

"Runestone" is, or may be, a journal carrying one or more games of Diplomacy. The players for the proposed game would all come from Huntsville and its immediate vicinity. Because of the short distances involved, we would be able to play an extremely fast game (by postal play standards.)

Play in "Runestone" would provide a medium for people who want to play Diplomacy but can't make it to face-to-face games. It could also provide an introduction to the postal game and a chance to develop skills before trying the game on a wider level. But basically it should provide...fun.

For those of you who aren't too well acquainted with the game of Diplomacy as it's played by mail, here is how it would operate:

Once each week, players would send me their moves by mail or phone. On the deadline, I would adjudicate the moves, type the results in Runestone, and mail the copies to the players. In the meantime, negotiations would be carried on among the players, by mail, phone, in person, smoke signals, or whatever medium you prefer.

Although negotiations may be carried on by various methods, this would be technically a "Postal" game, would be assigned a Boardman number and noted in the statistics and rating systems of the international postal Diplomacy hobby.

I am now inviting applications to play in "Runestone."

If seven people are interested, the game will start. Otherwise "Runestone" will disappear.

Other things you should know:

Cost to you: Cost of postage or of whatever method you use to negotiate and send in moves. Also a game fee paid to me, which partially covers my costs of supplies and, mainly, postage. A fee of \$2.00 is lower than my "Arrakis" games, reflecting lower postage costs for a smaller issue and no airmail. It's still below cost, but then this is a hobby for me, not a profit making enterprise.

Time: It is impossible to predict how many game-seasons the game would last; however, assuming about ten game-years, this would mean roughly twenty to thirty weeks of actual time.

Subscription: If you want to follow the game without playing, take a subscription. 12/\$1.00 (also below cost) with one added advantage:

Standby: It often happens that a player, for one reason or another, decides to drop out of the game. Therefore standby players are needed to be ready to take over the abandoned country. Any subscriber may join the standby list and, in effect, get a free position if someone drops out.

Propoganda: This is a common feature of Diplomacy as played by mail. Players are encouraged to submit for printing, written propoganda. This may range from formal statements of policy, threats, bribery, etc., to humour, satire, fantasy and that sort of thing. It is usually (but not necessarily) in the form of mock newspaper stories, datelined in the country of origin so that the author may be identified by the other players.

Anyway: will this mad scheme succeed? It's up to you. Call me at 789-5382 or write J. Leeder, Box 1606, Huntsville.

If you have a friend who might be interested but didn't get a copy, pass the word along and have him (or her) contact me for a free copy.

CHIMO!

For your archives.