



POPCORN 0.5 is a Deviant game opening announcement. This all comes about through a trap Conrad Minshall laid in a Butter Battles contest. POPCORN will not be a part of MAGUS (if you don't know what that means, don't let it bother you). It will either stand on its own or be a sub-subzine in Butter Battles, if Conrad (the original mover in this case) faces up to his responsibilities. In any case, the game fee will be \$10.00. That buys you a position in the game and copies of POPCORN until the end of the game.

There are already three signed up to play. They are Ig Lew, Conrad Minshall and James Early. Ig has even paid.

If four more of you sign up and all of you pay the fee, a gamestart announcement will wend its way ASAP. I will take you first come first served.

The rules (until you modify them) are the 1976 Diplomacy Rules as modified for play by mail. Seasons or groups of seasons will be played on monthly deadlines. Before Spring 1901 and with every spring or fall turn, each player may propose a variant rule. GM will print proposals and indicate who the proponants are. With each spring or fall turn, the players will vote for one or two of the rules in the previous season's set of proposals. The rule (or rules if there is a tie) with the most votes becomes a rule of the game. The GM will list the player's votes. If a player does not propose a new rule, his most recent proposal will remain in effect. If that was passed into a rule, its negation will be proposed. If a player does not vote, he will be considered to have voted yes for his own proposal. Because the number of supply centers may vary, a simple majority rather than a fixed 18 will be the victory criteria for the game. In addition to the new proposals, the GM will also list all the variant rules that have become rules of the game, even if they have been negated by another rule. The later rules in the list take precedence.

This is going to a select few that Conrad suggested and a couple others I've thought of. Feel free to pass the info along to other interested parties. If we don't fill the game by mid July, I'll return any collected game fees and bag it.

If you are interested and have \$10.00, send me your name and address. I am Steve Langley and you can reach me through the mails at 2296 Eden Roc Lane #1, Sacramento, CA 95825 or by phone (916) 927 4077 (if I'm home, if not, Daf likes people).

I will need to know the name and address of the MNC. Anyone?