. I	qh01*	Imperialism VII-R (Things to Come II)		xo02 L'Imperialisme II
ru01	Geophysical Dip. II	qp16	Imperialism VIII		xo03 L'Imperialisme II-A
ru04	Geophysical Dip. III	gp06	Imperialism VIII-RR		xo04 L'Imperialisme II-B
ur01	Geo-Shift Dip.	ag05#	Imperialism IX		un01 Lizard
za01	German Diplomacy	ag01*	Imperialism IX-R (Peloponnesian War)		ug02 Logical Dip. I
cg01	Germany v. the World	mb01*	Imperialism X (Feudalism II)		ug03 Logical Dip. II
pe04	Gesta Danorum I	ac06	Imperialism XI		em05 Lord of Hosts, The
rx01	Ghostly Ghastly Dip.	gf06*	Imperialism XII (Das Dippyspiel)		ts02 Lord of the Rings I
cc07#	Gibraltar Dip. I	ca01*	Imperialism XIII (Aberration III)		rm23 Lords of Law & Chaos
cc02	Gibraltar Dip. II	gp01	Imperialism XV		ug04 Lunatic Dip. I
rn23	Gigaton Bomb Variant	ei01	India		ug07 Lunatic Dip. II
rm53	GITDip	np01	Indianomacy (II?)		ug10 Lunatic Dip. III
rr18	Glacial Dip.	es01	Indonesian Dip. I		pw02# Machiavelli <sup>1</sup>
vj14	G.L.C. Battleground Dip.	es06	Indonesian Dip. II		rv04 Mad Dip.
ua01	Global Variant	rd15	Infiltration		rn12 M.A.D. Dip. I
da02	Grab for Africa	vb04	Inside Out Dip.		rn20 M.A.D. Dip. II
rm05	Grand Fenwick's Revenge	sg02	Interplanetary Warfare		pe08 Marchervap
rv09	Grand Tournament Dip.	sg07	Interstellar Conquest		rn21 Marine Dip.
rm29	Great Neck Variant	sg11	Interstellar Dip. I		rm46 Martian Dip.
qh07	Great Patriotic War	sg12	Interstellar Dip. II		fn05 Marumbitzi
rx17	Great War, The	sg12	Interstellar Dip. II		nm02 The Maya
ts10	Great Years, The	sg03	Interstellar Dip. III		vj11 McTinker Dip.
rn06	Growth	sg13	Interstellar Dip. IV		ma03 Medieval Dip.
ls02	Guelph Variant	rx02	Intimate Dip. I		rs09 Megalomania
rn15	Guerilla Warfare I	rx03*	Intimate Dip. I-A (Betelgeuse Variation)		pe06 Men Who Would Be King
cb26	Guerilla Warfare II	rx12	Intimate Stab		gp07 Mercator Combined Ed. I
rb32#	Gunboat Dip.	rx14	Intimate Stab II		gp17 Mercator Combined Ed. II
cv01	Gusher Dip.	rm06	Intrigue		gp18 Mercator-D (Definitive)
rm16	Halocaust [sic] Dip.	ab01	Invasion 44 (BC)		gp08 Mercator II
rn03	Hard Choice Dip.	rr05	Irish Dip. I		gp09 Mercator III
ns07	Hegemony Over Sandy Ego	rr20	Irish Dip. II		

