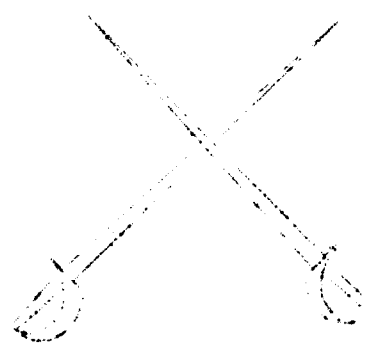
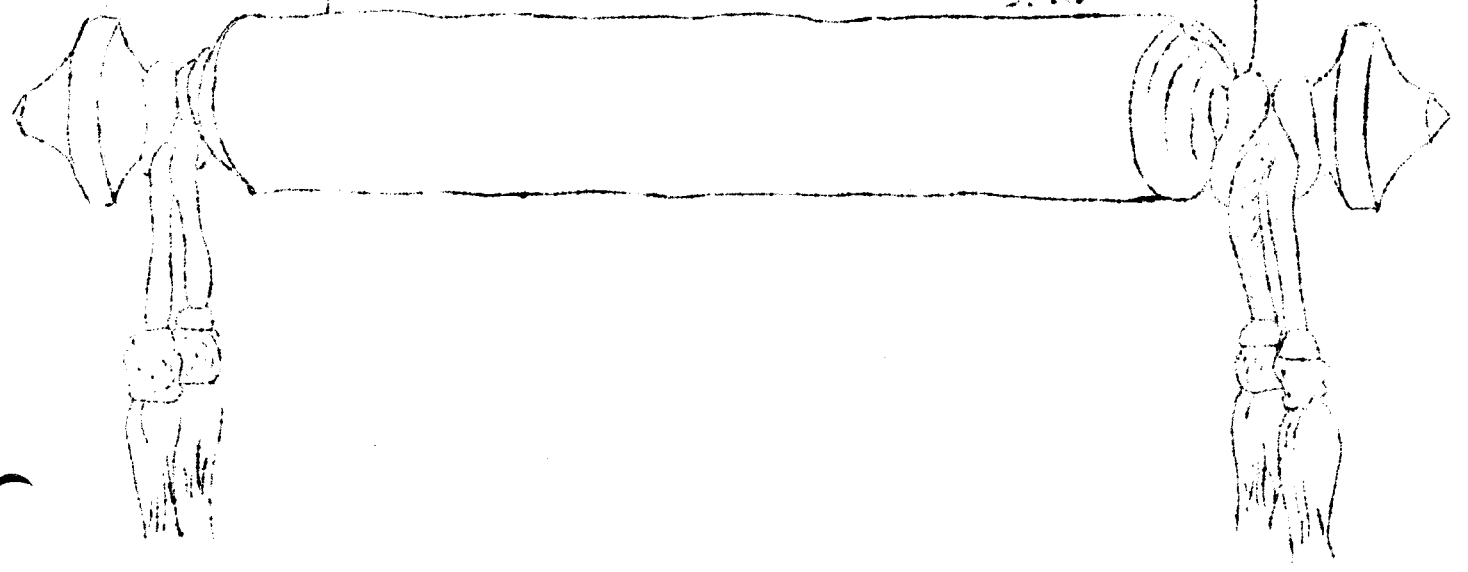


