

NORTH AMERICAN VARIANT BANK 1990-91 CATALOG

Part I - Introductory Material

Part II - Categorical Listing

Part III - Alphabetical List

Designs which have been published in **Diplomacy World** will be identified in this catalog. Make sure to check DW number versus the list of issues still in print. If the issue isn't in print, then 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 the 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.

NAVB News

3/8/91

Policy Change: The NAVB catalog mentions that any variant in a currently available issue of **Diplomacy World** must be gotten by buying the needed back issue of DW. David Hood and I have agreed to drop this policy, as it only discourages the sale of variants by the NAVB, and doesn't sell back issues of DW.

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.

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). "On" 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 8 1/2" x 11". In America, the larger size is usually "legal", or 8 1/2" x 14". Occasionally, the "footstep", or 8 1/2" x 13" size will be used, In Europe, many zines and variants map/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". Rules can be ordered without the maps and vice versa.

Most games which have been printed in **Diplomacy World** will have that information shown in the catalog for informational purposes. They will be noted as (DW##) where ## = issue number. 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 division: 476 AD to 1500, 1501-1900, and post-1920. (Everything between 1901 and 1919 is consider to be within the time frame of the regular game, and is carried under "C", Modifications, or "R", rules revision using the regular board. There is also a fourth European time division, the Ancient world from about 300 BC to 475 AD, but the frequently includes large parts of Asia Minor. In addition, see "P", portions of Europe, for individual countries or areas.

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" = Asia and Middle 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 the **Diplomacy** variant design in the first ten years of the hobby (i.e. 1965-75).

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 Youngstown Variant which has been around for years.

Note that within each major category, there may be several subcategories, as shown by lower-case letters. This enable 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 are interested in, think about designing your own variant!

Lee A. Kendter, Jr.
July, 1990

Policies on ordering from the NAVB

Games:

These may be purchased at the rate of \$.10 a sheet, plus postage and handling (see below). Orders should be limited to a maximum of 60 sheets in any one order. Please, no more than two orders per month. All orders will be mailed via by First Class Mail to US/Canada. Make all checks payable to "Lee A. Kendter, Jr". Canadians should send only Postal money orders payable in US funds. Canadian checks made out to US funds will never be accepted.

Postage and handling charges:

These are as follows: 1-8 sheets \$.50, 9-20 sheets \$1.00, 21-32 sheets \$1.50, 33-44 sheets \$2.00, 45-60 sheets \$2.50, 61+ sheets can't be ordered.

Residents outside of US/Canada should first contact the custodians of the several variants banks in their own area 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 should be in US funds using an international money order. All international orders will go **surface** mail. If **airmail** is required please write for a price.

Inquires:

May be made regarding the status of certain variants. Other questions will be accepted, but **must** be accompanied with a SSAE. The NAVB will exchange variants on an equal basis at no charge with the custodians of the overseas variant banks.

Copyrighted Games:

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 the NAVB for a period of two years, unless the publisher specifies otherwise.

Games In Combined Editions:

These will be noted by (CE #) where # = number of the Combined Edition. If the game mentions (CE #) without a page count it is available only through the CE. If a page count follows it can be ordered separately or with the CE.

Games Printed In Diplomacy World:

These will be handled as follows: If published in issues #1-20, #25-33, #36-37, #39-40, #42, #49 we will process orders. These issues are either out of print or not immediately available. If the game you want was published in any other issues, back issues of the zine are available for \$4.00 each from Larry Peery, PO Box 620399, San Diego, CA 92162. After July 31, 1990 send your orders to David Hood, 104-F Terrace Dr., Cary, NC 27511. Before ordering, please indicate which issue of DW the game was printed in. This applies only to **original** designs which appeared in DW. In some cases, such as Ancient Empires, and Conquest of the New World 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.

The NAVB has all back issues of Arda, which was an irregular publication designed to carry information on NAVB activities and holdings, published selected **Diplomacy** variants, and to promote the variant branch of the hobby in general. Arda was published by Rod Walker.

The NAVB will copy any wanted issue. The page counts of the issues are:

Arda #1 (10/79)	14
Arda #2 (1/80)	16
Arda #3 (5/80)	6
Arda #4 (6/80)	12 (Miller number reclassification Part I)
Arda #5 (12/80)	4
Arda #6 (6/81)	5 (Walker takes over as acting MNC)
Arda #7 (6/81)	18
Arda #8 (8/81)	6
Arda #9 (3/82)	8
Arda #10 (1/83)	16
Arda #11 (4/83)	8

Cost is the standard Xerox and postage and handling charges.

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".

INDEX OF MAJOR CATEGORIES

- A. Ancient Period to 475 AD
- B. Bio-Sphere Games
- C. Modifications to the Basic Games Europe 1900-18, with changes to both Maps and Rules
- D. Africa
- E. Asia and Middle East
- F. Fantasy Setting (except Tolkien)
- G. Global Games
- H. Europe, 1501-1900
- L. Central and South America (Latin)
- M. Europe, Medieval, 476-1500
- N. North America
- O. Oceans, maps centered on
- P. Portions of Europe, includes individual countries
- Q. Europe after 1920
- R. Rules revision using regular board with no, or minor map, changes
- S. Science fiction and space
- T. Tolkien-based games
- U. Abstract and Hypothetical games
- V. Put on, joke, or satire
- W. Western Hemisphere
- X. Expansions of the regular board
- Z. Political games
- Combined Editions are also available.

A. Ancient Period (to 475 A.D)**b. Britain**

ab01/07	Invasion 44 /John Roberston	1	2
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c. Carthage, Rome, and the Greek East

ac01/07	Ancient Empires II/John Lipscomb (DW 21)	1	2
ac02/07	Diadochi II/Richard Vedder	2	1
ac03/05	Diadochi V/Richard Vedder (DW 14)	1	3
ac04/05	Legion/John Biehl	2	12
ac05/05	473 B.C./John Hulland	2	1
ac06/07	Imperialism XI/Rod Walker	6	1
ac07/07	Diadochi I/Richard Vedder	2	1
ac08/07	Diadochi III/Richard Vedder	2	2
ac09/07	Diadochi IV/Richard Vedder	2	1
ac10/07	Ancient Empires III/John Lipscomb and Fred Davis	1	2
ac11/04	The Conquerors/Lew Pulsipher (DW 36)	1	1
ac12/05	273 B.C./John Hulland and Fred Davis (A revision of Hulland's 473 B.C., ac05)	2	2
ac13/0n	Roman Diplomacy/Peter Calcraft	-	1
ac14/05	First Mithridatic War/Mark Nelson	1L	2
ac15/05	Diadochi VI, Mark Nelson & Dick Vedder	1	2

g. Greece

ag01/09	Imperialism IX-R (Peloponnesian War II)/Rod Walker	4	4
ag02/08	Peloponnesian Diplomacy/Dennis Klein	4	1
ag03/08	149 B.C. (War Between Ancient Balkan States)/T. Mayernik	1	1
ag04/02-19	Pre-Homeric Diplomacy/Ken St. Andre	1	1
ag05/09	Imperialism IX (Peloponnesian War I)/Rod Walker	1	4

i. Persian Empire

ai01/08	Satrap/Bob Harris and Steve Dunn	1	2
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p. Palestine

ap01/04	Ancient Hebrew Kingdoms/John Biehl	-	1
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r. Roman Empire

ar01/05	Imperator/Richard Vedder (included with ac03) (DW 14)	-	-
ar02/05	Triumvirate/Richard Vedder (included with ac03) (DW 14)	-	-
ar03/06	260 A.D./Scott Rosenberg	2	2
ar04/07	Princeps/Rod Walker	2	2
ar05/04-06	Not a Diplomacy Variant		
ar06/06	SPQR (I)/Michael Homeier	-	2
ar07/04-06	Not a Diplomacy Variant		
ar08/07	Fall of Rome/Christopher Hunt	-	1
ar09/04-12	Eagles/Ed Greenwood	2	1
ar10/06	Vandals!/Tom Swider	1	5

B. Bio-sphere Games**e. Evolution**

be01/07-08	Conquest of the Land/Scott Rich (DW13)	1	1
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s. Survival

bs01/10	Biodiplomacy/AI and Tom Burkacki	1	5
bs02/10	Biodiplomacy II/Glenn Overby and AI and Tom Burkacki	1	3

C. Modifications of the Basic Game

Europe, 1900-1918 with changes to both map and rules
Essentially based on regular board

Also look at "R", rules revisions using regular map

a. Alternate world, different great powers

ca01/09	Aberration III (Imperialism XIII)/Rod Walker	4	3
ca02/07	Turnabout Diplomacy/Fred Davis	2	2

b. changes to both map and rules (average complexity)

cb01/07	Persian Variant I/Martin Janta-Polczynski	1	2
cb02/07*	Scheisskopf Diplomacy II/Donald Wileman	-	-
cb03/07	Stab-Happy Diplomacy/Scott Rosenberg and Matt Diller	1	1
cb04/07	Variation C/Bob Johnson	1	4
cb05/07	1958 Diplomacy/Allan Calahmer	1	1
cb06/07	Overlapping Seas III/M.J. Polczynski	1	1
cb07/07	Quasi-Classical Diplomacy/Martin Janta-Polczynski (includes cb08)	2	2
cb08/07	Pseudo-Classical Diplomacy/Martin Janta-Polczynski (included with cb07)	-	-
cb09/35*	Simulation Dippy II/Shargin and Miller	-	-
cb10/04*	3x3 w/2 wild card players/H. Naus??	-	-
cb11/03*	3-Man on 9-man board/??	-	-
cb12/07	LiMa I/Jean-Paul Macedoni, Colin Hemming and Michel Liesnard	1	4
cb13/07	Multipomacy/C. Hemming	-	5
cb14/07	Persian Variant II/Martin Janta-Polczynski	1	4
cb15/05	Woolworth Diplomacy II-A/Glenn Overby (included with cb16)	-	-
cb16/05	Woolworth Diplomacy II/Glenn Overby (DW30), (includes cb15, cb17, cb18)	1	2
cb17/05	Woolworth Diplomacy II-B/Glenn Overby (included with cb16)	-	-
cb18/10	Ten-Man Diplomacy II-R/Glenn Overby (included with cb16)	-	-
cb19/05	Woolworth Diplomacy II-D/Glenn Overby and Fred Davis	1	2
cb20/07	N.I.E.S (New Improved Extra Strength) Diplomacy I (Colonial Diplomacy II)/Mark Keller (includes cb21)	1	1
cb21/07	N.I.E.S. Diplomacy II/Mark Keller and Fred Davis (included cb20)	-	-
cb22/07*	Saharan Diplomacy (I)/Bahjat Sharif	-	-
cb23/07	Saharan Diplomacy II/Bahjat Sharif and Fred Davis	1	1
cb24/07	LiMa Ib/Liesnard, Macedoni, and Hemming (includes cb25)	1L	2
cb25/07	LiMa Iib/ (included with cb24)	-	-
cb26/07	Guerrilla Warfare II/Andy Tringham and John Marsden note:requires map for Abstraction II (cb29)	-	2
cb27/07	Frauke's Beer River Diplomacy/Scott Hanson	1	2
cb28/07	Aberration I/Fred Davis and Rod Walker (ex "cd01")	4	2
cb29/07	Aberration II/Fred Davis and Rod Walker (ex "cd02", included with cb28)	-	-
cb30/07	Abstraction II/Fred Davis (ex "cd03")	1	5
cb31/07	Dual Space Diplomacy (Overlapping Seas I), (ex "cd04")/Fred Davis	1	4
cb32/07	Dual Space Diplomacy w/"Gibraltar rule" (Overlapping Seas II) (ex "cd05")/F. Davis and M.J. Polczynski (order with cb43)	-	1
cb33/07	Rail and Sea Diplomacy/Fred Davis (ex "cd09")	1	5
cb34/07	Abstraction I (ex "cd10")/Fred Davis	1	6
cb35/07	Pride of Armies (ex "cd11")/Fred Davis	1	3
cb36/09	Hitch-Hiker/Nicholas Whyte	1	3
cb37/05	U-Boat (ex "cb28")/Barry Evans	1	2
cb38/07	Feudal II/Dave Russell	1	2

cb39/07*	Skinny Diplomacy I/L. Pulsipher (DW 42)	-	-
cb40/03-08	Superfluid Diplomacy/Andrew Poole	1	4
cb41/07	First Strike Nuclear Diplomacy/Paul Dunning (requires Abstraction II map)	-	2
cb42/07	Off-Board Box Diplomacy/Steve Gregory and Ryk Downes	-	1
cb43/07	Advanced Diplomacy/Stephen Swigger (draft)	1	5
cb44/07	Skinny Diplomacy II/Lew Pulsipher and Fred Davis	1	2
cb45/07	Suvorov Diplomacy/John Norris	1	1
cb46/07	Suvorov Diplomacy II/Fred Davis	1	1
cb47/07	Land Bridge Diplomacy/Lee Kendter, Jr.	1	1
cb48/07-10	Schiesskopf IV/J. Whyte, D. Wileman, L. Dunning	1	4
cb49/07	Land Bridge II Diplomacy/Lee Kendter, Jr.	1	1
cb50/05	Woolworth Diplomacy II-M/Glenn Overby and Jim Bragg (CE12)	-	-
cb51/05	Woolworth Diplomacy III/Glenn Overby (CE12)	-	-
cb52/05	Woolworth Diplomacy III-D/Glenn Overby (CE12)	-	-
cb53/08	Atlantica IV/Fred Davis	3	8

c. High complexity rules

cc01/09	Aberration IV (9-Man Diplomacy IV)/Rod Walker	4	4
cc02/09	Gibraltar II/Martin Janta-Polczynski	1	4
cc03/07-n	Warmonger/Larry Dunning	1	9
cc04/07	Superdiplomacy/Dan Alderson	1	6
cc05/07*	Morglay/Alderson and Pournelle	-	-
cc06/11	Winter Eleven-Man Variant II/Fred Winter	1	4
cc07/09	Gibraltar Diplomacy I/Martin Janta-Polczynski	1	10
cc08/23	Hypereconomic Diplomacy I (ex "ge02")/Don Miller	1	40

d. Modifications by Fred Davis

(This category had been abolished by Fred Davis, former NAVB custodian. The former numbers are referenced to the new numbers.)

cd01/07	see cb28
cd02/07	see cb29
cd03/07	see cb30
cd04/07	see cb31
cd05/07	see cb32
cd06/05-06	see cg01
cd07/07	see cv01
cd08/07	see cm05
cd09/07	see cb33
cd10/07	see cb34
cd11/07	see cb35

e. One extra power added

ce01/08	Bawtinheimer 8-player Variant/Bob Bawtinheimer	1	1
ce02/08	Swiss Variant II/Fred Davis (DW 16)	1	4
ce03/08	Powers and Pirates/Curt Gibson	-	1
ce04/08	Pirates and Powers revised/Curt Gibson	1	1

g. One giant power added

cg01/05-06	Germany versus the World/Fred Davis (ex "cd06")	1	2
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h. High complexity map

ch01/07	Omnibus Diplomacy/Charles Turner	7	1
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m. Minor changes to map only

cm01/07	Kriegsmarine Variation/A. Phillips (CE 1)	-	1
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cm02/07	Small World Diplomacy (I)/Steve Tihor	-	1
cm03/07	Vatican Variant/Bruce Linsey	-	1
cm04/07	Milan Diplomacy/John Norris (CE 7)	1	1
cm05/07	Davis FTF Diplomacy Board (ex "cd08")/Fred Davis	1	2
cm06/07	Egypt Diplomacy/Geoff Tonks	1	1
cm07/07	Peerijavo/Larry Peery	-	1
cm08/07	Alpine Passage/D. Ruthery (CE 7)	-	-

n. Two Extra Great Powers added

(see also G.f, G.h, G.p)

cn01/09	Cline 9-Man Diplomacy II ("IV")/Robert Cline (DW 17)	1	3
cn02/09	9-Man Diplomacy I/Don Miller	1	3
cn03/09	9-Man Diplomacy III/Jack Chalker	1	3
cn04/09	Cline 9-Man Diplomacy III/Robert Cline, Von Metzke, Naus and Bullock	1L	1
cn05/09	Cline 9-Man Diplomacy IV.1 ("V")/Robert Cline and Fred Davis	1	2
cn06/09*	Cline 9-Man Diplomacy I/R. Cline	-	-
cn07/09	Nine-Power Diplomacy (9-man Diplomacy V) /Fred Winter (starts before 1900, but uses regular map)	1	4
cn08/09	Cline 9-Man Diplomacy V/Robert Cline, Fred Davis and Andrew Poole (for UKVB)	1L	2L
cn09/09	Cline 9-Man Diplomacy IV.2/Conrad Von Metzke version of a Fred Davis revision	1	2
cn10/09	Cline 9-Man Diplomacy VI/Robert Cline, Fred Davis, Andrew Poole, and David Rothery (First revision) (DW54)	1L	2
cn11/09	Cline 9-Man Diplomacy VII/David Rothery's Second Revision	1L	2
cn12/09	Cline 9-Man VIII/Simmon Billenness and Mike Pustilnik	1	1

s. Series of Identical Regular Maps, used for Different Eras (Sold only as a package)

I. This is a series of maps by the DuCoSim (Dutch Conflict Simulation Club), for two to eleven players. They are listed in order of the number of players in each game, rather than chronologically. The complete package contains fourteen 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, 700 A.D. ("8")		
cs08/08	Rise of Nation States, 1715 (eight players 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 four to six players/Steve Doubleday	3	1
cs14/06	1938-II/Steve Doubleday		
cs15/05	1810/Steve Doubleday		
cs16/04	1378/Steve Doubleday		

t. Team game on modified board

ct01/07	3x3 Teams with Wild Card Player III/ D. Miller	1	1
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v. Changing values for supply centers

cv01/07	Gusher/Fred Davis (ex "cd07")	1	4
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D. Africa**a. Pre-colonial period (roughly before 1860)**

da01/05(10)	Uhuru/Larry Peery	2	3
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da02/05	Grab for Africa/John Ketchell	1	1
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c. Colonial Period (1861 - 1960)

dc01/08	Scramble for Africa/David Watts	1	1
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m. Modern Period (1961 forward)

dm01/07	South African Diplomacy/John Lipscomb	1	1
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dm02/07	Africa '82/Ken Halpern	1	1
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dm03/05	Africa (1960 game start)/Richard Egan	1	5
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dm04/06	African Diplomacy/Phil Reynolds	1	1
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E. Asia and Middle East**a. All Asia**

ea01/07	Asian Diplomacy/S. LaTourette and K. Robison	1	2
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ea02/07	Asian Diplomacy II/Phil Reynolds	1	2
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c. China

ec01/06	Chinese Diplomacy/Tom McCloud	1L	2L
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ec02/07	Open Door(Colonialism III)/Rod Walker	4	1
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ec03/09	Five Dynasties Diplomacy/Steve Doubleday	1	1
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e. East Asia

ee01/05	Far East I/Vern Schaller	1L	3
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ee02/05	Far East I-R/Vern Schaller and Fred Davis	1L	4
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i. India

ei01/05	India/Steve Agar	1	1
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ei02/06	Reunification of India, 1945/Bill Somers	1	2
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j. Japan

ej01/06	Jimmu/Mike Mills	1	2
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ej02/02-05*	Kamakura/commercial game by West End Games, Inc.	-	-
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m. Middle East

em01/11	Allah Akba'ar/John Robertson	4	1
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em02/07	Jihad II/Richard Vedder	4	2
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em03/07	Partition of the Ottoman Empire/Greg Costikyan	1	1
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em04/07	Jihad I/Richard Vedder	4	3
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em05/06	The Lord of Hosts/Tim Collieu	1	1
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em06/07*	Sand I/Allan McGregor	-	-
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em07/07	Sand II/Allan McGregor and Fred Davis	1	2
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em08/07	Deus Vult!/William Preston	1L	3L
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em09/07	Petroleum (map in French)/Thierry Lucas	1	1
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s. Southeast Asia

es01/08	Indonesian Diplomacy I/Russell Fox	1	1
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es02/07*	Southeast Asia '56/J. Massar	-	-
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es03/07	East Indies Diplomacy II/Bruce Sawyer and Fred Davis	2	5
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es04/07	East Indies III/Bruce Sawyer and Fred Davis	2	4
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es05/06	East Indies IV/Fred Davis	2	4
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es06/07	Indonesian Diplomacy II/Russell Fox and Fred Davis	1	2
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F. Fantasy Settings