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<sup>1</sup>commercial game

gp10	Mercator III <sup>1/2</sup>		(Bloody Dip.)	cb35	Pride of Armies
gp11	Mercator IV	rr06	Near Utter Chaos	ar04	Princes
gp12	Mercator IV-SF	cb21*	N.I.E.S. Dip. I (Colonial Dip. II)	pd01	Pronkjewail
gp13	Mercator IV-SF-WINS			rb19	Proxy Plomacy
gp14	Mercator V-A	cb22	N.I.E.S. II	cb08	Pseudo-Classical Dip.
gp15	Mercator V-B	rr09*	Nielsen-Drews Black Hole (Black Hole II)	uc01	Ptolmaic Dip.
gp19	Mercator VI			rs27#	Pudge Don't Budge
gp20	Mercator VII	fm01	Nikjon	ug08	Purest Dip.
gp21	Mercator VIII	cn07*	Nine-Power Variant (9-Man Dip. V)	rs30	Python Dip.
gp22	Mercator IX			ud01	Quantum Space
gp23	Mercator XIII	mc03	Norman Europe, 1100	rb40	Qharmah (Karma)
gp28	Mercator XIV	na02	North America, 2020	cb07	Quasi-Classical Dip.
gp24	Mercator, 1985 ed.	na01	North American Dip.	qr01	Quest for Runic Chip
rs10	Mercenary I	rx04	Novice Variant	cb33	Rail & Sea Dip.
ns02	Michigan Dip.	rn13	Nuclear Dip. I	rs11	Random Dip.
rn04	MicroDip	rm08	Nuclear Dip. II	rs12	Random Paralysis Dip.
tw02	Middle-Earth I	rn25	Nuclear Dip III ("3")	ns06	Range War
tw01	Middle-Earth II	cb42	Off-Board Box Dip. (game)	vj07	Rather Silly Dip. I
ta01	Middle-Earth IV	rb44	Off-Board Box (rules module)	vj06	Rather Silly Dip. II
ta02	Middle-Earth V	ch01	Omnibus Dip.	vj15	Rather Silly Dip. II <sup>1/2</sup>
ta05	Middle-Earth V-R	rb43	One-Season Dip.	rm15	Realistic Variants Package
ta07	Middle-Earth VII	ec02*	Open Door (Colonialism III)	rb38	Red Cross Dip.
ta04	Middle-Earth VIII	cb05*	Original 1958 Dip. (Diplomacy 1958)	rs13	Red Herring Dip.
rr13	Migrating Supply Centers	cb31*	Overlapping Seas I (Dual Space I)	qr02	Re-Discover
cm04	Milan Dip.	cb32*	Overlapping Seas II (Dual Space II)	pr01	Red October
mb05	Millenium			pr02#	Reds
rv05	Militarism I	cb06	Overlappings Seas III	pi05	Republic
rm12	Militarism III	op01	Pacifica I	ei02	Reunification of India, 1945
rm30	Militarism IV	rb48	Pacifist Dip.	rm26	Revolution
re07	Mini-ec	rn09	Palantirri	hn04	La Revolution
rs33	Mixed Breed	rv06	Para-Time I	ts11*	Ring Simulation (Downfall ... II)
ns04	Mobtown I	em03	Partition/Ottoman Empire	ac13	Roman Dip.
uu04	Mobtown II	ra08	Pass the Pigs Dip.	vh02*	Ruinstoned (Gemignani)
rs31	Modern Dip.	re12	Patterson's Dip.	xd01	Sacred Rhino I
ts03	Mordor v. the World I	cm07	Peerijavo	xd02	Sacred Rhino II
ts04	Mordor v. the World II	ag02	Peloponnesian Dip.	uu16	Saga-R
ts08#	Mordor v. the World III	ag01*	Peloponnesian War (Imperialism IX)	cb20	Saharan Dip. I
ts05	Mordor v. the World IV			cb23	Saharan Dip. II
ts09	Mordor v. the World IV <sup>1/2</sup>	cb01	Persian Variant I	em06	Sand I
cc05#	Morglay	vb05	Perpetual Dip.	em07	Sand II
vb03	Mountain	cb14	Persian Variant II	ai01	Satrap
rm38	Multi-Diplomacy <sup>1</sup>	cm01*	Phillips Dippy (Kriegsmarine)	rs34	Scavenger Hunt
rn05	Multiplicity I	rb12	Phoenix	cb02	Scheisskopf Dip. II
rn07	Multiplicity II	rb23	PIG Dip.	rr14	Schizodiplomacy I
cb13	Multipplomacy	ug05	"Pink" Dip.	rr07	Schizodiplomacy II
uu06	Mythomacy II	ce04	Pirates & Powers Revised	pi04	Scotice Scripti I
hn05	Napoleon	rb49	Plague (II)	pi03	Scotice Scripti II
rf03*#	Napoleonic Dip. I (Calhamer 5-Man)	rm34	Plutocracy	pi01	Scotice Scripti III
hn03	Napoleonic Dip. II Napoleonic Wars Package (Combined Edition #9—series of seven games, from hn06/02-4 to hn12/02-4)	re09	Plutonomy	pe03*	Scottomacy (Game of the Clans I)
hn02	Napoleon's Europe	rm44	Political Terrorism	dc01	Scramble for Africa II
rv10*	Naval Dip.	rv15	Politicon	re10	Scrutiny & Honesty
		rk02*	Portugese (1914)	uu09	Sea Dip.
		qr03	Post-Atomic Dip.	rb21	Second Chance Dip.
		ce03	Powers & Pirates	rr17	Seismic Dip.
		ag04	Pre-Homeric Dip.	ns05	Semta
				rs24	Sequential Dip.

