

Richard Martin, "Editor"
26 Orchard Way North
Rockville, Md. 20854

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Well fans, here it is, the first issue of that long awaited but untitled magazine of Diplomacy, "?". Since I only have four players at this point, it looks like next issue will see the first game start. This particular work of art will be devoted to an outlining of my house rules and an all out recruiting effort by all concerned (no recruits means no games, right?). Each of you lucky people will find a few spare copies of "?" to give to other Dippyists (friend or foe, it's up to you) or other likely candidates selected at random. The main crunch is that I need Gamers willing to shell out the necessary pittance to keep me afloat. Anyway, enough triviality, on to bigger and better things.

My house rules are as follows:

- 1) All the standard rules of Diplomacy will be followed, except where ammended for postal play.
- 2) Orders will be due every fourth Friday after the game starts. Builds and retreats will be due ten days after the issue in which they are necessitated comes out. I don't care how They come in, just so long as I get them.
- 3) The GM will consider the orders most recently received to be valid, any other orders sent in by that player for that turn to be invalid, and any orders not received at all to be unfortunate.
- 4) The GM's decisions will be considered final and not open to dispute unless they clearly contradict the written rules of Diplomacy available in any new Dippy set of Avalon Hill origin.
- 5) Any player who sends in another players orders will be immediately be dropped from any games he may be involved in at the time. Deception is not illegal if practiced exclusively between players. It's not nice to fool Mother Gamesmaster!
- 6) Conditional builds and retreats are strongly recommended.
- 7) Due to the shorter period for builds and removals, only the first set of such orders from each player will be considered valid.
- 8) Each player will be notified of each such move at the first possible moment.
- 9) If a player fails to get his orders in on time, his units go into a state of civil disorder, holding in place (if they are not dislodged). Dislodged units are allowed to retreat, but if the retreat is not received in time, the unit is disbanded.
- 10) If a player misses a Fall or Spring move, then the GM will request that an assigned standby send in an alternate set of orders. If the same player again fails to submit orders for the next turn, the alternate player's orders are followed and he takes control of that country and it's units. The original player is then out of that game.
- 11) Once out of a game there is no return during that particular game. For example, player A fails to submit a set of orders for Spring. The GM requests that alternate B send in orders for Fall. If player A submits Fall orders, B is put back onto the list of alternates. However, if A fails to submit Fall orders also, then B takes over control and his orders are followed. A is out of the game and may

not return as another country in that game. He is not barred from entry into a later game, however.

12) A player wins when either he achieves the eighteen center victory conditions or all remaining players agree to declare him victor by a unanimous vote. An abstention counts as a negative vote. Yes, you must vote for yourself....

13) Adraw is determined by a similar vote or if there is no net change in supply centers over a two year period.

14) Any player may propose a draw or concession.

15) Game fees are \$3 per game, subscriptions are \$3 for ten issues. Players must maintain their subs.

Is there anything I missed? Any suggestions, comments, snide remarks? I shall take my role as GM very seriously and interfere in the games as little as possible. I'll also learn how to type.

And, as a final show of benevolence, the first fourteen people need not pay a game fee, only the sub. Got it?

Oh yes, be sure to send in a country preference list with your application.

I hope to recruit enough players at Origins '79 in the next few weeks, but every little bit helps.

Come next issue, and I'll tell you all what Origins was like. Don't die from anticipation in the meantime....

Until next time, take care.