(see "T" for Tolkien variants)

a. Kregen			
fa01/08	Kregen/Ken St. Andre	2	8
b. Barsoom			
fb01/17	Barsoomian Blitz III/Ken St. Andre	2	4
fb02/06-8	Barsoom/L. Pulsipher (in CE 4)	2	2
fb03/43	Barsoomian Blitz IV/Ken St. Andre (requires fb01)	-	2
c. Chronicles (of Thomas Covenant)			
fc01/07	Chronicle/Les Walker	1L	5L
d. Darlana			
fd01/06	Darlana II/John Leeder	2	2
fd02/06	Darlana I/John Leeder	2	2
e. Earthsea			
fe01/05-6	Earthsea Diplomacy/Thomas Galloway (DW 4)	1	2
f. Dune			
ff01/06	Dune I/Teun Spaans	1	3
h. Conan's World(The Hyborian Age)			
fh01/05	Hyborian Age Diplomacy I/Gary Gygax	4	2
fh02/05	Hyborian Age Variant II/Burt Labelle (CE 4)	1	2
fh03/08	Hyborian Age Variant III/Tom Hubbard	2	1
fh04/11-12	Hyborian Diplomacy/Jim Peters (DW 15)	2	2
fh05/07	Hyboria/W. Airey	1	10
fh06/04-07	Hyboriax("II")/Larry Dunning	1	4
fh07/07	Hyboria II/Warner Airey	1	3
fh08/04	Ancient Empires IV/Warner Airey	1	2
	Note: Incomplete, event cards pending		
i. C.S. Lewis Narnia			
fi01/08	Narnian Wars/Brain Hogan	1	4
m. Miscellaneous Settings			
fm01/07	Nikjon/Pete Sealy	1	1
fm02/07	Furthark Diplomacy/Glenn Overby	1	2
n. No Specific Literary Setting			
fn01/0n	Simple rules for F/SF variants/L. Pulsipher (CE 4)	-	2
fn02/02-07	Song of the Night/L. Pulsipher (CE 5) (derivative of Moorcock's Elric stories)	2	6
fn03/0n	Umbar/Ken St. Andre (derivative of Zelazny's Amber novels)	4	4
fn04/04*	Lemurian Diplomacy/S. Gunnell	1	2
fn05/06	Marumbitzi/Jon Lovibund	1L	2L
fn06/02-09	Feudal Diplomacy - FV/Lew Pulsipher (included with mi03)	-	-
v. Dying Earth			
fv01/07	The Dying Earth II/L. Pulsipher (CE 4)	-	2
fv02/02	The Dying Earth I/Lew Pulsipher (map not included)	-	2
w. Witch World			
fw01/05	Witch World II/L. Pulsipher	1	2
fw02/05	Witch World I/Lew Pulsipher	1	2
y. The Young Kingdoms			
fy01/07	Young Kingdoms III/Steve Agar	1	2

fy02/05	The Age of Young Kingdoms/? Neuman	1L	3
fy03/07	Black Blade/Rob Nott	1	4

G. Global Games

(These are divided into Economic games "ge", and three time periods: Pre-1871 "gh", 1871-1920 "gp", and post 1920 "gf". Also see "U.a")

e. Global/Economic

ge01/47	Hypereconomic Diplomacy II/Don Miller and Peter Ansoff 3rd Edition, 1976	3L	29
ge02/23	see cc08/23		
ge03/48	Hypereconomic Diplomacy IV/Terry Mohrmann, Mike Bentley and Steve Norris	7	24
ge04/9-32	Hypereconomic Diplomacy V/Terry Mohrmann	3	29
ge05/0n	Hypereconomic Diplomacy I-A/Don Miller, Peter Ansoff, Steve Norris	2	56
ge06/0n	Hypereconomic Diplomacy III/Geoff Challenger and Don Miller	6L	13L

f. Post-1920 Period (including future and indeterminate dates)

gf01/09	Holocaust/Steve McLendon (DW 22)	1	3
gf02/08	Small World Diplomacy II/Fred Davis	2	4
gf03/07	World Diplomacy/William Stapel	3	1
gf04/06	World War IV Diplomacy/Steve Langs	2	2
gf05/03-10	2001/Rod Walker	13	8
gf06/28	Das Dippenspiel/Rod Walker	15	15
gf07/09	Futur War/B. Sherrad	3	2
gf08/08	Small World Diplomacy II-R/Fred Davis	2	5
gf09/07	Zeus IV/Chris Northcott	1	3
gf10/07	Zeus V/Chris Northcott and Fred Davis (includes gf11)	2	3
gf11/07	Zeus V-F/Chris Northcott and Fred Davis (included gf10)	-	-
gf12/07	Final Conflict (I)/ Tom Swider	1	2
gf13/13*	Nuclear Holocaust/??	-	-
gf14/09	Atomic Warfare("I")/??	3	9
gf15/05	American Woolworth("II")/Mark Coldiron	1	2
gf16/07	Final Conflict II/Tom Swider and Don Williams	-	3
gf17/07	Zeus IV-Final/C. Northcott	1	3
gf18/08*	World Diplomacy II/Mark Stegeman	-	-
gf19/08*	World Diplomacy III/Mark Stegeman	-	-
gf20/07	Final Conflict III/Tom Swider	1	5
gf21/08	World Diplomacy IV/Mark Stegeman	1	7
gf22/07*	World Diplomacy V/William Stapel	-	-
gf23/08	World Diplomacy VI/Mark Stegeman (DW 39)	1	6
gf24/15	World War IIIb/Bob Sergeant	1	3
	Note: Not related to WW III, qp02		
gf25/07	Cthuloid Diplomacy/Tim Waterhouse and Gary Stevens	2L	3L
gf26/08	Ice Age Diplomacy/Jim Penman	1	1
gf27/06	Risque Diplomacy II/?? (* uses modified Risk board map)	4*	1
gf28/09	Holocaust II/Steve McClendon	1	2
gf29/09	Holocaust III/Glenn Overby	1	5

h. Pre-1871 Period

gh01/06	Colonia I/Fred Hyatt	10	4
gh02/09	Colonia IV/Fred Hyatt	10	5
gh03/09	Colonia V/Fred Hyatt	10	2

gh04/08	Colonia II/Fred Hyatt	10	4
gh05/08	Colonia III/Fred Hyatt	10	5
gh06/15	Colonia III-15/Fred Hyatt and Robert Stimmel (need gh05)	2	2
gh07/17	Colonial Winters/Fred Winters	8	8
gh08/05*	5-Man Colonia III Fixed Length??	-	-
gh09/09	Colonia VI/Fred Hyatt	10	2
gh10/09	Colonia VII/Fred Hyatt and John Cain (map is much reduced in size.)	1	1
p. 1871 - 1920			
gp01/11	Imperialism XV/Rod Walker	7	2
gp02/06	Worldip I/Enrico Manfredi	2	6L
gp03/09	World Powers/Richard Ware	3	1
gp04/21	World Variant("I")/Karl Pettis	17	6
gp05/12	Youngstown Variant XII/R. Walker and Vedder (order with xm09)	-	-
gp06/09	Imperialism VIII-RR/Rod Walker	5	3
gp07/07-14*	Mercator II-VB complete (except Mercator III 1/2 all games include "A" option - Air Power	-	-
gp08/13*	Mercator II/D. Wakefield (includes II - IVSF-WNS) see also gp17	-	-
gp09/13*	Mercator III/D. Wakefield (see also gp17)	-	-
gp10/13	Mercator III 1/2 /D. Wakefield	3L	6L
gp11/14*	Mercator IV/D. Wakefield	-	-
gp12/07*	Mercator IVSF("Samson Flansted")/D. Wakefield	-	-
gp13/07*	Mercator IVSF-WINS("With nastier stabs")/D. Wakefield	-	-
gp14/14*	Mercator V-A/D. Wakefield (also V-B) also need gp08	-	-
gp15/14	Mercator V-B/D. Wakefield (included in gp14)	-	-
gp16/09	Imperialism VIII/Rod Walker	3	1
gp17/13-24*	Mercator Combined Edition (II-IV, VA, VI-IX,)	-	-
gp18/13	Mercator Definitive, Doug Wakefield et. al.	5	11
gp19/15	Mercator VI (see gp17)	-	-
gp20/19	Mercator VII (see gp17)	-	-
gp21/21	Mercator VIII (see gp17)	-	-
gp22/24	Mercator IX (see gp17)	-	-
gp23/18*	Mercator XII/D. Wakefield (order with gp17)	-	-
gp24/0n	Mercator, 1985 Ed./Doug Wakefield et. al.	-	11
gp25/15	Strategic Diplomacy??	-	-
gp26/08	World Domination I/Richard Egan (WD II draft)	2L	5L
gp27/08	World Domination II/Richard Egan	2L	8L
gp28/17	Mercator XIV/Doug Wakefield (plus a 36-page booklet)	3L	1L
gp29/26	Mercator X (Ten)/Doug Wakefield	3L	1L
gp30/18	Mercator XIIIa/Doug Wakefield	3L	1L
gp31	Mercator Appendix/Doug Wakefield (information on the various marks and optional rules) (CE 8)	-	-
gp32/11	Global Skinny Diplomacy/Eric Brosius	2	1L
gp33/11	Global Diplomacy/John Armstong	5	6

H. Europe, 1501-1900

a. 16th Century

no games currently assigned

b. 17th Century

hb01/15 Thirty Years' War I/Paul Newman

4 3

hb02/08	Westphalia VI(Europe 1648-I)/Howard Mahler	1	1
hb03/08	Westphalia VII/Howard Mahler	1	1
hb04/08	Westphalia VIII (Europe 1648-II)/Howard Mahler	1	1
hb05/07*	Europe 1650/C. Alexander	-	-
hb06/08	1648/Ggeg DeCesare	1	2
hb07/08	Thirty Years' War II/Lew Pulsipher	1	2
hb08/07	Centenary/William Preston	1	3

c. 18th Century (1701-1789)

hc01/06	Diplomacy 1701/Michael Homeier	-	1
hc02/07	Europe 1721/John Boyer	4	3
hc03/07	Verrat/Mark Childers	16	5
hc04/04-07	The Struggle for Hegemony in Europe, 1689 - 1815/L. Pulsipher (in CE 5)	2	3
hc05/07	Seven Years' War/Lew Pulsipher	4	9
hc06/08	1700 A.D. II/Martin Dean	1	1
hc07/05	Utrecht II(starts in 1740)/Chris Northcott and Fred Davis	2	4
hc08/05	Utrecth III/Chris Northcott	1	4
hc09/05	Utrecht I/Chris Northcott (draft version)	2	5

n. Napoleonic Period (1789 - 1815)

hn01/08-09	Eckert's Napoleonic Diplomacy/Bob Eckert	-	1
hn02/07	Napoleon's Europe, 1795/Gerald Drews	6	1
hn03/06	Napoleonic Diplomacy (II)/G. Gyax	1	4
hn04/06	La Revolution/John Robertson	2	4
hn05/05	Napoleon/Steve Agar	1	1

Note: The following games (hn06 - hn12) are in a book of 36 pages, by G. Newhaven.
Sold only as package, see CE9.

hn06/02-04	Napoleonic Wars, Campaign Game (1793-1815)	-	-
hn07/02-04	Napoleonic Wars, Game II (1793-1795)	-	-
hn08/02-04	Napoleonic Wars, Game III (1793-1797)	-	-
hn09/02-04	Napoleonic Wars, Game IV (1799-1801)	-	-
hn10/02-04	Napoleonic Wars, Game V (1804-1807)	-	-
hn11/02-04	Napoleonic Wars, Game VI (1807-1811)	-	-
hn12/02-04	Napoleonic Wars, Game VII (1812-1815) (7 moves)	-	-
hn13/04	Napoleonic Diplomacy III/John Cain	1	3
hn14/05	Napoleonic Diplomacy IVa/Glenn Overby	-	2

p. Late 19th Century (1815-1900)

hp01/09	1885-II (9-Man Diplomacy VIII-R)/Fred Davis	1	4
hp02/09	1885-I (9-Man Diplomacy VIII)/Fred Davis	1	6
hp03/09	1885-III/Fred Davis	1	5
hp04/04	1885-IV/Fred Davis, Keith Sesler	1	2
hp05/08	1895/Howard Christie	1	1
hp06/08	1895-II/Howard Christie	1	1

x. Indeterminate Date

hx01/05	Five Nations Diplomacy/Peter Northcott	1	1
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L. Central and South America**c. Central America**

lc01/07	Central American Diplomacy/Russell Fox	1	9
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s. South America

ls01/06	Continent I/Andrew Phillips	2	2
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Is02/05	Guelph Variant/Bob Bawtinheimer	1	1
Is03/06	Continent II/R. Perkins, Fred Davis	2	3
Is04/05	Generalissimo V/Richard Egan and Steve Franklin (includes Is05 and Is06)	1L	2L
Is05/06	Generalissimo VI/Richard Egan and Steve Franklin (included Is04)	-	-
Is06/07-08	Generalissimo-Gunboat Version/Richard Egan and Steve Franklin (included Is04)	-	-
Is07/05	Mickey Mouse, King of Bolivia/Steve Solomon	1	1

M. Europe, 476-1500 (Medieval)

a. 476-900

ma01/07	Lest Darkness Fall Diplomacy/Greg Costikyan	3	6
ma02/08	Barbaria/Russell Tulp	1	2
ma03/06	Medieval Diplomacy I/Andrew England	1L	2L
ma04/06	Medieval Diplomacy II/Andrew England	1L	2L
ma05/07	Medieval Diplomacy III/Tom Lake	1	1
ma06/05	Medieval Diplomacy IV (requires ma05)/Brendan Whyte	-	1
ma07/05	Medieval Diplomacy V ("III")/Andrew England	2	1

b. 901-1050

mb01/11	Feudalism("II") (Imperialism X)/Rod Walker	6	4
mb02/07	1000 A.D. II/Jon Lovibond	2L	1L
mb03/07	1000 A.D. III/Jon Lovibond	1	2
mb04/10	Stonehenge/Mike Lee	1	1
mb05/12	Millenium (1000 AD)/Steve Doubleday	1	1

c. 1051-1200

mc01/13	Excommunication II/Greg Costikyan	2	2
mc02/05	Holy Roman Empire II/Michael Heaton (need rw02)	-	1L
mc03/07	Norman Europe, 1100/Gerald Drews	1	4
mc04/07	Crusadeomacy/Gary Gyax	1	2

d. 1201-1350

no games currently assigned

e. 1351-1500

no games currently assigned

i. Indeterminate Date

mi01/06	Alternate World Diplomacy I/Steve Perrin (includes mi02)	-	1
mi02/05	Alternate World Diplomacy II/Steve Perrin (included with mi01)	-	-
mi03/02-09	Feudal Diplomacy I/L. Pulsipher (included FD-FV, fn06)	-	2

N. North America

(c.f. - "W", Western Hemisphere)

a. Entire Continent

na01/07	North American Diplomacy/Don Jousma	2	3
na02/07	North American 2020/Glenn Overby	1	3
na03/08	North American 2020 3rd Edition/Glenn Overby	1	3

e. Eastern Area

ne01/05	1776/Richard Vedder (also two pages of GM rulings)	4	8
ne02/06	Flintlock II/John Leeder	1	2
ne03/07*	Conquest of North America (commercial game) /Anthony LeBoutillier	-	-

m. Mexico

nm01/03-10	Aztlan/Ken St. Andre	2	7
nm02/08	The Maya/John Boyer	4	2

p. The Early Period/Indians

np01/08	Indianomacy II/Don Miller	1	5
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s. One State, Province, or Small Region

ns01/06	Alabama Diplomacy/Randolph Bart	1	1
ns02/07	Michigan Diplomacy/Robert Beasacker	1	1
ns03/05	Stress (The Battle for Detroit)/Mike Bartnikowski	1	1
ns04/07	Mobtown/Nick Morris and Steve Doubleday	1L	2L
ns05/06	Semta/Glenn Overby	1	4
ns06/08	Range War/Colin Bruce	1	2
ns07/05	Hegemony Over Sandy Ego/P.J. Gaughan	1	1
ns08/09	Philadelphia Intrigue/John Desmond	9	3

u. United States

nu01/06	All-American Diplomacy/Kyle Johnson and Steve Kirschner	2	1
nu02/05	Americana 1860/Tim Tilson	2	1
nu03/07*	United States Diplomacy III/Fred Davis	-	-
nu04/07	United States Diplomacy III 1/2 (new space names only)/Fred Davis	2	3
nu05/07	United States Diplomacy II/Fred Davis	1	3
nu06/07	United States Diplomacy II-R/Fred Davis	1	2
nu07/02-16*	United States Diplomacy I/C. Reinsel	-	-
nu08/07*	United States Diplomacy IV/James Early	1	1

O. Oceans

a. Map Centered on Atlantic Ocean

oa01/07	Atlantica III/Fred Davis	2	6
oa02/07	Atlantica I/ Fred Davis	2	12
oa03/07	Atlantica II/Fred Davis	2	7
oa04/07	Atlantica II-R/Fred Davis	2	6

d. Map Centered on Australia and Surrounding Seas

od01/06*	Conquest of Australia/Bob Albrecht	-	-
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n. Map Centered on Antarctic Ocean

on01/06	Antarctica/G. Long	1	5
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p. Map Centered on Pacific Ocean

op01/08	Pacifica ("I")/Scott Rosenberg	2	1
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P. Portions of Europe