<sup>1</sup>different from Multipplomacy, cb13

rm25	SER Optionals (I)	rt01	Team, 3x3, Italy omit.	hc09	Utrecht I
hc05	Seven Years' War	rt02	Team, 3x3, Turkey omit.	hc07	Utrecht II
rm09	Shadow Dip.	rt03	Team, 3x3, w/WCP I	hc08	Utrecht III
rs14	Shadow Worlds	rt04	Team, 3x3, w/WCP II	rr08	Utter Chaos
rp01	Simple Dip. Variants	ct01#	Team, 3x3, w/WCP III, Germany	rm40	Utterly Ruthless Dip.
rm19#	Simulation Dip. I	rt05#	Team, 3x3, w/WCP IV, Russia	rm24	Vacation Dip. I
cb09#	Simulation Dip. II	rb42	Telepath Dip.	rm39	Vacation Dip. III
fn01	Simple F/SF Rules	rb31	Telstar Dip.	rm47	Vain Rats I
cb39	SkinnyDip I	rm17	Ten-Man Dip. I	rm20	Vain Rats II
cb44	SkinnyDip II	rm21*	Ten-Man Dip. II (Woolworth)	ar10	Vandals!
ug11	Slaughter Dip.	rm36	Terrorism I (Haven)	rm12	Variants of the Ghods
rb24	Slimak's Rule	rm10	Terrorism II (Winsome version)	cb04	Variation C
uu07	Slobbovia II	rm28	There Are Aliens ...	cm03	Vatican Variant
cm02	Small World Dip. I	qh01*	Things to Come II (Imperialism VII-R)	hc03	Verrat
gf02	Small World Dip. II	ts04	Third Age I	pz01	Viking Dip. I
gf08	Small World Dip. II-R	ts07	Third Age II	pz02	Viking Dip. II
ry01	Solo Dip.	ts18	Third Age III	pz03	Viking Dip. II-R
fn02	Song of the Night	ts23	Third Age III-b	rt06*	Vote (Elective Dip. II)
dm01	South African Dip.	rm13	Third Man Dip.	ag03*	War Between the Ancient Balkan States (149 BC)
es02	Southeast Asia '56	rb39	34, 35, 36 ...	ub06	War Bonds
ug06	Space Station Ultra	hb01	Thirty Years' War I	tf02	War of the Great Jewels
ug08	Space War	hb07	Thirty Years' War II	tm01	War of the Ring
pf02	Spider King, The	rz02	Three-Handed Dip	cc03	Warmonger
ar06	S.P.Q.R. I	rz01	Three-Player Dip.	pe05	Wars of the Roses
rd16	Spy Dip.	rd17	Time Lords	pe12	Warwick
rr15	Squash	ua02	Timesteps	hb02*	Westphalia VI (Europe, 1648-I)
rd10	Stab I	vj05	Trader I	hb03	Westphalia VII
rd12	Stab III	rs18	Transatlantic War	hb04*	Westphalia VIII (Europe, 1648-II)
rm18	Stabber's Dip.	rm35	Transmat	rb14	We've Been Shafted ...
cb03	Stab-Happy Dip.	rb28	Treachery	rb45	Wild Bill Donovan Variant
sg05	Star Kings, The	rm10	Treaty Dip.	cc06	Winter 11-Man Variant II
rm45	Steal Away Home	rs15	Tri-State Variant	rs35	Winter 1900
rm37	Stock Dip.	ar02	Triumvirate	fw02	Witch World I
mb04	Stonehenge	ub02	Troubleshooter II	fw01	Witch World II
rm33	Stratics	rb37	Tugboat Dip.	rm22	Woolworth Dip. I
ns03*	Stress (Battle for Detroit)	ca02	Turnabout Dip.	cb16	Woolworth Dip. II
vj03	Strip Dip.	rs16	Twin Earths I	cb15	Woolworth Dip. II-A
hc04	Struggle for Hegemony in Europe	rm11	Twin Earths III	cb17	Woolworth Dip. II-B
rb20	Succedaneum	rx13	Two-Man Blind Dip.	cb19	Woolworth Dip. II-D
ud03	Sundered Worlds, The	rx05	Two-Player Dip.	cb18	Woolworth Dip. II-R
sg15	Sun's Neighborhood Dip.	rz04	Two-plus Dip.	gp02	Worldiplomacy I
ub07	Superbourse	cb37	U-Boat Dip.	gf03	World Dip. I (Stapel)
cc04	Superdiplomacy	da01	Uhuru	gf18#	World Dip. II
re05*#	Super-economic Dip. (Dollar Dip.)	rd11	Ultra Stab	gf19#	World Dip. III
cb40	Superfluid Dip. (Dollar Dip.)	fn03	Umbar	gf21	World Dip. IV
rb33	Supply Centers I	nu07#	United States Dip. I	gf22	World Dip. V (Stapel)
rb34*	Supply Centers II (Napoleonic Variant)	nu05	United States Dip. II	gf23	World Dip. VI
ce02	Swiss Variant II	nu06	United States Dip. II-R	gp26	World Domination I
rv07	Sword & Sorcery Dip.	nu03	United States Dip. III	gp27	World Domination II
sa02*	Tactical Foundation I (Foundation Game II)	nu04	United States Dip. III <sup>1/2</sup>	gp03	World Powers
sa03*	Tactical Foundation II (Foundation Game III)	nu08	United States Dip. IV	gp04	World Variant I
rb13	Take-Away Dip.	rd09	Universal Stab	rx07#	World War I Dip. I
		rm32	Unplayable Card Dip.	qh12	World War II
		xm08*	Ushindi (Younstown Variant XI)	qp02	World War III
				gf24	World War IIIb
				gf04	World War IV Dip.