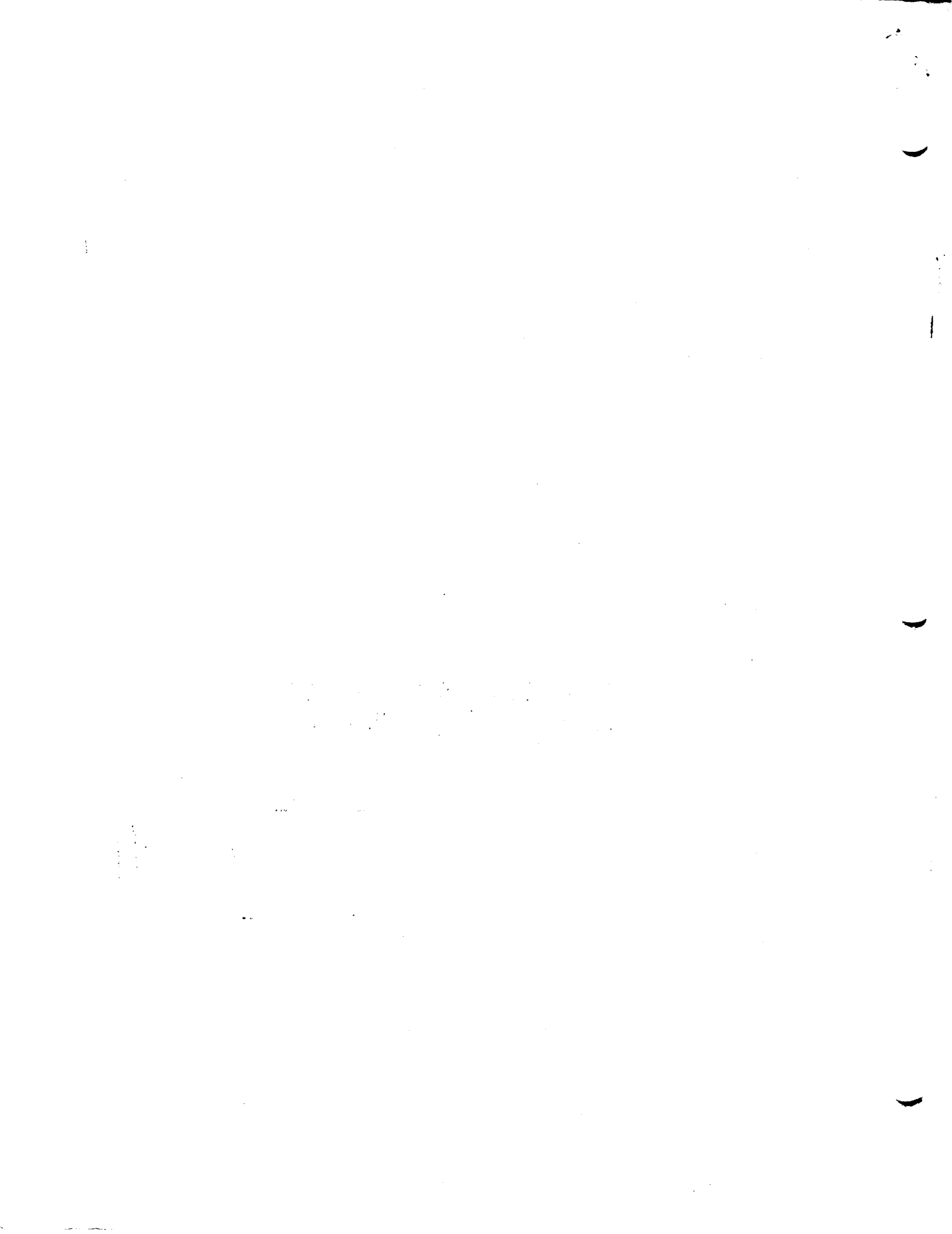
Nederland



Chronicles

A.





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"Know, O Prince, that between the years when the barbarian hordes over-ran Rome and all its splendor, and the years ... of the rise of the sons of Uncle Sam, there was an age undreamed of, when shining kingdoms lay spread across the world like blue mantles beneath the stars--Italy, France, Turkey, with its dark-haired women, and towers of spider-haunted mystery, England, with its chivalry, Russia, that boarded on the frozen wastes of Siberia, Austria, with its shadow-guarded Transylvanian tombs, Germany, whose riders wore steel and gold. But the proudest kingdom of the world was Uncle Sam's dreaming alone in the untrodden west. Hence came the despoilers, blacked-haired, sullen-eyed, swords in hand, thieves, reavers, slavers, with gigantic melancholies and gigantic mirth, to tread the jeweled thrones of the earth under their sandaled feet. The seven greatest kingdoms fell prey to their ilk:

Chronicles Came #1

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Moves to this game are to be sent only to the gamesmaster.

Subs to Predicist Dissemination----5¢ for one; 20 for a buck.

(If anyone outside of Saskatoon is desperate enough to desire copies;  
2 for 15¢ is the price.

## Boardman House Rules

The rules as written in the rulebook "Diplomacy", published by Games Research Inc., will apply except where amended in the following discussion. A precedent set will be followed throughout the game. The ruling of the Gamesmaster is final.

### A. Rule Interpretations.

1. The following definitions are made:
  - a) Each individual army or fleet is a unit.
  - b) Each unit occupies one space, be it land or water.
  - c) Attack is an order to move.
  - d) Head-on attack - a situation where two units are ordered to the space the other occupies.
2. A unit is dislodged only when displaced by another unit.
3. The move of a unit dislodged in a head-on attack is voided. Support is still good, however, giving the Boardman-rulebook solution of Boardman's dilemma.
4. Support is cut by an attack which forces a supporting unit to turn and face its attacker. ie, an attack from the side
5. A unit ordered to attack may not be supported in the space it occupies at the start of the move.
6. A convoy order is unsuccessful if:
  - a) the convoying fleet is dislodged.
  - b) the convoy route is ambiguous
7. A convoyed unit is understood to be attacking from the last sea space through which convoyed.
8. If a fleet ordered to convoy an army is annihilated, the army is also annihilated
9. Two units may not exchange positions whether by fancy convoy or any other method
10. Convoying between contiguous provinces is allowed.
11. Support may not be convoyed.
12. Spaces having two coasts (St Petersburg, Spain, Bulgaria).
  - a) A fleet in one of these spaces may only support in a space to which it could move.
  - b) Fleets may use the coastal crawl in Bulgaria and Spain. (ie. F Por to Spa(nc) and F Spa(SC) to Por will succeed).
13. Retreats:
  - a) One space available - automatic retreat; player has removal option.
  - b) Multiple spaces available - automatic removal, unless player orders a retreat.
  - c) two or more units retreated to the same space, will result in the elimination of all.
  - d) Retreat by convoy is allowed if and only if the convoying fleet has not received an attack or support or convoy order during that move.
14. Unordered units will stand. If dislodged, they may retreat as per #13 above.
15. A failure to submit removal orders will result in the removal of the unit(S) farthest from the Capital, determined by the distance between the Capital's Black dot and the nearest point on the boundary of the space which contains the unit. Capitals are Vienna, London, Paris, Berlin, Rome, St Petersburg, Constantinople.