(i.e. Area of the Regular Board)

a. Austria-Hungary

pa01/06	Collapse of the Dual Empire/Richard Wein	1L	2L
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b. Southeast (Balkan) Region

pb01/07	The Balkan War/Rod Wheeler	-	2
pb02/05*	Balkan War (II)-R/Schwartz and Nofi	-	-
pb03/07	Balkan War Diplomacy (Balkan Wars I)/Charles Reinsel	1	1
pb04/05	Bucharest II/Chris Northcott and Fred Davis	1	4
pb05/05	Bucharest I/Chris Northcott	2	4
pb06/07	Balkan Wars III/Charles Reinsel and Fred Davis	1	3

pb07/07	Balkan Wars IV/Fred Davis	1	2
d. Dutch and Belgian Areas			
pd01/04	Pronkjewail/Roel Ponjer	-	1
e. British Isles (or Great Britain)			
pe01/06-7	Anglo-Saxomacy/Lew Pulsipher	1	1
pe02/07	Excalibur/Kenneth Clark (DW 23)	1	1
pe03/09	Games of the Clans I (Scottomacy)/W. Hoheisel	1	4
pe04/08	Gesta Danorum ("I")/John Leeder	2	2
pe05/07	Wars of the Roses/Roger Sandell	2	2
pe06/10	The Men Who Would Be King/Jimmy Walker	2	4
pe07/07	1066/Ken Clark	1	1
pe08/06	Marchervap (Wales Only)/Jon Lovibond	2	2
pe09/02	English Civil Wars II (Note: only two players)/Steve Agar	1	1
pe10/08	Games of the Clans II/Wayne Hoheisel and Steve Agar	2	1
pe11/02-11	English Civil War (I)/??	1	2
pe12/09	Warwick/Steve Agar	1	1
pe13/07	1066-III/Ken Clark	1L	2L
pe14/09	Brum Wars/Pete Tulk	1L	2L
pe15/05	1066-V/Iain Bowen	1	2
pe16/05	War of the Roses II/Mark Nelson	1	2
pe17/07	London Nights/Andy Mansfield	1	3
f. France			
pf01/08	French Diplomacy/Russell Fox	1	1
pf02/07	The Spider King/John Robertson	1	1
g. Germany			
pg01/11	1618 (Diplomacy 1618)/Scott Rosenberg	1	2
h. Iberia			
ph01/06*	Espana Vieja/B. Lorber	-	-
i. Ireland			
pi01/08	Scotice Scripti III/Peter Comber and John Boyer	4	4
pi02/07	Bhearna Baoghail/Michael Mills	1	2
pi03/08	Scotice Scripti II/Peter Comber and Rod Walker	1	5
pi04/08*	Scotice Scripti I/P. Comber	-	-
pi05/05	Republic/Der Garvey	1	1
pi06/07	Northern Ireland/Paul Kenny	1	4
n. Northwest (England/France/Low Countries)			
pn01/08	Hundred Years' War (I)/Larry Peery	5	5
pn02/09	Hundred Years' War (II)/Steve Doubleday	3	6
r. Russia (including Siberia)			
pr01/08*	Red October/J. Robertson	-	-
pr02/07*	Reds/R. Montanaro	-	-
s. Scandinavia (c.f. "z", North Sea and Baltic Region)			
ps01/02-15	Baltic Diplomacy/Robert Sacks (DW 8)	1	1
w. Italy			
pw01/09*	Italy, 1500/C. Alexander	-	-
pw02/06*	Machiavelli/(Commercially produced: Avalon Hill)	-	-
pw03/07	City-State/Hartley Patterson	1	2
pw04/08	1499/James Nelson (this is a variant of Machiavelli pw02)	1L	4L
pw05/05	1499:The Italian Wars/David McCrumb	1	2

z. North Sea and Baltic Region (c.f. "s", Scandinavia)

pz01/05	Viking Diplomacy/Jim Ronson	1	2
pz02/05	Viking Diplomacy II/Jim Ronson and Fred Davis	1	2
pz03/06	Viking Diplomacy II-R/Fred Davis	1	1

Q. Europe After 1920

f. 1920-1933

No games currently assigned.

h. World War II and Origins (1934-1945)

qh01/06	Imperialism VII-R (Things to Come II)/Rod Walker	6	1
qh02/10	1934/David Staples	1	2
qh03/05	1938-I/L. Pulsipher (DW 10, same as 1939-I)	1	1
qh04/05	1939-I/L. Pulsipher (CE 5)	1	1
qh05/05	1939-II/L. Pulsipher (CE 5)	1	2
qh06/06	Imperialism VII/Rod Walker	2	6
qh07/05	The Great Patriotic War/Nicky Palmer	-	5L
qh08/05	1939-III/Howard Christie	1	1
qh09/09	1938-III/David Struckman and Fred Davis	1	2
qh10/05	Ark Royal Diplomacy I/Rowland Goodman (includes qp05)	2L	3L
qh11/05	1939-IV/Howard Christie	1	1
qh12/06	World War Two/Chris Edwards (based on "1939")	1	4
qh13/06	World War Two Diplomacy II/Chris Edwards	1L	1L
qh14/05	Lebensraum/R. Egan	1	2

p. Post-World War II (1946-Near Future)

qp01/05	Cold War/Rod Blacksaw	1	2
qp02/08	World War III/Scott Rosenberg	1	2
qp03/15	see gf24		
qp04/09*	Europe 2010/??	-	-
qp05/09	Ark Royal Diplomacy II/Rowland Goodman (included with qh10)	-	-

r. Europe, the far future

qr01/08	Quest for the Runic Chip/Michel Liesnard	1	3
qr02/07*	Re-Discover/Richard Bartle	-	-
qr03/07	Post-Atomic Diplomacy (Europe 2020)/Fred Hemmings (ex "qp05")	-	1
qr04/07	Hawkmoon/Warner Airey	1L	6L

R. Rules Revisions Using the Regular Board

(No or Minor Map Changes)

a. Regular Rules Plus Rules for Other Games

ra01/07	Baseball Diplomacy/Lew Pulsipher (included with rs08)	-	-
ra02/07*	Diplomacy-Clue Variant/F. Davis (modified map of "Clue" board included. Requires ownership of "Clue" rules)	-	-
ra03/07	see rn23/07		
ra04/07	see rb48/07		
ra05/07	see rb49/07		
ra06/07	see rm51/07		
ra07/07	see rn24/0n		
ra08/07	Pass the Pigs Diplomacy/Peter Sullivan	-	1
ra09/07	Poker Diplomacy/Craig Brown	-	1

b. Change to One Basic Component Only

(Minor Revisions-Short Rules), (c.f. Hidden Movement (rd), Economic Games (re), New Types of Units Only (rn))

rb01/07	Active Neutrals/R. Sacks (CE 3)	-	1
rb02/07	Anonymity I and II/Don Miller	-	1
rb03/07	Anonymity III/Lew Pulsipher	-	1
rb04/07	Bizarro Diplomacy (Anonymity IV)/L. Pulsipher	-	1
rb05/07	Bum's Rush/A. Phillips (CE 1)	-	1
rb06/07	Cognac/R. Bart	-	1
rb07/07	Diplomatic Diplomacy/Martin Janta-Polczynski (DW 31)	-	1
rb08/07	DND Diplomacy/Trevor Baillie (DW 14)	-	1
rb09/07	Escalated Diplomacy/D. Alderson (CE 1)	-	1
rb10/07	Fink Variant Rule/Howard Mahler	-	1
rb11/07	Lebling Variant/D. Lebling (CE 3)	-	1
rb12/07	Phoenix/M. Bullock (CE 1)	-	1
rb13/07	Take-Away Diplomacy/D. Alderson (CE 1)	-	1
rb14/07	We've Been Shafted By a Guy Who Cancelled Out on Us/George Wallace	-	1
rb15/07	Diplo Winn (Dafteor)/Norman Nathan	-	1
rb16/07	Bridge Diplomacy/Konrad Baumeister	-	2
rb17/07*	Key's Rule Diplomacy/J. Key	-	-
rb18/07	Cryptodiplomacy I/John McCallum	-	1
rb19/07	Proxy Diplomacy/Mick Bullock	-	1
rb20/07	Succedaneum/Mark Berch (DW 27)	-	2
rb21/07	Second Chance Diplomacy/Don DelGrande	-	1
rb22/07	Army/Fleet Rules Module/F. Davis (CE 11)	-	2
rb23/07	PIG Diplomacy/Martin Janta-Polczynski (DW 29)	-	3
rb24/07*	Slimak's Rule/K. Slimak	-	-
rb25/07	Hidden Strength/Robert Sacks	-	1
rb26/07*	Home Sweet Home/J. Gross	-	-
rb27/07*	Balance of Power/A. Phillips	-	-
rb28/07	Treachery/Martin Janta-Polczynski (DW 31)	-	1
rb29/07	Extremely Anonymous Diplomacy/J. Maiden	-	1
rb30/07	Catastrophe Diplomacy/??	-	1
rb31/07	Telstar Diplomacy/G. Neiger	-	1
rb32/07*	Gunboat Diplomacy/?? (Although nearly everyone knows how to play Gunboat Diplomacy, no one has ever written up the rules.)	-	-
rb33/07	Supply Centers I/Gaeth Simon	-	1
rb34/07	Supply Centers II (Napoleonic Variant)/Gaeth Simon (included with rb33)	-	-
rb35/07	Double Occupance Diplomacy/Jim Williams	-	2
rb36/07*	Alias/W. Ives	-	-
rb37/07	Tugboat Diplomacy (a modified Gunboat Diplomacy)/Ed Menders (DW 35)	-	1
rb38/07	Red Cross Diplomacy/Malcolm Smith	-	1
rb39/07	34, 35, 36.../Teun Spaans	-	2
rb40/07	Qharmah (Karma)/Martin Janta-Polczynski	-	1
rb41/07	Fleet Rome/R. Sharp (order with CE 7)	-	-
rb42/07	Telepath Diplomacy/Steve Doubleday and Ricahrd Walkerdine	-	1
rb43/07	One-Season Diplomacy/Dave Thorby	-	1
rb44/0n	Off-Board Box Rules Module/Fred Davis (CE 11)	-	1
rb45/23	Wild Bill Donovan Variant/Larry Peery	-	1
rb46/07	Fellow Traveller/Steve Doubleday	-	2

rb47/07	Ambiguite II/Martin Janta-Polczynski	-	2
rb48/07	Pacifist Diplomacy/Nicky Palmer (includes rs14) (ex "ra04")	-	1
rb49/07	Plague (II)/Adam Gruen (ex "ra05")	-	1
rb50/07	Chained Lightning/Steve Doubleday	-	1
rb51/07	Legalese Diplomacy/Peter McDonald and Andrew England	-	2
rb52/07	Completely Insane Diplomacy/Mick Haytack	-	1
rb53/07	Minefield Diplomacy II/Mark Nelson and Geroge Beccaloni	-	1
rb54/07	Future Tense Diplomacy/Richard Young	-	1
rb55/07	Superpower Diplomacy/Alex Richardson	-	2
rb56/07	Wizard's Diplomacy/Ian Whitchurch	-	1
rb57/07	Sorcerous Diplomacy/G. Mills	-	2
rb58/07	British Gunboat/Martin Hansen	-	2
rb59/07	Gunboat II/F. Davis	-	1
rb60/07	Slightly Democratic Diplomacy/Guy Thomas	-	1
rb61/07	Corner Diplomacy/Eric Brosius	-	1
rb62/07	Get Them Dots Now!/Lee Kendter, Jr.	-	1
rb63/07	Propaganda Diplomacy/Michael Hopcroft	-	1
rb64/07	Bid Diplomacy/??	-	1
rb65/07	Mind Reader/Eric Brosius	-	1
rb66/07	MacArthur Diplomacy/Eric Brosius	-	1
rb67/07	Sue for peace Diplomacy/Andrew England	-	1
rb68/07	Eurotunnel Diplomacy/Andrew Poole	-	1
rb69/07	Friendship Diplomacy/Glenn Overby	-	1
rb70/07	Social Security Diplomacy/Eric Brosius	-	1
rb71/07	Pet Store Diplomacy/Jeff Suchard	-	1
rb72/07	Plague Ship Diplomacy/Jeff Suchard	-	1
c. Players Change Rules During Game			
rc01/07	Hague Night Court/Mike Dominskyj	-	2
rc02/07	Somewhat Demiurgic Diplomacy/Nick Kinzett	-	2L
rc03/07	Erratic Diplomacy II/Rod Chamberlin	-	1
rc04/07	Deviant Diplomacy/Ignatz Lew (ex "rs32")	-	1
rc05/07	Shifting Diplomacy/??	-	1
rc06/07	People's Diplomacy/Glenn Overby	2	2
d. Hidden Movement			
rd01/07	Kriegspiel Diplomacy I/Buddy Tretick	-	2
rd02/07	Diplomyopia/Colin Hemming	-	2
rd03/07	Kriegspiel Diplomacy II/Buddy Tretick (includes rd04)	-	9
rd04/07	Kriegspiel Diplomacy III/Buddy Tretick (included with rd03)	-	-
rd05/07	Deadman Diplomacy/Bob Arnett	-	5
rd06/07	Disorganized Diplomacy/L. Pulsipher	-	1
rd07/07	Kriegsplomacy (Kriegspiel Diplomacy IV)/Allen Wells and Don Woods	-	5
rd08/07	Blind Diplomacy/Lee Kendter, Sr.	-	1
rd09/07	Universal Stab/Andy Evans and Steve Agar	-	2
rd10/07	Stab I/Andy Evans	-	1
rd11/07	Ultra-Stab/Malcolm Brown and Paul Pebble (also need rd10)	-	1
rd12/07	Stab III/Andy Evans and Steve Agar	-	1
rd13/07	Delayed Stab/Tom Swider	-	1
rd14/07	Blind Deadman/Robert J. Smith	-	1
rd15/07	Infiltration/Elmer Hinton	-	2
rd16/07	Spy Diplomacy/Jim Burgess	-	2

rd17/07	Time Lords/Steve Doubleday	-	1
rd18/07	Blind Diplomacy - 1801/Doug Brown	-	3
rd19/07	Sublomacy/Steve Doubleday	-	3
rd20/07	Limited Intelligence/Ian Whitchurch	-	1
rd21/07	Seeing is Believing/Eric Brosius	-	1
rd22/07	Fog of War/Phil Reynolds	-	1
rd23/07	MegaStab/Glenn Overby	-	1
rd24/07	Blind Diplomacy II/Eric Klien	-	1
e. Economic Games			
(c.f. cc08 and subcategory "ge")			
re01/07	Economic Diplomacy I/Jerry Pournelle	-	3
re02/07	Economic Diplomacy II/Jerry Pournelle and Don Miller	-	5
re03/07	Economic Diplomacy IV/Fred Davis (DW 9)	1	5
re04/07*	Economic Diplomacy III/R. Shagrin	-	-
re05/07*	Super-economic Diplomacy (Dollar Diplomacy)/F. Mulhauser	-	-
re06/07	Diplomacy with Escalating Technology/Der Garvey (also need re03, Economic Diplomacy IV)	-	2
re07/07	Mini-ec/Geoff Challinger	-	4
re08/07	Dipconomy/Daryl Kibble	-	3L
re09/07	Plutonomy/Tom Swider	-	2
re10/07	Scrutiny and Honesty/Teun Spaans	-	3
re11/21-33*	DiProduction/E. Hinton	-	-
re12/07	Patterson's Diplomacy/Mike Mills	-	22
re13/07	Econopolicy/M. Dominskyj	-	3
re14/07	Mercenary Diplomacy II/Patrick McHale	-	1L
re15/07	1901-Shareholders/Eric Brosious	-	2
re16/07	Investment Diplomacy/Larry Cronin	-	2
re17/07	Perestroika Diplomacy/Larry Cronin	-	2
f. Fewer Players: Per the rule book			
rf01/05*	5-Man Game (in 1961 rule book)/Allan Callahmer (includes rf04)	-	1
rf02/06*	6-Man Game (in 1961 rule book)/Allan Callahmer	-	-
rf03/05*	Napoleonic Diplomacy (I) (5-Man Game, 1966 rule book)/Allan Callahmer	-	-
rf04/05	5-Man Game (II)/Fred Davis (included with rf01)	-	-
g. Special Powers/Characteristics			
rg01/07	Vain Rats II (?)/Richard Sharp	-	2
rg02/07	Vacation Diplomacy I/Dan Kuszynski and Al Rodriguez	-	2
rg03/07	Unplayable Card Diplomacy/Stephen Agar	-	2
rg04/07	Vacation Diplomacy III/Dan Kuszynski and Fred Davis	1	9
rg05/07	Vain Rats I/Richard Sharp	-	1
rg06/07	Character Diplomacy/Fred Davis	-	9
rg07/07	Vain Rats III (XI?)/Richard Downes	-	1
rg08/07	Vain Rats IV/Richard Sharp and Guy Thomas	-	1
rg09/07	Definitive Vain Rats, a compilation of the many Vain Rats rules/Mark Nelson (draft copy)	-	12
rg10/07	Vacation Diplomacy IV/Fred Davis	1	10
rg11/07	Vain Star/Andy Bate	-	2
rg12/07	Cosmic Diplomacy II (no relation to Cosmic Diplomacy, sg06)/Russ Rusnak	-	2
rg13/07	Questionable Character Diplomacy/Lee Kendter, Jr.	-	1
h. Home Centers Assigned at Random; Large Number of Players			
rh01/34	Anarchy I/Don Miller (ex "rs01")	-	1