fy01	Young Kingdoms III	rk02*	1914 (Brazilian Variant)
xm01	Youngstown Variant II	rx16	1914-II <sup>1</sup>
xm12	Youngstown Variant III	rx18	1914 (ACM)
xm02	Youngstown Variant IV	qh02	1934
xm03	Youngstown Variant V	qh03	1938 I
xm10	Youngstown Variant VI	cs14	1938 II
xm04	Youngstown Variant VII	qh09	1938 III
xm05	Youngstown Variant VIII	qh04	1939 I
xm06	Youngstown Variant IX	qh05	1939 II
xm07	Youngstown Variant X	qh08	1939 III
xm08*	Youngstown Variant XI (Ushindi)	qh11	1939 IV
gp05	Youngstown Variant XII	gf05	2001
xm09	Youngstown Variant Complete Package, II-XII	qp04*	2010 (Europe 2010)
gf09	Zeus IV	fv01*	10,000 AD (Dying Earth, The)
gf17	Zeus IV-Final		
gf10	Zeus V		
gf11	Zeus V-F (France)		
rx06#	2-Man Dip. I		
rx08#	2-Man Dip. II		
rx09	2-Man Dip. III		
rv14	3-D'plomacy		
cb11	3-Man on 9-Man Board		
cb10	3x3 w/2 Wild Card Players		
gh08	5-Man Colonia III		
rf01#	5-Man Game (Rulebook)		
rf02#	6-Man Game (Rulebook)		
cn02	9-Man Dip. I (Miller)		
cn03	9-Man Dip. III (Chalker)		
cn07	9-Man Dip. V (Winter)		
cc06	11-Man Dip. (Winter)		
pn08	100 Years' War		
ag03*	149 BC War Between the Ancient Balkan States		
ar03	260 AD		
ac12	273 BC		
ac05	473 BC		
mb02	1000 AD II		
mb03	1000 AD III		
pe07	1066		
pe13	1066-III		
pe15	1066-V		
cs16	1378		
ue01	1492		
pg01	1618		
hb06	1648		
hc06	1700 II		
ne01	1776		
cs15	1810		
hp02	1885 I		
hp01	1885 II		
hp03	1885 III		
hp04	1885 IV		
hp05	1895		
hp06	1895 II		

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<sup>1</sup>not related to original 1914 game (rk02)

E R R A T A S H E E T

F O R

1987-88 NORTH AMERICAN VARIANT BANK CATALOG

Alphabetical List

uu17 Archipelago Add "I"  
cc07 Gibraltar Dip I Delete "\*" (this is in file)  
uu11 Carthage Delete "\*" (this is in file)  
pn01 Hundred Years War II Amend to "pn02"  
qp04 Europe 2020 Amend to "Europe 2010" and ADD "\*" (not in file)  
gp18 Mercator-D Add "\*" (not in file)  
  
fw02 Witch World I Add "\*" (not in file)