16. A player may stand off an attack against a space occupied by one of his units, with an equally supported attack.
17. Supply centers may be gained only by occupation at the beginning of a winter move.
18. Victory Condition: One Player having eighteen units on the board after any move.

#### B. Procedural Rules.

1. Moves are due 9:00 PM CST on the deadline specified.
2. Moves will not be published before the deadline.
3. Moves will be accepted by:
  - a) Letter or Postcard
  - b) Sealed note given to the Gamesmaster
  - c) Telephone. If given permission the gamesmaster will call, immediately after the deadline, anyone having missed a move. This is the only time that moves will be accepted after a deadline.
  - d) Written messages are preferred
  - e) carrier pigeon (?)
  - f) Retreats, if any, will be settled by phone between the person involved and the Gamesmaster.
4. Moves may be changed prior to the deadline.
5. No player or former player may submit moves for a country other than his own in the same game.
6. Players may designate their own replacements (subject to #5 above):
  - a) temporary - player must inform gamesmaster of replacement and period during which to accept moves.
  - b) Permanent - player must inform gamesmaster of replacement and effective date. The player understands that all rights are relinquished to the replacement
7. Attempts to deceive the gamesmaster will bring fire, not to mention thunder and lightning.
8. Press Release sources are confidential. Releases will be accepted from non-players.
9. Names of the spaces will be abbreviated by the first three letters, with the following exceptions: Stp - St. Petersburg; Nth - North Sea; Nat - North Atlantic; Nwg - Norwegian Sea; Nwy - Norway; Naf - North Africa; Bot - Gulf of Bothnia; Lyo - Gulf of Lyon; Lvn - Livonia; Lpl - Liverpool.
10. Unsuccessful moves will be underlined.
11. Any player missing three or more moves will be replaced, (that is, a total of three moves).
12. Local players of diplomacy (and subscribers) wishing to be stand-by players in Chronicles Game #1 should inform the Gamesmaster. If they enter the game, a nominal fee will be charged.

Remedion Chronicles, if you haven't figured it out by now, is a journal (?) supposedly catering to that particular form of insanity known as the playing of Diplomacy. It is the unoffical d(r)iplomacy magazine of the U of S Res, the Hearts Club, the Rovers of Saskatoon, and the 18th Avalon Scout Troop.

What you don't know (until you read this) is that the real reason for its existence is to serve the whims of its editors, who will be printing various bits of sense and nonsense as the mood strikes them.

The initial quotation is adapted from Robert E. Howard, and the cover was drawn by John Morrison.

Currently the Chronicles carries one game with completely local players at the fantastic rate of a move a week.

## THE PHYSICAL ILLNESS

(Column of Inanities)

A conservative force - is one which goes around in circles and does no work.

In Physics, one finds that most important formulae are derived using one of those handy little trigonometric relationships that no-one knows about except the author of the textbook concerned.

Question of the Week: What did Newton say when the apple fell from the tree

a) Ouch!

b) If an apple falls, what keeps the moon <sup>up</sup> ~~is~~? Nothing?  
NOTHING?!? Help! Mama !!

c) ~~mmmmmm~~does ~~mmmmmm~~'t ~~mmmmmm~~taste ~~mmmmmm~~toom ~~mmmm~~bad.

Warning: Your Local Diplomacy players are armed and dangerous---they have to be to survive.

Conversation after an especially nasty Backstab:

Russia: (to Turkey) I hope that knife in your back isn't bothering you too much

Turkey: No problem---it only hurt half as much after Italy stuck his in.

Here is a quotation from Capt R. C. Walker's Diplomacy column in Strategy and Tactics:

"He who stabs to win a game  
Puts a shadow on his name."

Remember, all you compulsive backstabbers, your time will be up eventually.

Oh, by the way, the deadline for Spring, 1968 moves  
to Tuesday, 15 October, 1968.

So much for Nemedian Chronicles #1. Stick around for the next issue. That's when the action starts. Who knows, maybe your editors will be sober when they put out the next one.