rh02/17	Anarchy II/Don Miller (ex "rs17")	-	1
rh03/07	Anarchy IV/Lew Pulsipher (ex "rs02")	-	1
rh04/02-11	Anarchy V/Lew Pulsipher (ex "rs03") (includes rh05)	-	1
rh05/02-34	Anarchy VI/Lew Pulsipher (ex "rs04"; (included with rh04)	-	-
rh06/34	Chaos II/Michel Feron (ex "rs28")	-	1
rh07/15	Megalomania/George Wallace and Randolph Bart (ex "rs09")	-	1
rh08/34	Diplodocus I/Paul Meerts (ex "rs36")	-	1
rh09/17-34*	Diplodocus II/Nick Kinzett (ex "rs40")	-	-
rh10/07-34	Anarchy VII/Jeremy Tullett (ex "rs39")	-	1
k. Earlier and Pirated Versions			
rk01/07*	1961/1966 rule book/A.Callahmer		
rk02/07	1914 (Brazilian Variant) (In Portuguese)/Sold in Brazil by Grow Productos (Pirated) (plus seven page English translation)	-	8L
m. Major Revisions (Medium-complexity Rules)			
rm01/07	Anonymous Diplomacy/John Lovibund	-	1
rm02/08	Bolshevik I/Hartley Patterson	-	1
rm03/07	Coast-Running Variant/Eric Verheiden	-	2
rm04/07	Foe-Nazu/Randolph Bart	-	1
rm05/08-20	Grand Fenwick's Revenge Diplomacy/Stephen Tihor	-	2
rm06/11-21	Intrigue/Steve Doubleday	-	1
rm07/07	Militarism III /Lew Pulsipher	-	1
rm08/07	Nuclear Diplomacy II ("I")/Jad Dittmar (DW 19)	-	2
rm09/07	Shadow Diplomacy/Nick Shears	-	1
rm10/07	Treaty Diplomacy/R. Walker (DW 10)	-	1
rm11/07	Twin Earths Diplomacy III/Lew Pulsipher (combined with rb04), (DW 14)	-	1
rm12/07	Variants of the Ghods/Lew Pulsipher (DW 5)	-	2
rm13/21	Third Man Diplomacy/Buddy Tretick	-	1
rm14/07	Blitzkrieg Diplomacy I/Buddy Tretick	-	2
rm15/07	Realistic Variants/L. Pulsipher (in CE 5)	-	-
rm16/07	Halocaust Diplomacy("I")/Laurence Gillespie (also needs 1973 rules for something called "Halocaust")	-	3
rm17/10	Ten-Man Diplomacy(I)/Keith Black	-	1
rm18/07	Stabber's Diplomacy/Konrad Baumeister	-	1
rm19/35*	Simulation Diplomacy I/R. Shagrin	-	-
rm20/07	see rg01		
rm21/10	Ten-Man Diplomacy II/Glenn Overby (includes rm22)	-	2
rm22/05	Woolworth Diplomacy (I)/Glenn Overby (included with rm21)	-	-
rm23/07	The Lords of Law and Chaos/Lew Pulsipher	-	3
rm24/07	see rg02		
rm25/07	SER Optionals/Scott Rich	-	1
rm26/07-17	Revolution/Steve Agar	-	1
rm27/07	City/Country Diplomacy/Martin Janta-Polczynski	-	2
rm28/08	There Are Aliens Among Us/Paul Willey	-	2
rm29/07	Great Neck Variant/Ken Halpern	-	2
rm30/07	Militarism IV/Lew Pulsipher (DW 28)	-	2
rm31/07	Fluid Diplomacy II/Robert Sacks	-	1
rm32/07	see rg03		
rm33/07	Stratics/Steve Doubleday	-	1
rm34/07	Plutocracy/Pete Sealy	-	1
rm35/07	Transmat/Paul Willey	-	1

rm36/07	Terrorism I (c.f. Terrorism II, m10)/Will Haven	-	2
rm37/07	see us04		
rm38/07	Multi-Diplomacy/Matt Quarterman	-	1
rm39/07	see rg04		
rm40/07	Utterly Ruthless Diplomacy/Derwood Bowen	-	2
rm41/07	Dipshomashy (Pubcrawling Diplomacy)/Richard Sharp	-	2
rm42/07	see rg12		
rm43/02-04	Envoy/Pete Calcraft and Andy Poole	-	3
rm44/14	Political Terrorism/Scott Cameron	-	3
rm45/07	Steal Away Home/Fred Davis	-	3
rm46/08	Martian Diplomacy/?? <i>Jonathan Lingard</i>	-	2
rm47/07	see rg05		
rm48/07	Blitzkrieg Diplomacy II/John Norris	-	2
rm49/07	see rg06		
rm50/07	Imperial Diplomacy/Pete Calcraft and Andy Poole	-	4
rm51/07	Diplobucks/Tom Cooper (ex "ra06")	-	2
rm52/07	Apocalypse 1900/David Russell	-	1
rm53/07	GITDip/ Andy Bate, Guy Thomas, Dave Richards and Eddy Richards	-	1
rm54/07	Dune Diplomacy/Calvin Dytham and John Hickman (not related to Dune fantasy games. Uses regular board)	-	2
rm55/07	see rc02		
rm56/07	see rg07		
rm57/07	Dynastic Diplomacy IV/Steve Doubleday and Mike Woodhouse	-	2
rm58/07	see rg08		
rm59/07	Astrological Diplomacy/Gordan Rycroft	-	2L
rm60/10	Ten-Player Diplomacy/??	-	1
rm61/07	see rg09		
rm62/08	Serbs and Suspects/Thomas Kane (DW 52)	-	2
rm63/07	Diplomatic Encounters/Rick Dorsey and Steve Spriggs (DW52)	-	4L
rm64/21	Cabinet Diplomacy/Steve Doubleday	-	2
rm65/07-13	Insurrection/Glenn Overby	-	4
rm66/07	see rg10		
rm67/07	see rg11		
rm68/07	Literomacy/Michael Gibson	-	1
rm69/07	Algorithmic Diplomacy/Glenn Overby	-	2
n. New Type(s) of Unit(s) Only			
rn01/07	Air-Sea Diplomacy (Breakthrough Diplomacy II)/Buddy Tretick	-	9
rn02/07	Dreadnought Diplomacy/David Burkett	-	1
rn03/07	Hard Choice Dippy/Don Efron	-	1
rn04/07	MicroDiplomacy/Don Miller	-	2
rn05/07	Multiplicity (I)/Richard Walkerdine	-	6
rn06/07	Growth/Keith Black	-	1
rn07/07	Multiplicity II/Keith Black	-	5
rn08/07	Air Diplomacy II/Martin Janta-Polczynski (DW 31)	-	2
rn09/07	Palantirri [sic]/Len Lakofka	-	2
rn10/07	Terrorism (II)/Jerry Lucas	-	2
rn11/07	Bio-War/Glenn Overby	-	1
rn12/07	M.A.D. Diplomacy/Graham Tunnicliffe	-	1
rn13/07	Nuclear Diplomacy (I)/Jeremy Maiden	-	1
rn14/07	Heisenberg Diplomacy/Jeremy Maiden	-	1

rn15/07	Guerilla Warfare/Andy Tringham	-	1
rn16/07	Blowup/Nelson Millar and Ron Brown	-	1
rn17/07	Dirigible Diplomacy/Lew Pulsipher	-	1
rn18/07	Espionage II/Ian Shearer	-	1
rn19/07	Air Diplomacy I/Martin Janta-Polczynski	-	2
rn20/07	M.A.D. Diplomacy II/John Norris	-	2
rn21/07	Marine Diplomacy/Andy Poole	-	1
rn22/07	Espionage III /Richard Sharp	-	1
rn23/07	Gigaton Bomb Variant/Leonard Miyata (ex "ra03")	-	2
rn24/0n	Leadership Rules Module/Lew Pulsipher and Fred Davis (ex "ra07") (CE 11)	-	3
rn25/07	Nuclear Diplomacy III /Mark Nelson and Dave Cowie	-	1
rn26/07	Covert Diplomacy/Tom Dousette	-	3
rn27/07	Elitist/Bryan Betts	-	1
rn28/0n	Tunnels and Troggs/Eric Willis	-	2
rn29/07	Nuclear Diplomacy IV/Mark Nelson, John Norris, and Paul Wiley	-	2
rn30/07	Nuclear Diplomacy V (2000)/Cal White (based on N.D. IV)	-	2
rn31/07	Air War 1917/Steve Doubleday	-	1
p. Essays/Compilations On/Of Simple Variants (c.f. rm15/07)			
rp01/0n	Simple Diplomacy Variants/Lew Pulsipher	-	3
rp02/07	Compilation of Simple Variants/L. Pulsipher (in CE 5)	-	3
r. Random and Chaotic Alterations of the Map			
rr01/07	Black Hole Diplomacy/Randolph Bart (includes rr09)	-	2
rr02/07	Dilatory Diplomacy/Scott Rosenberg (includes rr03)	-	1
rr03/07	Diluvian Diplomacy/Matthew Diller (included with rr02)	-	-
rr04/07	Fourth Dimension/Peter Swanson and Graham Jeffrey	-	1
rr05/21	Irish Diplomacy I/Colin Walsh	-	1L
rr06/07	Near Utter Chaos/Scott Rosenberg et. al.	-	1
rr07/07	Schizodip II/Mick Bullock	-	2
rr08/07	Utter Chaos/Scott Rosenberg, Greg Costikyan, Ray Heuer	-	1
rr09/07	Black Hole Diplomacy II (Nelson-Drews Black Hole)/Rob Nelson and Harry Drews (included with rr01)	-	-
rr10/07*	Black Hole Diplomacy III/??	-	-
rr11/07	Dudness/Scott Rosenberg and Greg Costikyan	-	-
rr12/07	Blob Diplomacy/D. Barlow	-	-
rr13/07	Migrating Supply Center/?L. Pulsipher?	-	-
rr14/07	Schizodip I/M. Bullock	-	-
rr15/07	Squash/B. Grossman	-	-
rr16/07	Black Plague Diplomacy/Glenn Overby	-	1
rr17/07	Seismic Diplomacy/Pierre Lavaurs (includes rr21)	-	3
rr18/07	Glacial Diplomacy/Graham Staplehurst	-	1
rr19/07	Almost Near Utter Chaos/Elmer Hinton	1	2
rr20/07	Irish Diplomacy II/Mark Nelson	-	1
rr21/02	Intimate Seismic Diplomacy/Matt Quartemain (included with rr17)	-	-
rr22/07	Musical Diplomacy/John Galt	-	1
s. Major Revisions With Short Rules			
rs01/34	see rh01		
rs02/07	see rh03		
rs03/02-11	see rh04		
rs04/02-34	see rh05		
rs05/07	Chaos I/D. Miller (CE 2)	-	-

rs06/07	Confewshun/D. Staples (CE 2)	-	-
rs07/07	Deviants/Johnathan Hall	-	1
rs08/07	Fluid Diplomacy I/Peter Aronson (includes ra01)	-	1
rs09/15	see rh07		
rs10/05	Mercenary (I)/Colin Bennett	-	1
rs11/07	Random Diplomacy/Colin Bennett	-	1
rs12/07	Random Paralysis Diplomacy/D. Kadlecek (CE 2)	-	-
rs13/07	Red Herring Diplomacy/D. Alderson (CE 1)	-	-
rs14/07*	Shadow World/N. Palmer	-	-
rs15/11	Tri-State Variant/Rick Brooks	-	1
rs16/07	Twin-Earths Diplomacy I/Don Miller	-	1
rs17/17	see rh02		
rs18/07	The Transatlantic Variant/Ron Melton	-	1
rs19/35	Democratic Diplomacy/Tim Sharrock	-	1
rs20/07	Flexible Build Diplomacy/Allen Wells	-	1
rs21/08	Bolshevik II/Patterson and Martin Janta-Polczynski (includes rs22)	-	1
rs22/08	Bolshevik III/Patterson and Martin Janta-Polczynski (included with rs21)	-	-
rs23/07	Erratic Diplomacy/M.J. Polczynski (DW 31)	-	1
rs24/07	Sequential Diplomacy/Nicholas Hoyle	-	1
rs25/07	Diplomacy and Dominoes/David Bolton et. al.	-	1
rs26/07	Cartel Diplomacy/Brown and Loveys (included with re06)	-	-
rs27/07*	Pudge Don't Budge/J. Caruso	-	-
rs28/34	see rh06		
rs29/07	Karma League/Jeremy Maiden	-	1
rs30/07*	Python Diplomacy/D. DelGrande	-	-
rs31/07	Modern Diplomacy/William Stapel	-	1
rs32/07	see rc04		
rs33/07	Mixed Breed/Mark Coldiron	-	1
rs34/07	Scavenger Hunt Diplomacy/Mark Lew	-	1
rs35/07	Winter 1900 (similar to Flexible Build Diplomacy, rs20)/John Norris	-	2
rs36/34	see rh08		
rs37/07	Aufmarschplan [similar to Winter 1900 (rs35) and Fluid Diplomacy I (rs08); both in English and German]/Ulrich Blennemann	-	1
rs38/07	Aufrüstung/Ulrich Blennemann (rules in both English and German; c.f. Aufmarschplan, above)	-	1
rs39/07-34	see rh10		
rs40/17-34	see rh09		
rs41/07	Antithesis/Steve Doubleday	-	1
rs42/07	Suicidal Diplomacy/Michael Hopcroft	-	1
rs43/07	Scorched Earth and Springtime/Patrick Connaughton	-	1
rs44/06	Classix/Martin Janta-Polczynski	-	1
rs45/07	Democratic Diplomacy II/B. Brown	-	1
t. Team Games (see also ct01)			
rt01/06	3x3 Team Game, Italy Omitted/Don Miller (includes rt02)	-	1
rt02/06	3x3 Team Game, Turkey Omitted/D. Miller (included with rt01)	-	-
rt03/07*	3x3 Team Game with Wild Card Player I/Don Miller	-	-
rt04/07	3x3 Team Game with Wild Card Player II (uses board for 9-Man Diplomacy I (cn02)/Don Miller	1	2
rt05/07*	3x3 Team Game with Wild Card Player IV/D. Miller	-	-
rt06/0n	Vote (Elective Diplomacy II)/Steve Doubleday	-	1

rt07/0n	Elective Diplomacy I/Steve Doubleday	-	1
rt08/06	Killtest, 3 x 3 Team game (Austria omitted)/Andy Mansfield	-	1L
rt09/06	Bud Bop/Tom Swider	-	1
u. Players Remake Map or Map Alters Progressively			
ru01/07	Geophysical Diplomacy II/Jeremy Maiden, revised by Keith Black	-	2
ru02/07	Deluge/Tim Sharrock	-	5
ru03/07	Geophysical Diplomacy I/Jeremy Maiden	-	2
ru04/07	Geophysical Diplomacy III (not related to Geophysical Diplomacy I)/ Nick Kinzett	-	2L
ru05/07	Impassable Diplomacy/Lee Kendter, Jr.	-	1
ru06/07	Into the Void/Andy Bate	-	2L
v. Major Revisions With Complex Rules			
rv01/07-21	Complot/Evans Jones	-	15
rv02/07	Espionage I/Richard Sharp	-	3L
rv03/07	Hyperspace Diplomacy II/Don Miller	-	7
rv04/07	Mad Diplomacy/Jon Lovibond	-	2L
rv05/07	Militarism I/Lew Pulsipher	-	2
rv06/07	Para-Time ("I")/Don Miller	-	4
rv07/07	Sword and Sorcery/Scott Rich (DW 9)	-	3
rv08/17	Anarchy III/D. Miller	-	6
rv09/0n	Grand Tournament Diplomacy/Drew McGee	-	5
rv10/07	Naval Diplomacy (Bloody Diplomacy)/Konrad Baumeister	-	3
rv11/07	Cryptodiplomacy II/Glenn Overby	-	3L
rv12/07	see re12		
rv13/07	Deadly Dirty Diplomacy/M. Lind	-	2
rv14/14	3-D'plomacy/Stephen Lee	-	4
rv15/07	Politicon/Paul Meerts and Willem Schoppen	-	3
rv16/07	Diplomacy II/Riley Geary	-	7
rv17/05	1914 Diplomacy/Lew Pulsipher (The General, March 1980 issue. 6L pg German trans. also available)	-	3
w. Alternate Past or Future			
rw01/02-n	Colonization/L. Pulsipher (in CE 5)	-	1
rw02/07	Holy Roman Empire/Lew Pulsipher (in CE 5)	-	2
rw03/02-n	The Aliens/L. Pulsipher (DW 34)	-	2
rw04/02-12	Return to the Old World/Glenn Overby	-	3
x. Two Players Only			
(Properly speaking, no game involving fewer than three players can really be called a Diplomacy 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	Ghastly Ghastly Diplomacy/George Wallace (included with rx04)	-	-
rx02/02	Intimate Diplomacy I/Steve Wyatt	-	3
rx03/02	Intimate Diplomacy I-A/Adrien Baird, Steve Doubleday, Steve Wyatt	-	2
rx04/02	Novice Variant/Rick Brooks (includes rx01)	-	1
rx05/02	Two-Player Diplomacy/L. Pulsipher (in CE 5)	-	1
rx06/02*	Two-Man Diplomacy/H. Naus	-	-
rx07/02	World War I Diplomacy/John Boardman	-	1
rx08/02*	Two-Man Diplomacy II/L. Peery	-	-
rx09/02*	Two-Man Diplomacy III (FRT v. EGI)/B. Lindsay	-	-
rx10/02	Foreknowledge Diplomacy/Steve Agar	-	1

rx11/02	Envoy II (see Envoy I, rm30, for versions for three and four players)/Peter Calcraft and Andy Poole	-	2L
rx12/02	Intimate Stab/Matt Quartemain	-	2
rx13/02	Two-Man Blind Diplomacy/Lee Kendter, Sr	-	1
rx14/02	Intimate Stab II/Michael Heaton	-	1
rx15/02	Downfall of Your Sanity/Stephen Jilks	-	1
rx16/02	1914-II/Richard Egan (includes rx17; not related to original "1914" game rk02)	-	2L
rx17/02	The Great War/Richard Egan (publisher) (included with rx16; Tournament Rules)	-	-
rx18/02	1914 (ACM)/Gordon McDonald	-	1
rx19/02	Autarchy/Steven Jilks	-	2
rx20/02	World War One (b)/Author ?. Cy by M. Lewis (needs rx07)	-	1
rx21/02	1914-III/Stephen Jilks (needs rx16)	-	1L
rx22/02	The Great War II/??	-	1
rx23/02	One-on-One Diplomacy/Glenn Overby	-	2
rx24/02	Duel!/Glenn Overby	-	2
rx25/05	Code Duello/Glenn Overby	-	1

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/Lew Pulsipher (DW 26)	-	4
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z. Three Players Only (c.f. "uu03")

rz01/03	Three-Player Diplomacy/L. Pulsipher (in CE 5)	-	1
rz02/03	Three-Handed Diplomacy/Edi Birsan	-	1
rz03/03	Catspaw Diplomacy/Ron Melton, Mike Ritter, and Kevin Rowland	-	1
rz04/03+	Two-Plus Diplomacy/Pete Calcraft (any number can play)	-	1
rz05/02-3	Escalation Diplomacy/Greg Costikyan	-	1
rz06/03	Triplomacy/Glenn Overby	-	1