Categorical List

be01/06 Conquest of the Land Amend to "be01/07-8"  
cb40/07 Superfluid Dip Amend to "cb40/03-8. Pages of Rules - 4. Show And &  
Pages of Rules - 5 Hol as SC's in Rule 15; delete Cro SC symbol on map.  
es01 Indonesia Dip I Amend to "Indonesian Dip I"  
gf category. Delete "gp26, gp27 and gp 28" here on Pg. 7. They're correctly shown under  
"gp" category on Pg. 8, but footnotes 32 & 33 are on Pg. 7.  
gp26 World Domination Add "I" and footnote "32"  
gp28 Mercator XIV Add footnote 33, "plus a 32-pg. booklet"  
mi03 Feudal Dip Add "I"  
nu07 U.S. Diplomacy I Add "\*" (not in file)  
pn02/09 Hundred Years War II Delete "\*" (this is now in file). Maps - 3, Rules - 6  
rd20 M.A.D. Dip II Delete here. Should be "rn20". It's correctly  
shown under rn category.  

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rx14/02 Intimate Stab II Amend author from "M. Quartermain" to "M. Heaton"  
rx17 The Great War Add after R. Egan "(publisher). (Actual designer unknown)  

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tb category (Tolkien) Should be "tf. First Age"  
ts22 Downfall...X Designer's name is "J. Cudmore," not "Cadmore"  
ts24 Coolbop Variant Add \*/08" toCN  

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uu17 Archipelago I Amend designer from "J. Chambers" to "M. Draper"  
ua02 Timesteps Delete "\*\*\*. This is in file, but should be ordered  
from Lew Pulsipher as part of Combined Ed. 4.  

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vb06 Perpetual Dip Add "(order with ug13)"  
uu11 Carthage Delete "\*\*\* (this is in file)  

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Pg 10, footnotes Delete "\*\*\* modified map of Clue board included, etc."  
This footnote now correctly shown on Pg. 13





E R R A T A S H E E T

F O R

1987-88 NORTH AMERICAN VARIANT BANK CATALOG

Alphabetical List

uu17	Archipelago	Add "I"
cc07	Gibraltar Dip I	Delete "*" (this is in file)
uu11	Carthage	Delete "*" (this is in file)
pn01	Hundred Years War II	Amend to "pn02"
qp04	Europe 2020	Amend to "Europe 2010" and ADD "*" (not in file)
gp18	Mercator-D	Add "*" (not in file)
fw02	Witch World I	Add "*" (not in file)

Categorical List

be01/06	Conquest of the Land	Amend to "be01/07-8"
cb40/07	Superfluid Dip Pages of Rules - 5	Amend to "cb40/03-8. Pages of Rules - 4. Show And & Hol as SC's in Rule 15; delete Cro SC symbol on map.
es01	Indonesia Dip I	Amend to "Indonesian Dip I"
gf category. Delete "gp26, gp27 and gp 28" here on Pg. 7. They're correctly shown under "gp" category on Pg. 8, but footnotes 32 & 33 are on Pg. 7.		
gp26	World Domination	Add "I" and footnote "32"
gp28	Mercator XIV	Add footnote 33, "plus a 32-pg. booklet"
mi03	Feudal Dip	Add "I"
nu07	U.S. Diplomacy I	Add "*" (not in file)
pn02/09	Hundred Years War II	Delete "*" (this is now in file). Maps - 3, Rules - 6
rd20	M.A.D. Dip II	Delete here. Should be "rn20". It's correctly shown under rn category.
rx14/02	Intimate Stab II	Amend author from "M. Quartermain" to "M. Heaton"
rx17	The Great War	Add after R. Egan "(publisher). (Actual designer unknown)
tb category (Tolkien)		Should be "tf. First Age"
ts22	Downfall...X	Designer's name is "J. Cudmore," not "Cadmore"
ts24	Coolbop Variant	Add */08" toCN
uu17	Archipelago I	Amend designer from "J. Chambers" to "M. Draper"
ua02	Timesteps	Delete "*". This is in file, but should be ordered from Lew Pulsipher as part of Combined Ed. 4.
vb06	Perpetual Dip	Add "(order with ug13)"
uu11	Carthage	Delete "*" (this is in file)
Pg 10, footnotes		Delete "*" modified map of Clue board included, etc." This footnote now correctly shown on Pg. 13