S. Science Fiction and Space

a. Based on the Foundation Novels by Isaac Asimov

sa01/03-07	Foundation Game I/Fritz Mulhouser	4	8
sa02/02-06	Tactical Foundation Games I/II (Foundation Games II/III)/R. Brooks	2	4

b. Based on the Spindizzy Novels by James Blish

sb01/03-07	Cities in Flight I/Thomas Galloway	1	2
sb02/0n	Cities in Flight III/??	1	2

g. Planets, Stars, and/or Galaxies

sg01/05-07	Between Galaxies II/Lew Pulsipher (DW 6)	2	1
sg02/05	Interplanetary Warfare/Glenn Reed	2	3
sg03/05	Interstellar Diplomacy III/Lew Pulsipher	1	4
sg04/02-09	Between Galaxies I/L. Pulsipher (CE 4)	1	2
sg05/02-12	The Star Kings/L. Pulsipher (CE 4)	1	2
sg06/07	Cosmic Diplomacy I/Larry Dunning	1L	4L
sg07/06	Interstellar Conquest/Larry Rainbow <i>Ubinow</i>	2	1
sg08/05	Apposition/Paul Willey	1L	1L
sg09/05	Ecliptic/Paul Willer	4L	4L
sg10/05	Galactic Empire II/Dan Wilson	1	5

sg11/0n	Interstellar Diplomacy I/Lew Pulsipher (includes sg12)	1	4
sg12/0n	Interstellar Diplomacy II/Lew Pulsipher (included with sg11)	-	-
sg13/05*	Interstellar Diplomacy IV/R. Prevot	-	-
sg14/06	Galactic Diplomacy/Len Lakofka	16	13
sg15/07	Sun's Neighborhood Diplomacy/Fred Davis	4	8
sg16/07	Cosmic Cluster/Glenn Overby	1	3

T. Tolkien-Based Games

a. Angmar Period (Third Age)

ta01/06	Middle-Earth Diplomacy IV/Banks Mebane	1	1
ta02/07	Middle-Earth Diplomacy V/Lew Pulsipher	1	1
ta03/05	Middle-Earth Diplomacy VII/Lew Pulsipher	1	1
ta04/08	Middle-Earth Diplomacy VIII/Lew Pulsipher (plus one-page conference map)	4	1
ta05/07	Middle-Earth Diplomacy V-R/L. Pulsipher (CE 4)	-	-
ta06/05	Middle Earth Diplomacy IX/Mark Neslon (includes ta07)	2L	3
ta07/05	Middle Earth Diplomacy X/Mark Neslon (included ta06)	-	-

f. First Age

tf01/10	Beleriand/Steve Doubleday	1	3
tf02/08	War of the Great Jewels/Lew Pulsipher (DW 33)	1	3
tf03/08	War of the Great Jewels II/Lew Pulsipher and John Cain	1	3

m. Multiple Scenarios

tm01/02-07	War of the Ring/Lew Pulsipher (DW 11)	2	2
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s. Super-Sauron (Third Age)

ts01/08	Downfall of the Lord of the Rings I/Hartley Patterson (four-sheet map also available)	1	3
ts02/06	Lord of the Rings Diplomacy I/Jeff Key	1	4
ts03/06	Mordor v. the World I/Dan Alderson	1	5
ts04/05	Mordor v. the World II/Dan Alderson and Don Miller	1	3
ts05/05	Mordor v. the World IV/Don Miller (includes ts09)	1	8
ts06/06	Third Age I/Brain Libby	1	4
ts07/06	Third Age II/Duncan Morris	2	5
ts08/05*	Mordor v. the World III/Alderson and Miller	-	-
ts09/05	Mordor v. the World IV 1/2/D. Miller (included with ts05)	-	-
ts10/06*	The Great Years/Kedge Neuman	-	-
ts11/09	Downfall...Rings II (Ring Simulation)/Robert Sacks	2	5
ts12/06*	Lord of the Rings Diplomacy II/J. Key	-	-
ts13/07	Downfall...Rings III/Hartley Patterson (includes ts14)	1	6
ts14/08	Downfall...Rings IV/Hartley Patterson and Byran Betts (included with ts13)	-	-
ts15/07	Downfall...Rings V/Hartley Patterson, et. al. (John Wilman's version)	1	2
ts16/07	Downfall...Rings VI/Patterson, et. al. (Tom Swider's version)	1	3
ts17/07-11*	Dark Tower III (booklet for sale by designer; basic game is for eight players)/Steve Doubleday	-	-
ts18/06	Third Age III/Richard Sharp	2	4
ts19/08	Downfall...Rings VII ("Definitive")/Patterson et. al.; John Norris and Glover Rogerson version	1	6
ts20/08	Downfall...Rings VIII/Patterson et. al.; Richard Egan and Martin Lewis version	1L	9L
ts21/07	Downfall...Rings IX ("Downfall III Revised"; requires Downfall III)/Martin Lewis and Richard Egan	1L	2L

ts22/08	Downfall...Rings X/Richard Egan, Martin Lewis, and John Cudmore et. al.	1L	8L
ts23/06	Third Age IIIb/Mark Nelson	1	2
ts24/08	Downfall...Rings: Coolbop Variant/Mark Nelson and Iain Bowen (Based on Downfall VII)	1	4
ts25/07*	Dark Tower IV/Steve Doubleday (Supplement to Dark Tower III, ts17, q.v.)	-	-
ts26/08	Downfall...Rings: Coolbop Variant (revised)/Mark Nelson, Iain Bown and John Cain	1L	4L
ts27/07	Hardbop Downfall/James and Mark Nelson	8	1
w. War of the Ring, Without Super-Sauron (Third Age)			
tw01/05	Middle-Earth Diplomacy II/Don Miller (CE 4)	1	1
tw02/05	Middle-Earth Diplomacy I/James Wright	1	1

U. Abstract and Hypothetical Scenarios

a. Alternate World Settings

ua01/07	Global Variant/Lew Pulsipher	1L	1
ua02/02-11	Timesteps/L. Pulsipher (CE 4)	2	3

b. Stock/Currency Market With Regular Games

ub01/0n	see us02
ub02/0n	Not a Diplomacy variant
ub03/0n	Not a Diplomacy variant
ub04/0n	Not a Diplomacy variant
ub05/0n	Not a Diplomacy variant
ub06/0n	Not a Diplomacy variant
ub07/0n	see us03

c. Map Constructed Before Game

uc01/07	Ptolemaic Diplomacy/Peter Berlin	-	1
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d. Map Constructed During Game

ud01/0n	Quantum Space/T. McCloud	-	1
ud02/07	Fiat Lux/Greg Costikyan	-	2
ud03/07	The Sundered Worlds/Steve Doubleday	-	1
ud04/0n	Quantum Space:3001/Glenn Overby	-	3

e. Map Discovered During Game

ue01/04	1492/Edwin Godfrey	1	3
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g. Geometrical (Perfectly Balanced) Board

ug01/08	Barebones, Jeffersonian Diplomacy/Howard Mahler	1	1
ug02/06	Logical Diplomacy I/Allan Ovens	1	1
ug03/05	Logical Diplomacy II/Lew Pulsipher	1	1
ug04/02-08	Lunatic Diplomacy I/Thomas Galloway (DW 2)	-	1
ug05/07	"Pink" Diplomacy/David Pink	1L	2L
ug06/05	Space Station Ultra/Lee Kendter, Sr.	1	1
ug07/02-08	Lunatic Diplomacy II/Thomas Galloway (CE 4)	1	1
ug08/07	Purest Diplomacy/Roland Prevot	-	1
ug09/04*	Space War/D. Alderson	-	-
ug10/06	Lunatic Diplomacy III/Thomas Galloway	1	2
ug11/07	Slaughter Diplomacy/Fred Davis	1	1
ug12/05	Five Italies (Kathy Byrne Variant)/Mike Lee	1	1
ug13/03	Existential Diplomacy/Marc Hurwitz	-	1
ug14/08	Total Balance II/Steve Agar and Andrew Poole	-	1
ug15/08	Masters of the Vortex/Richard Egan, Andy Bate, Thomas Galloway	-	1

h. Hybrid Games

uh01/02	Diplochess/Edi Birsan and Fred Davis	-	2
uh02/04	Dip-Tac-Toe/Fred Davis	-	1
uh03/03	Diplomatic Chess/Mark Larzelere	-	2

m. Board is a Maze

um01/0n	Algernon Diplomacy /Thomas Galloway	1	2
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n. No Board At All

un01/0n*	Lizard/K. St. Andre	-	-
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r. Hypothetical Board with Random and Chaotic Changes

ur01/02-9	Geo-Shift Diplomacy/Peter Aronsen and Lew Pulsipher	1	1
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s. Stock/Currency controls/influences

us01/11-14	Hyperbourse/Tom Swider	-	3
us02/0n	Capitalist Diplomacy/Dave Tant(?)	-	1
us03/0n	Superbourse/Richard Sharp	-	1
us04/07	Stock Diplomacy/Craig Nye and Steve Doubleday	-	2

u. Hypothetical Geographic Area

uu01/05	Ancient Empires I/John Boyer	1	1
uu02/07	Antigone Isles/Doug Hayward	2	1
uu03/03	Cat Diplomacy/Ernie Melchior (DW 3)	1	2
uu04/07	Colonial Variant/Glenn Reed and Peter Berggren	1	2
uu05/10	Empire I/W. Johnson	2	5
uu06/06	Mythomacy II/Don Miller	1	1
uu07/0n	Slobbovia II/Robert Blau	3	6
uu08/03-75	Amoeba/Ken St. Andre and Jimmy Walker	2	1
uu09/08	Sea Diplomacy/W. Johnson	2	3
uu10/09	Empire II/Johnson and St. Andre (need uu05)	4	1
uu11/0n	Carthage/Hartley Patterson	4L	4L
uu12/07	Heptaspherical Diplomacy/John Dodds and Angus Walker	-	1L
uu13/0n	Cannibalism I/Jeremy Maiden	1	1
uu14/06	Mobtown II/Steve Agar and Nick Morris	1	1L
uu15/05-07	Not a Diplomacy variant.		
uu16/08	SAGA-R/Steve Agar and Andrew Poole	1	1
uu17/06	Archipelago I/Joe Chambers and Jon Miller	1L	1
uu18/06	Archipelago II/Martin Draper	1L	3L

V. Put-On, Jokes, and Satires

b. Board is a Put-On

vb01/05	Bharph Diplomacy/W. Johnson	1	1
vb02/02	Circle Variant/Michel Weidmark	-	1
vb03/0n	Mountain/John Lipscomb	-	1
vb04/07	Inside Out Diplomacy/Bruce Linsey (map reversal)	1	1
vb05/03	Perpetual Diplomacy/B. Haemer (order with ug13)	-	1
vb06/02	Pointless Diplomacy/Steve Jilks	-	1
vb07/07	Minimalist Diplomacy/Phil Reynolds	-	1
vb08/07	Basic Diplomacy/Lee Kendter, Jr	-	1

c. Social Satire

vc01/05	Diplomafia/Evan Jones (includes vj02)	1	3*
vc02/06	The Executioner Diplomacy/Michael Stackpole	1	2
vc03/08	Abortion Diplomacy/Glenn Overby	-	3

g. Gambling, Actual Funds

vg01/07 Dollar Diplomacy II/Greg Costikyan (included with rz05) - -

h. Hobby Put-On

vh01/07 Dudland/G. Costikyan 2 2

vh02/25 Gemignani/John Leeder - 2

vh03/07 Runestone Poll Diplomacy/Tom Swider (as gleaned from pages of Comrades in Arms) - 2

vh04/07 Imperialism XVI/Glenn Overby - 3

j. Rules Are a Put-On or Joke

vj01/07 Auction Diplomacy/David Wheeler - 2

vj02/07 Gambling Diplomacy/G. Costikyan (included with vc01) - -

vj03/04(6) Strip Diplomacy/Fred Davis 1 3

vj04/07 Drug Diplomacy/Adam Kasnof - 2

vj05/05* Trader (I)/M. Diller - -

vj06/11 Rather Silly Diplomacy II/Jeremy Maiden et. al. - 3

vj07/11 Rather Silly Diplomacy I/Jeremy Maiden et. al. - 2

vj08/0n Everybody Plays/Julie Martin and Dick Martin - 1

vj09/09 Diplomacy Central/Bruce Linsey - 1

vj10/07 Hit and Run Diplomacy/Bruce McIntyre - 3

vj11/07 McTinker Diplomacy/Bruce McIntyre - 2

vj12/07 Drink Diplomacy/Miguel Lambotte - 3

vj13/07 Extremely Silly Variant/Paul McGivern - 2

vj14/06 G.L.C. Battleground Diplomacy (G.L.C. = Greater London Council)/Antony Jones 1 4

vj15/11 Rather Silly Diplomacy II 1/2/Peter Sullivan - 4

vj16/07 Diplomacy in Surprisingly Bad Taste/Mick Bullock - 1

vj17/07 Quantum-mechanical Diplomacy/T. Walker and S. Holmes - 1

vj18/07 Raymond Luxury Yacht/Glenn Mills - 1

vj19/03-08 Sure, Why Not? Diplomacy/Glenn Overby and Lee Kendter, Jr. - 1

W. Western Hemisphere**c. Colonial Period**

wc01/02-05 Conquest of the New World/Lew Pulsipher (DW 25) 1 1

wc02/02-06 Conquest of the New World II/Fred Davis 1 4

wc03/02-06 Conquest of the New World III/Fred Davis 1 4

X. Expansions of the Regular Board**a. Extra Abstract or Unreal Spaces**

xa01/07 Black Angels/L. Pulsipher (CE 1) - -

xa02/07 Defeat the Devil Diplomacy/Michael Hopcroft - 2

d. Added Area Not Directly Connected to Main Board

xd01/07 Sacred Rhinoceros I/Michel Liesnard (includes xd02) 1 2

xd02/07 Sacred Rhinoceros II/Michel Liesnard (included with xd01) - -

m. Youngstown Variants

(NOTE: In North America Youngstown IV is played the most. In the UK Youngstown VI is played the most. If looking for a individual version not available, please order xm09).

xm01/10 Youngstown Variant II (now the oldest source, as the original Youngstown design has been lost)/Rod Walker 6 2

xm02/10*	Youngstown Variant IV ("III")/Rod Walker and A. Phillips	-	-
xm03/10*	Youngstown Variant V ("IV")/Rod Walker and M. Weidmark	-	-
xm04/10*	Youngstown Variant VII/Rod Walker and J. Massar	-	-
xm05/11*	Youngstown Variant VIII/Rod Walker and Dick Vedder (need xm02)	4	1
xm06/10*	Youngstown Variant IX/Rod Walker and Dick Vedder	-	-
xm07/09*	Youngstown Variant X/Rod Walker and Dick Vedder	-	-
xm08/08*	Youngstown Variant XI (Ushindi)/Rod Walker and Dick Vedder	-	-
xm09/08-12	Youngstown Variant Tenth Anniversary Edition/Rod Walker et. al. (includes YV II thru XII complete)	13	10
xm10/10	Youngstown Variant VI/Rod Walker and Richard Walkerdine (British Version)	2	4
xm11/08	see xo01		
xm12/10*	Youngstown Variant III/Rod Walker and Schaefer	-	-
xm13/07	see xo05		
xm14/07	see xo02		
xm15/08	see xo03		
xm16/07	see xo04		
xm17/10	LiMa 3 (a Youngstown Supplement)/J. Macedoni, M. Liesnard	-	2
xm18/10	LiMa 5 (a Youngstown Supplement)/J. Macedoni, M. Liesnard	-	1
xm19/14	Youngstown XII/Jeff Suchard, et. al.	20	8

o. Other Designs with Large Areas Added East and/or South of the Main Board

xo01/08	L'Imperialisme I (ex "xm11")/Lew Pulsipher (DW 32)	1	1
xo02/07	L'Imperialisme II (ex "xm14")/Lew Pulsipher and Fred Davis (included xo03 and xo04)	4	4
xo03/08	L'Imperialisme II-A (ex "xm15")/Lew Pulsipher and Fred Davis (included with xo02)	-	-
xo04/07	L'Imperialisme II-B (ex "xm16")/Lew Pulsipher and Fred Davis (included with xo02)	-	-
xo05/07	Extended Diplomacy (ex "xm13")/Peter Scribner	1	1

r. Board and Rules Changed

xr01/06*	Absurdity Diplomacy/Fred Davis	-	-
xr02/06	Absurdity Diplomacy II/Fred Davis	2	2

Z. Political Games

a. Goal is to Win an Election

za01/05	German Politiplomacy/Hartmut Halfmeier	1	2
za02/08	Executive (English)/Dylan Harris	1	3

Combined Editions

#1	Black Angels, Bum's Rush, Escalated Diplomacy, Kriegsmarine Diplomacy, Red Herring Diplomacy, Take-Away Diplomacy (all on same page)	1	1
#2	Chaos I, Confewshun, Random Paralysis Diplomacy	-	2
#3	Active Neutrals, Lebling Variant, Phoenix	-	1
#4	This is: Science Fiction and Fantasy Variant Package , prepared by Lew Pulsipher, 390 Saddle Ridge Road, Fayetteville, NC 28301. The price is \$4.00. Please order directly from Lew.	-	-
#5	This was: Diplomacy Games and Variants , a professionally published soft cover book, by Lew Pulsipher. It is now out-of-print, so copies of individual games will be sold by the NAVB.	-	-
#7	Collection of Four Italian-Austrian-French border changes: F Rome, Milan Diplomacy, Alpine Passage, Trieste Split	-	1
#8	Mercator Appendix and Summary /Doug Wakefield This is a summary of all the Mercator games.	-	32
#9	This is: Napoleonic Wars, 1792-1815 , a 36-page booklet by Grace Newhaven of seven variants for 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.		
#11	Variant building package: Glenn Overby A/F, Minor Countires, Air Power, Magic; Fred Davis A/F, OBB, Leadership	-	12
#12	Woolworth Diplomacy, Combined Edition: Glenn Overby	2	6

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: Espana Vieja (ph01), Africa '82 (dm02), and Downfall...II (ts11)
- in #11: Beleriand (tf01), Warwick (pe12)

A running update to this catalog will be kept. This will be included on a separate sheet with catalog orders. There are tentative plans to issue a new catalog every two years. This catalog represents the status of **Diplomacy** variants in the NAVB as of July, 1990.

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

Alphabetical list of Diplomacy Variants Classified by the NAVB.

* Game is not in the NAVB files.

Consult classification list to determine the cost of games, and if the NAVB is currently offering it for sale.

mb05	1000 A.D. (Millenium)	gf05	2001
mb02	1000 AD II	ar03	260 AD
mb03	1000 AD III	ac12	273 BC
pe07	1066	rv14	3-D'plomacy
pe13	1066-III	cb11*	3-Man on 9-Man Board
pe15	1066-V	rb39	34, 35, 36...
cs16	1378	cb10*	3x3 w/2 Wild Card Players
ag03*	149 BC (War Between Anc Balkan States)	ac05	473 BC
ue01	1492	gh08*	5-Man Colonia III Fixed Length
pw04	1499	rf01*	5-Man Game (1961 Rulebook)
pw05	1499: The Italian Wars	rf03*	5-Man Game (1966 Rulebook) (Napoleonic Diplomacy I)
pg01	1618 (Diplomacy 1618)	rf04	5-Man Game (II)
hb06	1648	rf02*	6-Man Game (1961 Rulebook)
hc06	1700 A.D. II	cn02	9-Man Diplomacy I (Miller)
ne01	1776	cn03	9-Man Diplomacy III (Chalker)
cs15	1810	cn07	9-Man Diplomacy V (Nine-Power Diplomacy)
hp02	1885-I (9-Man Diplomacy VIII)	hp02	9-Man Diplomacy VIII (1885-I)
hp01	1885-II (9-Man Diplomacy VIII-R)	hp01	9-Man Diplomacy VIII-R (1885-II)
hp03	1885-III	cb28	Aberration I
hp04	1885-IV	cb29	Aberration II
hp05	1895	ca01	Aberration III (Imperialism XIII)
hp06	1895-II	cc01	Aberration IV
re15	1901-Shareholders	vc03	Abortion Diplomacy
rk02	1914 (Brazilian Variant)	cb34	Abstraction I
rx18	1914 (ACM)	cb30	Abstraction II
rv17	1914 Diplomacy	xr01	Absurdity Diplomacy
rx16	1914-II	xr02	Absurdity Diplomacy II
rx21	1914-III	rb01	Active Neutrals
qh02	1934	cb43	Advanced Diplomacy
cs14	1938 II	dm03	Africa
qh03	1938-I	dm02	Africa '82
qh09	1938-III	dm04	African Diplomacy
qh04	1939-I	fy02	Age of Young Kingdoms, The
qh05	1939-II	cs10	Age of the Crusades, 1100
qh08	1939-III	m19	Air Diplomacy I
qh11	1939-IV	m08	Air Diplomacy II
cb05	1958 Diplomacy	m31	Air War 1917
rk01*	1961/1966 rule book	m01	Air-Sea Diplomacy (Breakthrough Diplomacy II)
m30	2000	ns01	Alabama Diplomacy

um01	Algernon Diplomacy	gf14	Atomic Warfare "I"
rm69	Algorithmic Diplomacy	vj01	Auction Diplomacy
rb36*	Alias	rs37	Aufmarschplan
rw03	Aliens, The	rs38	Aufrüstung
nu01	All-American Diplomacy	rx19	Autarchy
em01	Allah Akhba'ar	nm01	Aztlan
rr19	Almost Near Utter Chaos	rb27*	Balance of Power
cm08	Alpine Passage	pb02*	Balkan War (II)
mi01	Alternate World Diplomacy I	pb03	Balkan War Diplomacy (Balkan Wars I)
mi02	Alternate World Diplomacy II	pb03	Balkan Wars I (Balkan War Diplomacy)
rb47	Ambiguite II	pb06	Balkan Wars III
gf15	American Woolworth "II"	pb07	Balkan Wars IV
nu02	Americana 1860	ps01	Baltic Diplomacy
uu08	Amoeba	ma02	Barbaria
rh01	Anarchy I	ug01	Barebones, Jeffersonian Dil
rh02	Anarchy II	fb02	Barsoom
rv08	Anarchy III	fb01	Barsoomian Blitz III
rh03	Anarchy IV	fb03	Barsoomian Blitz IV
rh04	Anarchy V	ra01	Baseball Diplomacy
rh05	Anarchy VI	vb08	Basic Diplomacy
rh10	Anarchy VII	ns03	Battle for Detroit (Stress)
uu01	Ancient Empires I	ce01	Bawtinheimer 8-Player Variant
ac01	Ancient Empires II	tf01	Beleriand
ac10	Ancient Empires III	sg04	Between Galaxies I
fh08	Ancient Empires IV	sg01	Between Galaxies II
ap01	Ancient Hebrew Kingdoms	vb01	Bharph Diplomacy
pe01	Anglo-Saxomacy	pi02	Bhearna Baoghail
rb02	Anonymity I/II	rb64	Bid Diplomacy
rb03	Anonymity III	rn11	Bio-War
rb04	Anonymity IV (Bizarro Diplomacy)	bs01	Biodiplomacy
rm01	Anonymous Diplomacy	bs02	Bioplomacy II
on01	Antarctica	rb04	Bizarro Diplomacy (Anonymity IV)
uu02	Antigone Isles	xa01	Black Angels
rs41	Antithesis	fy03	Black Blade
rm52	Apocalypse 1900	rr01	Black Hole Diplomacy
sg08	Apposition	rr09	Black Hole Diplomacy II (Nielsen-Drews Black Hole)
uu17	Archipelago I	rr10*	Black Hole Diplomacy III
uu18	Archipelago II	rr16	Black Plague Diplomacy
qh10	Ark Royal Diplomacy I	rd14	Blind Deadman
qp05	Ark Royal Diplomacy II	rd08	Blind Diplomacy
rb22	Army/Fleet Rules Module	rd18	Blind Diplomacy - 1801
ea01	Asian Diplomacy	rd24	Blind Diplomacy II
ea02	Asian Diplomacy II	rm14	Blitzkrieg Diplomacy I
rm59	Astrological Diplomacy	rm48	Blitzkrieg Diplomacy II
oa02	Atlantica I	rr12	Blob Diplomacy
oa03	Atlantica II		
oa04	Atlantica II-R		
oa01	Atlantica III		
cb53	Atlantica IV		

rv10	Bloody Diplomacy (Naval Diplomacy)	rb06	Cognac
m16	Blowup	qp01	Cold War
rm02	Bolshevik I	cs03	Collapse of Classical Civil.
rs21	Bolshevik II	pa01	Collapse of Dual Empire
rs22	Bolshevik III	gh01	Colonia I
rk02	Brazilian Variant (1914)	gh04	Colonia II
m01	Breakthrough Diplomacy II (Air-Sea Diplomacy)	gh05	Colonia III
rb16	Bridge Diplomacy	gh06	Colonia III-15
rb58	British Gunboat	gh02	Colonia IV
pe14	Brum Wars	gh03	Colonia V
pb05	Bucharest I	gh09	Colonia VI
pb04	Bucharest II	gh10	Colonia VII
rt09	Bud-Bop	cb20	Colonial Diplomacy II (N.I.E.S. Diplomacy I)
rb05	Bum's Rush	uu04	Colonial Variant
rm64	Cabinet Diplomacy	gh07	Colonial Winters
uu13	Cannibalism I	ec02	Colonialism III (Open Door)
us02	Capitalist Diplomacy	rw01	Colonization
rs26	Cartel Diplomacy	rp02	Compilation of Simple Variants
uu11	Carthage	rb52	Completely Insane Diplomacy
uu03	Cat Diplomacy	rv01	Complot
rb30	Catastrophe Diplomacy	rs06	Confewshun
rz03	Catspaw Diplomacy	od01	Conquest of Austrialia
hb08	Centenary	wc01	Conquest of New World I
lc01	Central American Diplomacy	wc02	Conquest of New World II
rb50	Chained Lightning	wc03	Conquest of New World III
rs05	Chaos I	ne03*	Conquest of North America
rh06	Chaos II	be01	Conquest of the Land
rg06	Character Diplomacy	ls01	Continent I
ec01	Chinese Diplomacy	ls03	Continent II
fc01	Chronicle	rb61	Corner Diplomacy
vb02	Circle Variant	sg16	Cosmic Cluster
sb01	Cities in Flight I	sg06	Cosmic Diplomacy I
sb02	Cities in Flight III	rg12	Cosmic Diplomacy II
pw03	City-State	m26	Covert Diplomacy
rm27	City/Country Diplomacy	mc04	Crusadeomacy
rs44	Classix	rb18	Cryptodiplomacy I
cn01	Cline 9-Man Diplomacy II	rv11	Cryptodiplomacy II
cn11	Cline 9-Man Diplomacy VII	gf25	Cthulhoid Diplomacy
cn06*	Cline 9-Man I	rb08	D.N.D. Diplomacy
cn04	Cline 9-Man III	rb15	Daftor (Diplowinn)
cn05	Cline 9-Man IV.1 ("V")	fd02	Dalarna I
cn09	Cline 9-Man IV.2	fd01	Dalarna II
cn08	Cline 9-Man V	ts17*	Dark Tower III
cn10	Cline 9-Man VI	ts25*	Dark Tower IV
cn12	Cline 9-Man VIII	gf06	Das Dippyspiel
rm03	Coast-Running Variant	cm05	Davis FTF Diplomacy Board
rx25	Code Duello	rv13	Deadly Dirty Diplomacy

rd05	Deadman Diplomacy	ts01	Downfall...Rings I
xa02	Defeat the Devil Diplomacy	ts11	Downfall...Rings II (Ring Simulation)
rd13	Delayed Stab	ts13	Downfall...Rings III
ru02	Deluge	ts14	Downfall...Rings IV
rs19	Democratic Diplomacy	ts21	Downfall...Rings IX
rs45	Democratic Diplomacy II	ts15	Downfall...Rings V
em08	Deus Vult!	ts16	Downfall...Rings VI
rc04	Deviant Diplomacy	ts19	Downfall...Rings VII
rs07	Deviants	ts20	Downfall...Rings VIII
re11*	DiProduction	ts22	Downfall...Rings X
ac07	Diadochi I	ts24	Downfall...Rings: Coolbop Var.
ac02	Diadochi II	rn02	Dreadnought Diplomacy
ac08	Diadochi III	vj12	Drink Diplomacy
ac09	Diadochi IV	vj04	Drug Diplomacy
ac03	Diadochi V	cb32	Dual Space Dip- Gibraltar Rule (Overlapping Seas II)
ac15	Diadochi VI	cb31	Dual Space Diplomacy (Overlapping Seas I)
rr02	Dilatory Diplomacy	vh01	Dudland
rr03	Diluvian Diplomacy	rr11	Dudness
vj16	Dip in Suprisingly Bad Taste	rx24	Duel!
uh02	Dip-Tac-Toe	rm54	Dune Diplomacy
re08	Dipconomy	ff01	Dune I
rm51	Diplobucks	fv02	Dying Earth I, The
uh01	Diplochess	fv01	Dying Earth II, The
rh08	Diplodocus I	rm57	Dynastic Diplomacy IV
rh09*	Diplodocus II	ar09	Eagles
pg01	Diplomacy 1618 (1618)	fe01	Earthsea Diplomacy
hc01	Diplomacy 1701	es03	East Indies Diplomacy II
vj09	Diplomacy Central	es04	East Indies III
rv16	Diplomacy II	es05	East Indies IV
rs25	Diplomacy and Dominoes	hn01	Eckert's Napoleonic Diplomacy
re06	Diplomacy w/Escalating Tech.	sg09	Ecliptic
ra02*	Diplomacy-Clue Variant	re01	Economic Diplomacy I
vc01	Diplomafia	re02	Economic Diplomacy II
uh03	Diplomatic Chess	re04*	Economic Diplomacy III
rb07	Diplomatic Diplomacy	re03	Economic Diplomacy IV
rm63	Diplomatic Encounters	re13	Econopolicy
rd02	Diplomyopia	cm06	Egypt Diplomacy
rb15	Diplowinn (Dafteor)	rt07	Elective Diplomacy I
rm41	Dipshomashy (Pub Crawling Diplomacy)	rt06	Elective Diplomacy II (Vote)
m17	Dirigible Diplomacy	rn27	Elitist
rd06	Disorganized Diplomacy	uu05	Empire I
re05*	Dollar Diplomacy (Super-economic Diplomacy)	uu10	Empire II
vg01	Dollar Diplomacy II	pe11	English Civil War (I)
rb35	Double Occupance Diplomacy	pe09	English Civil War II
ts26	Downfall ... Rings: Coolbop	rm43	Envoy I
rx15	Downfall of Your Sanity	rx11	Envoy II

rs23	Erratic Diplomacy	rs08	Fluid Diplomacy I
rc03	Erratic Diplomacy II	rm31	Fluid Diplomacy II
rb09	Escalated Diplomacy	rm04	Foe-Nazu
rz05	Escalation Diplomacy	rd22	Fog of War
ph01*	Espana Vieja	rx10	Foreknowledge Diplomacy
rv02	Espionage I	sa01	Foundation Game I
rn18	Espionage II	sa02	Foundation Game II/III (Tactical Foundation I/II)
rn22	Espionage III	rr04	Fourth Dimension
hb02	Europe 1648 I (Westphalia VI)	cb27	Frauke's Beer River Diplomacy
hb04	Europe 1648 II (Westphalia VIII)	pf01	French Diplomacy
hb05*	Europe 1650	rb69	Friendship Diplomacy
hc02	Europe 1721	fm02	Futhark Diplomacy
qp04*	Europe 2010	gf07	Futur War
qr03	Europe 2020 (Post-Atomic Diplomacy)	rb54	Future Tense Diplomacy
rb68	Eurotunnel Diplomacy	vj14	G.L.C. Battleground Diplomacy
vj08	Everybody Plays	rm53	GITDip
pe02	Excalibur	sg14	Galactic Diplomacy
mc01	Excommunication II	sg10	Galactic Empire II
vc02	Executioner Diplomacy, The	vj02	Gambling Diplomacy
za02	Executive	pe03	Game of the Clans I (Scottomacy)
ug13	Existential Diplomacy	pe10	Game of the Clans II
xo05	Extended Diplomacy	vh02	Gemignani
rb29	Extremely Anonymous Diplomacy	ls04	Generalissimo V
vj13	Extremely Silly Variant	ls05	Generalissimo VI
ar08	Fall of Rome	ls06	Generalissimo-Gunboat Version
ee01	Far East I	ur01	Geo-Shift Diplomacy
ee02	Far East I-R	ru03	Geophysical Diplomacy I
rb46	Fellow Traveller	ru01	Geophysical Diplomacy II
fn06	Feudal Diplomacy - FV	ru04	Geophysical Diplomacy III
mi03	Feudal Diplomacy I	za01	German Politplomacy
cb38	Feudal II	cg01	Germany v. the World
mb01	Feudalism II (Imperialism X)	pe04	Gesta Danorum "I"
ud02	Fiat Lux	rb62	Get Them Dots Now!
gf12	Final Conflict I	rx01	Ghostly Ghastly Diplomacy
gf16	Final Conflict II	cc02	Gibraltar Dip. II
gf20	Final Conflict III	cc07	Gibraltar Diplomacy I
rb10	Fink Variant Rule	rn23	Gigaton Bomb Variant
ac14	First Mithridatic War	rr18	Glacial Diplomacy
cb41	First Strike Nuclear Diplomacy	gp33	Global Diplomacy
ec03	Five Dynasties Diplomacy	gp32	Global Skinny Diplomacy
ug12	Five Italies (Kathy Byrne Variant)	ua01	Global Variant
hx01	Five Nations Diplomacy	da02	Grab for Africa
rb41	Fleet Rome	rm05	Grand Fenwick's Revenge Dip.
rs20	Flexible Build Diplomacy	rv09	Grand Tournament Diplomacy
ne02	Flintlock II	rm29	Great Neck Variant
		qh07	Great Patriotic War, The
		rx17	Great War, The
		ts10*	Great Years, The

rn06	Growth	qh06	Imperialism VII
ls02	Guelph Variant	qh01	Imperialism VII-R (Things to Come II)
rn15	Guerilla Warfare	gp16	Imperialism VIII
cb26	Guerilla Warfare II	gp06	Imperialism VIII-RR
rb32*	Gunboat Diplomacy	mb01	Imperialism X (Feudalism II)
rb59	Gunboat II	ac06	Imperialism XI
cv01	Gusher	ca01	Imperialism XIII (Aberration III)
rc01	Hague Night Court	gp01	Imperialism XV
rm16	Halocaust Diplomacy ("I")	vh04	Imperialism XVI
rn03	Hard Choice Diplomacy	ei01	India
ts27	Hardbop Downfall	np01	Indianomacy II
qr04	Hawkmoon	es01	Indonesian Diplomacy I
ns07	Hegemony Over Sandy Ego	es06	Indonesian Diplomacy II
rn14	Heisenberg Diplomacy	rd15	Infiltration
uu12	Heptaspherical Diplomacy	vb04	Inside Out Diplomacy
rb25	Hidden Strength	rm65	Insurrection
cs04	High Renaissance, 1500	sg02	Interplanetary Warfare
vj10	Hit and Run Diplomacy	sg07	Interstellar Conquest
cb36	Hitch Hiker	sg11	Interstellar Diplomacy I
gf01	Holocaust	sg12	Interstellar Diplomacy II
gf28	Holocaust II	sg03	Interstellar Diplomacy III
gf29	Holocaust III	sg13*	Interstellar Diplomacy IV
rw02	Holy Roman Empire	rx02	Intimate Diplomacy I
mc02	Holy Roman Empire II	rx03	Intimate Diplomacy I-A
rb26*	Home Sweet Home	rr21	Intimate Seismic Diplomacy
cs11	Hundred Years War, 1336	rx12	Intimate Stab
pn01	Hundred Years' War (I)	rx14	Intimate Stab II
pn02	Hundred Years' War (II)	ru06	Into the Void
fh05	Hyboria	rm06	Intrigue
fh07	Hyboria II	ab01	Invasion 44
fh01	Hyborian Age Diplomacy I	re16	Investment Diplomacy
fh02	Hyborian Age Variant II	rr05	Irish Diplomacy I
fh03	Hyborian Age Variant III	rr20	Irish Diplomacy II
fh04	Hyborian Diplomacy	pw01*	Italy, 1500
fh06	Hyboriax	em04	Jihad I
us01	Hyperbourse	em02	Jihad II
cc08	Hypereconomic Diplomacy I	ej01	Jimmu
ge05	Hypereconomic Diplomacy I-A	ej02	Kamakura
ge01	Hypereconomic Diplomacy II	rb40	Karma (Qharmah)
ge06	Hypereconomic Diplomacy III	rs29	Karma League
ge03	Hypereconomic Diplomacy IV	ug12	Kathy Byrne Variant (Five Italies)
ge04	Hypereconomic Diplomacy V	rb17*	Key's Rule Diplomacy
rv03	Hyperspace Diplomacy II	rt08	Killtest 3x3 Team Game
gf26	Ice Age Diplomacy	fa01	Kregen
ru05	Impassable Diplomacy	cm01	Kriegsmarine Variation
ar01	Imperator		
rm50	Imperial Diplomacy		
ag05	Imperialism IX (Peloponnesian War I)		
ag01	Imperialism IX-R		

rd01	Kriegspiel Diplomacy I	ma03	Medieval Diplomacy I
rd03	Kriegspiel Diplomacy II	ma04	Medieval Diplomacy II
rd04	Kriegspiel Diplomacy III	ma05	Medieval Diplomacy III
rd07	Kriegspiel Diplomacy IV (Kriegsplomacy)	ma06	Medieval Diplomacy IV
rd07	Kriegsplomacy (Kriegspiel Diplomacy IV)	ma07	Medieval Diplomacy V
xo01	L'Imperialisme I	rd23	MegaStab
xo02	L'Imperialisme II	rh07	Megalomania
xo03	L'Imperialisme II-A	pe06	Men Who Would Be King, The
xo04	L'Imperialisme II-B	gp31	Mercator Appendix
hn04	La Revolution	gp17*	Mercator Combined Edition
cb47	Land Bridge Diplomacy	gp18	Mercator Definitive
cb49	Land Bridge Diplomacy II	gp08*	Mercator II
rn24	Leadership Rule Module	gp07*	Mercator II-VB Complete
qh14	Lebensraum	gp09	Mercator III
rb11	Lebling Variant	gp10*	Mercator III 1/2
rb51	Legalese Diplomacy	gp11*	Mercator IV
ac04	Legion	gp12*	Mercator IVSF
fn04*	Lemurian Diplomacy	gp13*	Mercator IVSF-WINS
ma01	Lest Darkness Fall Diplomacy	gp22	Mercator IX
xm17	LiMa 3	gp14*	Mercator V-A
xm18	LiMa 5	gp15	Mercator V-B
cb12	LiMa I	gp19	Mercator VI
cb25	LiMa IIb	gp20	Mercator VII
cb24	LiMa Ib	gp21	Mercator VIII
rd20	Limited Intelligence	gp29	Mercator X
rm68	Literomacy	gp23*	Mercator XII
un01*	Lizard	gp30	Mercator XIIIa
ug02	Logical Diplomacy I	gp28	Mercator XIV
ug03	Logical Diplomacy II	gp24	Mercator, 1985 ed.
pe17	London Nights	rs10	Mercenary (I)
em05	Lord of Hosts, The	re14	Mercenary Diplomacy II
rm23	Lord of Law and Chaos, The	ns02	Michigan Diplomacy
ts02	Lord of the Rings Diplomacy I	ls07	Mickey Mouse, King of Boliva
ts12*	Lord of the Rings Diplomacy II	rn04	MicroDiplomacy
ug04	Lunatic Diplomacy I	ta06	Middle Earth IX
ug07	Lunatic Diplomacy II	tw02	Middle-Earth Diplomacy I
ug10	Lunatic Diplomacy III	tw01	Middle-Earth Diplomacy II
rn12	M.A.D. Diplomacy	ta03	Middle-Earth Diplomacy VII
rn20	M.A.D. Diplomacy II	ta01	Middle-Earth IV
rb66	MacArthur Diplomacy	ta02	Middle-Earth V
pw02*	Machiavelli (commercial game)	ta05	Middle-Earth V-R
rv04	Mad Diplomacy	ta04	Middle-Earth VIII
pe08	Marchervap (Wales Only)	ta07	Middle-Earth X
rn21	Marine Diplomacy	rr13	Migrating Supply Center
rm46	Martian Diplomacy	cm04	Milan Diplomacy
fn05	Marumbitzi	rv05	Militarism I
ug15	Masters of the Vortex	rm07	Militarism III
vj11	McTinker Diplomacy	rm30	Militarism IV
		mb05	Millenium (1000 A.D.)