E R R A T A S H E E T

F O R

1987-88 NORTH AMERICAN VARIANT BANK CATALOG

es01 Indonesia Dip I Amend to "Indonesian Dip I"  
gf category Delete "gp26, gp27 and gp 28" here. They're correctly shown under  
"gp" category on Pg. 8, but footnotes 32 & 33 are on Pg. 7  
gp26 World Domination Add "I" and footnote "32"  
gp28 Mercator XIV Add footnote "33," "plus a 32-pg. booklet"  
mi03 Feudal Dip Add "I"  
nu07 U.S Diplomacy I Add "\*\*\*" after CN  
rd20 M.A.D. Dip II Delete here. Should be "rn20". It's correctly  
shown under rn category.  
tb category (Tolkien) Should be "f. First Age"  
ts24 Coolbop variant Add "/08" to CN  
vb05 Perpetual Dip Add "(order with ug13)"  
Pg 10, footnotes Delete "\*\*\* modified map of Clue board included, etc."  
This is now shown on Pg. 13

Fred C. Davis, Jr.  
Custodian, NAVB  
December 1987

REVISED LIST

3 E O B

1977-78 NEW HAWAIIAN VARIANT DATA CATALOG

Pa 10, footnotes  
 Add " (order with ref 3)"  
 Add "02" to GN  
 Should be "E1 first age"  
 Delete here. Should be "mgSO". It's correctly shown under no category.  
 Add "8" after GN  
 Add "11"  
 Add footnote "33," "plus a 24-pm, bodyfat"  
 Add "1" add footnote "32"  
 Add "category of Pa. 8, but footnotes 32 & 33 are on Pa. 7  
 Delete "category of Pa. 8" here. They're correctly shown under  
 Add to "Indonesia 01p I"

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 Gustodian, MAVB  
 December 1987

Proofreading Corrections which are NOT on Disc

(Will have to be added next time the Disc is updated)

Pg. iii - Index / A. Ancient Period ADD: "(to 475 AD)"

Pg. 2 - cb06/07, Overlapping Seas III DELETE: "(includes cb08)" @

Pg. ii - Last para, third line: DELETE second "a" in "However, a a special "T"..." @  
Footnote to next-to-last para. ADD "\*\*\*" at end. Footnote at bottom of page reads: "\*\* Also see "P", Portions of Europe, for individual countries or areas." ((I typed this in))

Pg. 11 - After "N. North America 48" ADD: "(X - "W", Western Hemisphere)"

Pg. 13 - ADD Footnote at bottom of pg.: "\*\*\* modified map of "Clue" board included. Requires ownership of "Clue" rules" ((Physically transferred from draft copy to this location, but NOT on disc))

Pg. 16 - rm48/07, Blitzkrieg Dip. ADD "II / J. Norris"

Pg. 18 - rs23/07, Erratic Dip. Under Rules, CHANGE "-" to "1"

Pg. 22 - un01/0n, Lizard, ADD: "(illegible)"

Pg. 26 - Combined Edition #6, Regular Board Variants. ADD under Rules: "4"

Fred C. Davis, Jr.  
November 1987

@ = Liquid Paper used to whiteout this material

Professional Development of the IT in Asia

It is now to be noted that the IT in Asia is rapidly

growing. The Index of Asia's IT (ATI) for 1997 is

ATI 1997 = 100.00, ATI 1998 = 110.00, ATI 1999 = 120.00

ATI 2000 = 130.00, ATI 2001 = 140.00, ATI 2002 = 150.00

To provide a better understanding of the IT in Asia, the following table shows the percentage of IT in Asia for individual countries. The data are based on the IT in Asia survey, 1997. The survey was conducted by the IT in Asia Survey Group, 1997. The survey was conducted by the IT in Asia Survey Group, 1997. The survey was conducted by the IT in Asia Survey Group, 1997. (I typed this in)

ATI 1997 = 100.00, ATI 1998 = 110.00, ATI 1999 = 120.00

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ATI 2000 = 130.00, ATI 2001 = 140.00, ATI 2002 = 150.00

Fred A. Davis, Jr.  
November 1997

\* = should refer to without this material