rb65	Mind Reader	mc03	Norman Europe, 1100
rb53	Minefield Diplomacy II	na03	North America 2020 (3rd ed)
re07	Mini-ec	na02	North American 2020
vb07	Minimalist Diplomacy	na01	North American Diplomacy
rs33	Mixed Breed	pi06	Northern Ireland
ns04	Mobtown	rx04	Novice Variant
uu14	Mobtown II	rn13	Nuclear Diplomacy (I)
rs31	Modern Diplomacy	rm08	Nuclear Diplomacy II ("I")
ts03	Mordor v. the World I	rn25	Nuclear Diplomacy III
ts04	Mordor v. the World II	rn29	Nuclear Diplomacy IV
ts08*	Mordor v. the World III	rn30	Nuclear Diplomacy V (2000)
ts05	Mordor v. the World IV	gf13*	Nuclear Holocaust
ts09	Mordor v. the World IV 1/2	rb44	Off-Board Box (rules module)
cc05*	Morglay	cb42	Off-Board Box Dip. (game)
vb03	Mountain	ch01	Omnibus Diplomacy
rm38	Multi-Diplomacy	rb43	One-Season Diplomacy
rn05	Multiplicity (I)	rx23	One-on-One Diplomacy
rn07	Multiplicity II	ec02	Open Door (Colonialism III)
cb13	Multipomacy	cb31	Overlapping Seas I (Dual Space Diplomacy)
rr22	Musical Diplomacy	cb32	Overlapping Seas II (Dual Space Dip- Gibraltar Rul)
uu06	Mythomacy II	cb06	Overlapping Seas III
cb20	N.I.E.S. Diplomacy I (Colonial Diplomacy II)	rb23	PIG Diplomacy
cb21	N.I.E.S. Diplomacy II	op01	Pacifica ("I")
hn06	Naploeonic Wars, Campaign Game	rb48	Pacifist Diplomacy
hn07	Naploeonic Wars, Game II	rn09	Palantirri
hn08	Naploeonic Wars, Game III	rv06	Para-Time ("I")
hn05	Napoleon	em03	Partition/Ottoman Empire
hn02	Napoleon's Europe 1795	ra08	Pass the Pigs Diplomacy
rf03*	Napoleonic Diplomacy I (5-Man Game (1966 Rulebook))	re12	Patterson's Diplomacy
hn03	Napoleonic Diplomacy II	cm07	Peerijavo
hn13	Napoleonic Diplomacy III	ag02	Peloponnesian Diplomacy
hn14	Napoleonic Diplomacy IVa	ag05	Peloponnesian War I (Imperialism IX)
rb34	Napoleonic Variant (Supply Centers II)	ag01	Peloponnesian War II (Imperialism IX-R)
hn09	Napoleonic Wars, Game IV	rc06	People's Diplomacy
hn10	Napoleonic Wars, Game V	re17	Perestroika Diplomacy
hn11	Napoleonic Wars, Game VI	vb05	Perpetual Diplomacy
hn12	Napoleonic Wars, Game VII	cb01	Persian Variant I
fl01	Narnian Wars	cb14	Persian Variant II
cs13	Nationalism Rampant II	rb71	Pet Store Diplomacy
cs12	Nationalism Rampant, 1861	em09	Petroleum
rv10	Naval Diplomacy (Bloody Diplomacy)	ns08	Philadelphia Intrigue
rr06	Near Utter Chaos	rb12	Phoenix
rr09	Nielsen-Drews Black Hole (Black Hole Diplomacy II)	ug05	Pink Diplomacy
fm01	Nikjon	ce04	Pirates and Powers Revised
cn07	Nine-Power Diplomacy		

rb49	Plague (II)	rw04	Return to the Old World
rb72	Plague Ship Diplomacy	ei02	Reunification of India, 1945
rm34	Plutocracy	rm26	Revolution
re09	Plutonomy	ts11	Ring Simulation (Downfall...Rings II)
vb06	Pointless Diplomacy	cs07	Rise of Feudalism, 700 AD
ra09	Poker Diplomacy	cs08	Rise of Nation States, 1715
rm44	Political Terrorism	cs09	Rise of Nation States, 1715
rv15	Politicon	gf27	Risque Diplomacy II
qr03	Post-Atomic Diplomacy (Europe 2020)	ac13	Roman Diplomacy
ce03	Powers and Pirates	cs01	Romans v. Barbarians, 300 AD
ag04	Pre-Homeric Diplomacy	vh03	Runestone Poll Diplomacy
cb35	Pride of Armies	uu16	SAGA-R
ar04	Princeps	rm25	SER Optionals
pd01	Pronkjewail	ar06	SPQR I
rb63	Propaganda Diplomacy	xd01	Sacred Rhinoceros I
rb19	Proxy Plomacy	xd02	Sacred Rhinoceros II
cb08	Pseudo-Classical Diplomacy	cb22*	Saharan Diplomacy I
uc01	Ptolmaic Diplomacy	cb23	Saharan Diplomacy II
rm41	Pub Crawling Diplomacy (Dipshomashy)	em06*	Sand I
rs27*	Pudge Don't Budge	em07	Sand II
ug08	Purest Diplomacy	ai01	Satrap
rs30*	Python Diplomacy	rs34	Scavenger Hunt Diplomacy
rb40	Qharmah (Karma)	cb02*	Scheisskopf Diplomacy II
ud01	Quantum Space	cb48	Schiesskopf IV
ud04	Quantum Space:3001	rr07	Schizodip II
vj17	Quantum-mechanical Diplomacy	rr14	Schizodiplomacy I
cb07	Quasi-Classical Diplomacy	rs43	Scorched Earth and Springtime
qr01	Quest for Runic Chip (Re-Discover)	pi04*	Scotice Scripti I
rg13	Questionable Character Dipl	pi03	Scotice Scripti II
cb33	Rail and Sea Diplomacy	pi01	Scotice Scripti III
rs11	Random Diplomacy	pe03	Scottomacy (Game of the Clans I)
rs12	Random Paralysis Diplomacy	dc01	Scramble for Africa
ns06	Range War	re10	Scrutiny and Honesty
vj07	Rather Silly Diplomacy I	uu09	Sea Diplomacy
vj06	Rather Silly Diplomacy II	rb21	Second Chance Diplomacy
vj15	Rather Silly Diplomacy II 1/2	rd21	Seeing is Believing
vj18	Raymond Luxury Yacht	rr17	Seismic Diplomacy
qr01	Re-Discover (Quest for Runic Chip)	ns05	Semta
qr02*	Re-Discover	rs24	Sequential Diplomacy
rm15	Realistic Variants	rm62	Serbs and Suspects
rb38	Red Cross Diplomacy	hc05	Seven Years' War
rs13	Red Herring Diplomacy	rm09	Shadow Diplomacy
pr01*	Red October	rs14*	Shadow World
pr02*	Reds	rc05	Shifting Diplomacy
pi05	Republic	rp01	Simple Diplomacy Variants
		fn01	Simple F/SF Rules
		rm19*	Simulation Diplomacy I
		cb09*	Simulation Diplomacy II

cb39*	Skinny Diplomacy I	vj19	Sure, Why Not?, Diplomacy
cb44	Skinny Diplomacy II	cb45	Suvorov Diplomacy
ug11	Slaughter Diplomacy	cb46	Suvorov Diplomacy II
rb60	Slightly Democratic Diplomacy	ce02	Swiss Variant II
rb24*	Slimak's Rule	rv07	Sword and Sorcery
uu07	Slobbovia II	sa02	Tactical Foundation I/II (Foundation Game II/III)
cm02	Small World Diplomacy I	rb13	Take-Away Diplomacy
gf02	Small World Diplomacy II	rt01	Team, 3x3, Italy omit.
gf08	Small World Diplomacy II-R	rt02	Team, 3x3, Turkey omit.
rb70	Social Security Diplomacy	rt03*	Team, 3x3, w/WCP I
ry01	Solo Dip.	rt04	Team, 3x3, w/WCP II
rc02	Somewhat Demiurgic Diplomacy	ct01	Team, 3x3, w/WCP III
fn02	Song of the Night	rt05*	Team, 3x3, w/WCP IV, Russia
rb57	Sorcerous Diplomacy	rb42	Telepath Diplomacy
dm01	South African Diplomacy	rb31	Telstar Diplomacy
es02*	Southeast Asia '56	cb18	Tem-Man Diplomacy II-R
ug06	Space Station Ultra	rm17	Ten-Man Diplomacy I
ug09*	Space War	rm21	Ten-Man Diplomacy II
pf02	Spider King, The	rm60	Ten-Player Diplomacy
rd16	Spy Diplomacy	rn10	Terrorism (II)
rr15	Squash	rm36	Terrorism I
rd10	Stab I	pb01	The Balkan War
rd12	Stab III	cs02	The Cold War, 1946
cb03	Stab-Happy Diplomacy	ac11	The Conquerors
rm18	Stabber's Diplomacy	cs05	The Dark Ages, 500 A.D.
sg05	Star Kings, The	rx22	The Great War II
rm45	Steal Away Home	nm02	The Maya
us04	Stock Diplomacy	rm28	There Are Aliens...
mb04	Stonehenge	qh01	Things to Come II (Imperialism VII-R)
gp25	Strategic Diplomacy	ts06	Third Age I
rm33	Stratics	ts07	Third Age II
ns03	Stress (Battle for Detroit)	ts18	Third Age III
vj03	Strip Diplomacy	ts23	Third Age IIIb
hc04	Struggle for Hegemony Europe	rm13	Third Man Diplomacy
rd19	Sublomacy	cs06	Thirty Years War
rb20	Succedaneum	hb01	Thirty Years' War I
rb67	Sue for peace Diplomacy	hb07	Thirty Years' War II
rs42	Suicidal Diplomacy	rz02	Three-Handed Diplomacy
sg15	Sun's Neighborhood Diplomacy	rz01	Three-Player Diplomacy
ud03	Sundered Worlds, The	rd17	Time Lords
re05*	Super-economic Diplomacy (Dollar Diplomacy)	ua02	Timesteps
us03	Superbourse	ug14	Total Balance II
cc04	Superdiplomacy	vj05*	Trader I
cb40	Superfuild Diplomacy	rs18	Transatlantic Variant, The
rb55	Superpower Diplomacy	rm35	Transmat
rb33	Supply Centers I	rb28	Treachery
rb34	Supply Centers II (Napoleonic Variant)	rm10	Treaty Diplomacy
		rs15	Tri-State Variant

rz06	Triplomacy	ag03*	War Between Anc Balkan States (149 BC)
ar02	Triumvirate	tf02	War of the Great Jewels
rb37	Tugboat Diplomacy	tf03	War of the Great Jewels II
rn28	Tunnels and Trogs	tm01	War of the Ring
ca02	Turnabout Diplomacy	pe16	War of the Roses II
rs16	Twin Earths Diplomacy I	cc03	Warmonger
rm11	Twin Earths Diplomacy III	pe05	Wars of the Roses
rx13	Two-Man Blind Diplomacy	pe12	Warwick
rx06*	Two-Man Diplomacy	rb14	We've Been Shafted...
rx08*	Two-Man Diplomacy II	hb02	Westphalia VI (Europe 1648 I)
rx09*	Two-Man Diplomacy III	hb03	Westphalia VII
rx05	Two-Player Diplomacy	hb04	Westphalia VIII (Europe 1648 II)
rz04	Two-plus Diplomacy	rb45	Wild Bill Donovan Variant
cb37	U-Boat	cc06	Winter 11-Man Variant II
da01	Uhuru	rs35	Winter 1900
rd11	Ultra Stab	fw02	Witch World I
fn03	Umbar	fw01	Witch World II
nu04	United States Dip. III 1/2	rb56	Wizard's Diplomacy
nu07*	United States Diplomacy I	rm22	Woolworth Diplomacy (I)
nu05	United States Diplomacy II	cb16	Woolworth Diplomacy II
nu06	United States Diplomacy II-R	cb15	Woolworth Diplomacy II-A
nu03*	United States Diplomacy III	cb17	Woolworth Diplomacy II-B
nu08*	United States Diplomacy IV	cb19	Woolworth Diplomacy II-D
rd09	Universal Stab	cb50	Woolworth Diplomacy II-M
rg03	Unplayable Card Diplomacy	cb51	Woolworth Diplomacy III
xm08*	Ushindi (Youngstown Variant XI)	cb52	Woolworth Diplomacy III-D
hc09	Utrecht I	gf03	World Diplomacy
hc07	Utrecht II	gf18*	World Diplomacy II
hc08	Utrecht III	gf19*	World Diplomacy III
rr08	Utter Chaos	gf21	World Diplomacy IV
rm40	Utterly Ruthless Diplomacy	gf22	World Diplomacy V
rg02	Vacation Diplomacy I	gf23	World Diplomacy VI
rg04	Vacation Diplomacy III	gp26	World Domination I
rg10	Vacation Diplomacy IV	gp27	World Domination II
rg05	Vain Rats I	gp03	World Powers
rg01	Vain Rats II	gp04	World Variants I
rg07	Vain Rats III (XI?)	rx07	World War I Diplomacy
rg08	Vain Rats IV	qp02	World War III
rg09	Vain Rats, Definitive	gf24	World War IIIb
rg11	Vain Star	gf04	World War IV Diplomacy
ar10	Vandals!	rx20	World War One (b)
rm12	Variants of the Ghods	qh12	World War Two
cb04	Variation C	qh13	World War Two Diplomacy II
cm03	Vatican Variant	gp02	Worldiplomacy I
hc03	Verrat	fy01	Young Kingdoms III
pz01	Viking Diplomacy	xm09	Youngstown Variant
pz02	Viking Diplomacy II	xm01	Youngstown Variant II
pz03	Viking Diplomacy II-R		
rt06	Vote		

xm12 Youngstown Variant III
xm02* Youngstown Variant IV ("III")
xm06* Youngstown Variant IX
xm03* Youngstown Variant V ("IV")
xm10 Youngstown Variant VI
xm04* Youngstown Variant VII
xm05* Youngstown Variant VIII
xm07* Youngstown Variant X
xm08* Youngstown Variant XI
(Ushindi)
gp05 Youngstown Variant XII
xm19 Youngstown XIII
gf09 Zeus IV
gf17 Zeus IV-Final
gf10 Zeus V
gf11 Zeus V-F

(FULL UPDATE)

Update to the 1990 catalog as of 6/10/91

Policy Change: The NAVB catalog mentions that any variant in a currently available issue of **Diplomacy World** must be gotten by buying the needed back issue of **DW**. David Hood and I have agreed to drop this policy, as it only discourages the sale of variants by the NAVB, and doesn't sell back issues of **DW**.

Combined Edition #9 can now be ordered from John Cain, 76 Banool Rd, Balwyn 3103, Australia

New Categories

Ao. Indeterminate Period

Tg. Fifth Age

New Symbol

This game is not for sale. (This category has been added to cover the occasional variant that has been requested not to be distributed by the Author. The games listed below are the only ones currently have this designation.)

Adds

ac16/07 Barbaric Invasions, Jean-Philippe Musarella (Map in French), Maps=1, Rules=5
ao01/05 Claudian Diplomacy, Author Unknown, Rules=1
cb54/03-08 Superfluid Diplomacy II, Andrew Poole, Maps=1, Rules=2
cb55/10 Ten Players Diplomacy II, (map described in rules), rules=4
cb56/07 Ring Around The Rosie Diplomacy, Fred Davis, Map=1, Rules=2
cb57/07 Contretemps ("II"), Tom Swider, Rules=1
cm09/07 7-Island Diplomacy, Paul Bennett, Rules=1
cm10/07 Croatia Diplomacy, Larry Peery, Rules=1
cm11/07 PDO Diplomacy Map, Maps=1, Rules=1
ee03/07 Banzai (in French), Theirry Lucas and Pascal Dugros, maps=1, rules=1
ej03/07 Shogun (in French), Theirry Lucas, maps=1
em10/06 Lebanon, Lachlan Olive, Map=1, Rules=3
em11/05 Lebanon II, Lachlan Olive, Map=1, Rules=2
em12/04 Six Days to Suez, Lachlan Olive, Map=1, Rules=5
es07/07 Kampuchea, Lachlan Olive, Map=1, Rules=2
es08/05 Kampuchea II, Lachlan Olive, maps=1, rules=2
fw03/06 Witchworld III, John Robertson, Maps=1, Rules=3
ge07/07 Perestroika Final Conflict, Mark Strouthes, Requires re17 and gf20, Rules=2
gf30/11 Peace in Our Time, Paul Slade, Maps=2, Rules=8
gh11/09 Colonia VIII (VII), Fred Hyatt, Maps=10, Rules=5
gp34/11 Total War (in French), Theirry Lucas, maps=2
od02/05 Coup in Canberra, Andrew England, Map=1, Rules=3
pe18/02 English Civil War IIa, Michael Heaton/Steve Agar, Maps=1, Rules=1
pe19/07 Gesta Danorum II, John Marsden, Maps=2, Rules=2
pe20/05 British Brewer I, David Rothery, Maps=1, Rules=3
pw06/09 Genoan Machiavelli, Rowland Goodman, Requires pe02, Rules=1
pw07/08 Low IQ Machiavelli, Rowland Goodman, Requires pe02, Rules=1
qh16/03# Hitlers' War, Ray Furlong
qh17/05 Influential Diplomacy, Mark Boyle, Maps=1, Rules=1
qh18/07 Lebensraum II, Allan McGregor, Maps=6, Rules=2
qh19/07 Third Reich, Paul Willey, Maps=1, Rules=1

qh15/07 Lebensraum III, Allan McGregor, Maps=2, Rules=4
 ra10/07 Life Diplomacy, Jef Bryant, Maps=0, Rules=2
 rb73/07 Jellyfish Diplomacy, Jesse Severe, Maps=0, Rules=1
 rb74/07 Humphrey's Diplomacy, Brian Duguid, Rules=1
 rb75/07 Minefield Diplomacy I, George Beccalon, Rules=1
 rb76/07 Prisoner's Dilemma, Mike Ohren, Rules=1
 rb77/07 Scargill Diplomacy, Paul Bennett, Rules=1
 rb78/07 Winter 1898, Randy Davis, Maps=0, Rules=2
 rb79/07 Partisan Bid Diplomacy, maps=0, rules=2
 rc07/07 Total Random Diplomacy, Paul Bennett, Rules=1
 re18/07 Business Diplomacy, Author Unknown, Rules=2
rg14/07 Character Diplomacy II, John Galt and Fred Davis, Rules=9
 rm70/07# Crazy Whacko (CW) Heptadiploamacy, Mark Nelson
 rm71/07 Dipsomacy, Richard Sharp, requires rm41, Rules=2
 rn32/07 Bomber Diplomacy, Derick Green, Rules=1
 rn33/07 Espionage Diplomacy IV, Pete Tulk/Kevin Matthews, Rules=1
 rr23/07 LSD Diplomacy, Gavin Addison, Rules=2
 rs46/07 War of Europe, Ian Giles, Rules=1
 rw05/08 Colonization Diplomacy II, Michael Allaway, Rules=1
 rx26/02 1914 (SJ), Steve Jones, Rules=1
 rz07/03 Tadek Dip (3-way Intimate), Steve Doubleday, Rules=1
 tf04/08 The Silmarillion, Lewis Pulsipher, John Cain, Warner Airey, Map=1L, Rules=3.
 tg01/06# Middle Earth XI, Ray Furlong
 ts28/07 Downfall ... Rings XI, James Nelson, Mark Nelson, Warner Airey, maps=1, rules=4
 uh04/07 Hickeryville, Graham McAllion, Rules=4
 us05/07 Dow Jones Diplomacy, Andy Mansfield, Rules=2
 uu19/0n Cannibalism II, Jeremy Maiden and Andrew England, Maps=1, Rules=2

New Section

This section is being added to cover other PBM games and Diplomacy related material that isn't a variant. Rules Modules, Bourses, etc. will be added to this category in the future. It is my intention to expand the bank toward a game bank of PBM games. These games do not fit the North American standard for a variant.

Y. Other Games held by the NAVB (NOT Diplomacy Variants)

f. Fantasy Games

yf01/0n Dungeons and Diplomacy, Unknown Author, Rules=3

m. Monetary Games

ym01/0n Bidders Diplomacy, John Caruso, Rules=2

p. Battle of Philosophy

yp01/07 Utterly Ludicrous Diplomacy, Pete Doubleday, Rules=2

r. Postal rules for other games

yr01/0n Postal Trivial Pursuit, Don DelGrande, Rules=3

yr02/02-07 Postal Civilization, Ben Butterfield, Albert Parker, Alpha H. Borian, Rules=13, Maps=2L

yr03/0n Postal En Garde, Author Unknown, Rules=8

yr04/0n Postal Kremlin, Don Del Grande, Rules=2

yr05/02-06 Postal 1830, Dick Martin, Rules=4

s. Stock Market/Currency in conjunction with Diplomacy

ys01/0n Financial Diplomacy, Gavin Addison, Rules=1

ys02/0n Troubleshooter III, D. Garvey, Rules=2

ys03/0n Bourse I, Don Miller, Rules=2

ys04/0n Bourse II, John McCallum (?), Rules=1

ys05/0n Bourse III, Richard Walkerdine, Rules=1

ys06/0n War Bonds, J. Van de Graff, Rules=2

ys07/0n Emhamia Bourse, Mike Mills, Rules=2

ys08/0n Forex, Iam Whitchurch, Rules=2

v. Variants of Monopoly

yv01/02-08 Pure Bid Monopoly, Tom Swider, Rules=1

yv02/02-08 Pyromonopoly, Tom Swider, Rules=1

w. Amateur Wargames

yw01/02-12 Free Lances, Allan B. Calhamer, Rules=1

yw02/02 Falkland Variant, John Ketchell, Rules=1

yw03/04 Imperator II, John Norris, Rules=5, Maps=1

yw04/05-07 Konigreich, Michael Mills, Rules=8, Maps=1

yw05/05 Imperial Turmoil, Author Unknown, Rules=2, Maps=1

corrections

ac13/0n Roman Diplomacy. Rules=2

cb53/08 See oa05/08

cn06/09 Cline Nine Man Diplomacy, Remove * now on file, maps=1, rules=1

dm02/07 Africa '82. Author is Brian Lorber

em01/11 Allah Akba'ar. Maps=1, Rules=4

em09/07 Petroleum. Map no longer in French. Rules=2

fh04/11-12 Hyborian Diplomacy. Should be fh04/02-11

fh07/07 Hyboria II, Map=2, Rules=3

fy02/05 Age of Young Kingoms. Author is Kedge Neuman

ge06/0n Hypereconomic Diplomacy III. Rules=15L

nu03/07 United States Diplomacy III. Remove *, maps=1, Rules=2

oa05/08 Atlantica IV. This is the correct catalog number

pe06/10 The Men Who Would Be King. Rules=3

ph01/06 Espana Vieja. Author is Ken Halpern, Brian Lorber, Remove *, Rules=1

pr01/08 Red October. Remove *, Rules=2, Maps=3

qh03/03 1938-I. Add *, not on file

qh07/05 The Great Patriotic War. Rules=4

ra02/07 Diplomacy Clue Variant. Remove *, Maps=1, Rules=5

rb32/07 Gunboat Diplomacy. Remove *, Rules=1

rb33/07 Supply Centers I. Author is Gareth.

rb57/07 Sorcerous Diplomacy. Author is Glenn Miles.

re14/07 Mercenary Diplomacy II. Rules=2

re15/07 1901-Shareholders. Last name is Brosius.

rh09/17 Diplodocus II. Remove *. Now on file. Rules=1.

rm46/08 Martian Diplomacy. Author is Jonathan Lingard.

rr05/21 Irish Diplomacy I. Rules=2

rr07/07 Schizodiplomacy II. Rules=1. This is the correct name.

rr11/07 Dudness. Rules=1

rr12/07 Blob Diplomacy. Rules=1

rr13/07 Migrating Supply Center. Rules=1
rr14/07 Schizodiplomacy. Requires rr01, Rules=1. This is the correct name.
rs14/07 Shadow Worlds. Included with rb48.
ru02/07 Deluge. Add DW59. Not available from NAVB.
ru03/07 Geophysical Diplomacy I. Rules=1
rv04/07 Mad Diplomacy. Rules=3
rz05/02-03 Escalation Diplomacy. Doesn't include vg01.
tf03/08 War of the Great Jewels II, Map=1L, Rules=2.
ts10/06 Great Years. Remove *, Maps=2, Rules=4
ts17/07-11 Dark Tower III. Remove *, Maps=1, Rules=7
ts25/07 Dark Tower IV (supplement to ts17). Remove *, Rules=11
ud03/07 Sundered Worlds. Should be ud03/04-n
ub02/0n see ys02
ub03/0n see ys03
ub04/0n see ys04
ub05/0n see ys05
ub06/0n see ys06
uh02/04 Dip-tac-toe. Rules=2
uu15/05-07 see yw04/05-07
vg01/07 Dollary Diplomacy II. Rules=1. Not included with rz05.
vj01/07 Auction Diplomacy. Rules=1
xm02/10 Youngstown Variant IV. Maps=6, Rules=2. Now available separately.
xm19/14 Youngstown XIII. This is the correct version. Rules=10

NAVB News

adds

ac16/07 Barbaric Invasions, Jean-Philippe Musarella (Map in French), Maps=1, Rules=5

gh11/09 Colonia VIII (VII), Fred Hyatt, Maps=10, Rules=5

uu18/0n Cannibalism II, Jeremy Maiden and Andrew England, Maps=1, Rules=2

changes

xm19/14 Youngstown XIII. This is the correct version. Rules=10

New Section

I had mentioned last time of starting a listing of non-variants using the designation PBM plus two numbers. I have decided to instead add a new major category covering this games. This will allow the NAVB to expand toward a PBM bank and will end the variant/non-variant debate. This will allow overseas people to use Y category games for Miller Number purposes, if desired. It will insure that any game desiring an ARDA number can get one.

This section is being added to cover other PBM games and Diplomacy related material that isn't a variant. These games do not fit the North American standard for a variant. Rules Modules, Bourses, etc. will be added to this category in the future. It is my intention to expand the bank towards a game bank of PBM games.

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f. Fantasy Games

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m. Monetary Games

ym01/0n Bidders Diplomacy, John Caruso, Rules=1

NAVB News (continued)

p. Battle of Philosophy

yp01/07 Utterly Ludicrous Diplomacy, Pete Doubleday, Rules=2

r. Postal rules for other games

yr01/0n Postal Trivial Pursuit, Don DelGrande, Rules=3

yr02/02-07 Postal Civilization, Ben Butterfield, Albert Parker, Alpha H. Borian, Rules=13, Maps=2L

s. Stock Market/Currency in conjunction with Diplomacy

ys01/0n Financial Diplomacy, Gavin Addison, Rules=1

ys02/0n Troubleshooter III, D. Garvey, Rules=2

ys03/0n Bourse I, Don Miller, Rules=2

ys04/0n Bourse II, John McCallum (?), Rules=1

ys05/0n Bourse III, Richard Walkerdine, Rules=1

ys06/0n War Bonds, J. Van de Graff, Rules=2

ys07/0n Emhamia Bourse, Mike Mills, Rules=2

ys08/0n Forex, Iam Whitchurch, Rules=2

cross references for the above games

ub02/0n see ys02

ub03/0n see ys03

ub04/0n see ys04

ub05/0n see ys05

ub06/0n see ys06

w. Amateur Wargames

yw01/02-12 Free Lances, Allan B. Calhamer, Rules=1

yw02/02 Falkland Variant, John Ketchell, Rules=1

yw03/04 Imperator II, John Norris, Rules=5, Maps=1

Youngstown IV; 1 game open: S. Simpson, M. Vaporis, D. Anderson, D. Croyle, T. Guggenheim, F. Hyatt (6 of 10) signed up. Adds Asia to the game. England, France and Italy get colonies, and the rest of the European powers get another center.

Subs running low

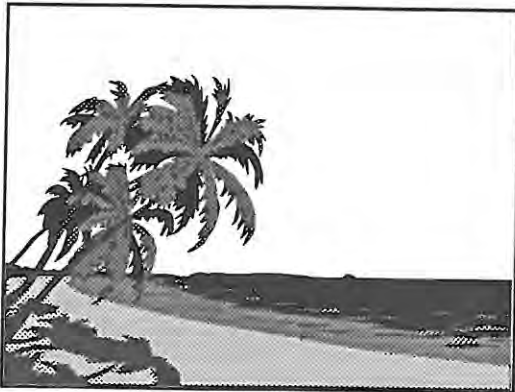
Last Issue: Robert Banozic

Next to Last Issue: Eric Brosius, Victor Melucci, Scott Simpson

Non-Game Index

Dear Buick Owner ... 5,6: NAVB News ... 2,4,5

No one new signed up in December, though I am not surprised. December tends to be the worst month for getting new people to sign up. I am sending out more samples with this issue, and hope to fill the Regular Diplomacy game this month. I think the **Youngstown IV** will be the next to fill. I plan to start working on **Land Bridge III** some time soon, and will open that up when ready.



This is where I would rather be right now. The weather around here has sucked recently to say the least. Weird might be a better word. I couldn't believe seeing snow one day, just to have the temperature go up 20 degrees the next day and create lots of fog. We had a nasty storm this week to put enough freezing rain on the car that it took 15 minutes to get the ice off of the windows. Today, it starting again with snow, turning to freezing rain, and probable fog for tomorrow. This type of weather is enough to make anybody sick of winter.

New Proposals: Eng, Ger, Rus 3 way draw

Austria: (Mike Geifman) A Tyo-Vie, A Boh-Gal, A Rom-Ven, A Nap-Rom, F Ion-Gre
England: (Robert Banozic) F Tyh-Tus, F Lyo (sup) F Tyh-Tus, F Wmd-Tyh, F Tun (sup) F Wmd-Tyh, A Mar (sup) Ger A Pie (OTM), F Spa(sc) (sup) A Mar, F Nwy (sup) F Stp(nc), F Stp(nc)-H
Germany: (Art Shulman) F Pru-Ber, A Kie (sup) F Pru-Ber, F Bot-Lvn, A Por-H, A Pie-Ven, A Bur-Mar, A Mun (sup) A Sil-Boh, A Sil-Boh, A Ruh (sup) A Mun
Russia: (Melinda Holley) A Ser-Tri, A Bud (sup) A Ser-Tri, A Rum-Ser, A Lvn-Pru, A Mos-Lvn, A Ber (sup) A Lvn-Pru (Dis, ANN), A War (sup) A Lvn-Pru, F Aeg-Ion, F Tus-Tyh (Dis, ANN)
Turkey: (David Anderson) F Nat-Lvp (nsu), A Wal-Lon (nsu), A Cly-Edi (nsu), A Gas-Par (nsu)

Austria: Tri, Vie, Bud, Ser, Ven, Rom, NAP, GRE 5 even
England: Edi, Lvp, Lon, Nwy, Bre, Stp, Spa, Tun, MAR 9 even
Germany: Kie, Hol, Den, Swe, Bel, Mar, Par, Por, Mun, BER 9 even
Russia: War, Sev, Rum, Ank, Con, Smy, Mos, Bul, Gre, Ber, SER, TRI, BUD 11 build 4
Turkey: Nap 0 Out

The deadline for winter 1911/spring 1912 is: February 8, 1991.

India to Turkey: Iran is the far east. There is nothing else over the rainbow.

Austria to Italy and Russia: I thought this was a nicer neighborhood...

Austria to Turkey: Name your price.

Austria to Italy: I'll guarantee you won't profit at my expense. Wise up before it's too late.

Austria to Turkey: I can be a good toady - really! Just ask Tom Nash!

Austria to Russia: Time for "Plan B". Ready to talk?

Austria to the Rest of Europe: HELP!

Will Michael Gonsalves please standby for England. Winter 1901 is due by the deadline on page 1.

Retyped for the NAVB, 1990

AC13/0n

Roman Diplomacy

by Pete Calcraft, 1985

1. **Game start.** At the start of the game all supply centers are neutral and occupied by neutral "garrison" armies. All land provinces are occupied by barbarians. Game years and turns are numbered normally. Garrisons and barbarians armies are denoted by "G" and "B" respectively.
2. **Players.** They may be any number of players. A player joins the game by selecting any neutral Mediterranean or Black Sea coastal supply center as that player's Imperial City. The GM will provide a name for the empire, but may accept suitable suggestions.
3. **Imperial Cities.** The garrison of an imperial city may not move, may support as if it were an ordinary army, is destroyed if the province is captured by another power, and does not require a supply center to maintain it. Normal units may occupy the same province as a friendly garrison, but a garrison does resist attacks from other empires. Builds may only be made in imperial cities. Captured supply centers have no garrisons.
4. **Fleets.** Fleets in Roman Diplomacy use a version of "petrol rationing". You may make as many fleet orders as you have fleets. Unordered fleets stand, and may be supported. Fleet using multiple moves may not support or convoy: fleets may support and convoy only as normal "single" moves. If one part of a multiple move fails then all subsequent parts also fail, but those parts already completed still take place.
5. **Federation.** Any number of empires may federate to form a single empire. Control of units may be signed over to another players within the same empire, or to a new player, but not to an opponent. Units belonging to the same empire may not support against other or cut each other's support. Supply centers cannot be captured by armies belonging to the same empire. Supply centers, units and builds may be traded freely within an empire. All trades are permanent, "loans" are backed only by trust. Such trades occur after retreats, but before builds.
6. **Defederation.** Any member empire may leave an empire at the end of any turn, without the agreement of any other players involved.
7. **Barbarians.** At the end of each turn any unoccupied land province adjacent to either a province occupied by barbarians or any map edge becomes occupied by barbarians. A supply center occupied by barbarians reverts immediately to neutrality, with a neutral garrison. Barbarians are cleared from a province whenever it is entered by a non-barbarian army. Barbarian occupation of provinces has no effect on movement.

8. Barbarian Armies. Players may raise barbarian armies in any province occupied by barbarians in a normal build season, by expending one build (as normal). Duplicate barbarian builds fail. Maintaining a barbarian army already on the board is optional. An unmaintained barbarian army stands in civil disorder (unless re-hired by any player) and the province it occupies becomes "occupied by barbarians" under rule 7. Supply centers captured by barbarian armies revert to neutrality (with neutral garrisons). Note that the presence of a barbarian army does not imply "barbarian occupation" under rule 7 unless that army is in civil disorder.

9. Civil Disorder. When an empire goes into civil disorder (two successive NMRs or three NMRs in all) all centers immediately revert to neutrality, and any units occupying supply centers are removed. Units not in supply centers stand in civil disorder until dislodged. Centers not occupied by foreign units gain neutral garrisons.

10. Winning. The requirement for a win is 15 centers for any single empire or federation of empires. A win by a federation is a "joint win". A simultaneous win by more than one empire/federation is a "draw" or a "joint draw". There are no minor placings. The game may be ended with any result by unanimous agreement of all current players.

The suggested starting date is 100 A.D. Note the Kiel Canal does not exist in that era.

Getting things done around here is like mating Elephants.

- 1. It is done at a high level.**
- 2. It's accomplished with a great deal of roaring and screaming.**
- 3. It takes two years to produce results.**