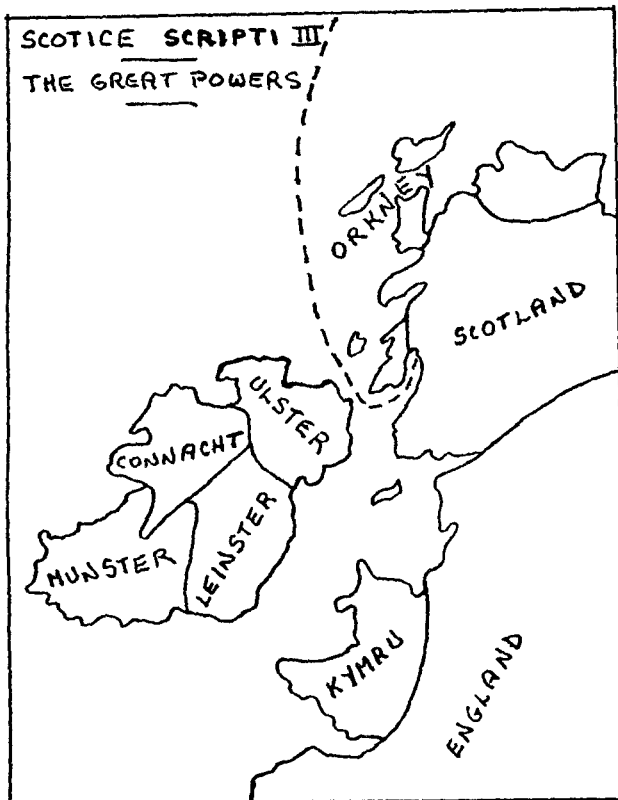


OPENING SHOT

This month sees us three games big, with NORTH-1 (1981 W) underway and the addition of the orphaned 1979 HA (welcome aboard guys!). The press for 1980 IC set a new record: a whole page. We've had tons of mail this month and still have room for the two regular features: the rules discussion (this month on self-dislodgment) and the history of provinces on the game board (Finland, this time). The saga of my 1976 trip across the USA continues through Iowa to Omaha. Ten pages gets us just under the weight limit for postage, as the new paper is lighter than what I was using before. Costs are not as high as I reported last month, because of a misunderstanding. It comes to 13¢ per sheet (two pages), plus envelopes, address labels, and postage. That means the predicted loss is not as great. Subs, including trades, have hit 40 as I go to press. No one came through with a Selectric typewriter, but I did get a new ribbon.

GAME OPENINGS

There are still seven slots available for a REGULAR GAME open to anyone interested. Game fee: \$4.00, plus sub.



Peter Gaughan was kind enough to send along the map and rules for SCOTICE SCRIPTI III. This is an 8-man game played in ancient Ireland. This map shows the playing area and the major powers. Rules are as in Regular Diplomacy, with the addition of a modified army/fleet module (different from Fred Davis' standard A/F module). If you'd like to see the rules and full map, I hope to have them available in a few weeks. Designed by Peter Comber and Rod Walker. Game fee: \$5.00 plus sub.

One person so far has expressed interest in CONQUEST OF THE NEW WORLD. This is a five player game played on a map of the Americas at the time of the European explorations and conquests. The Great Powers are off the map and enter the New World via the Atlantic Ocean with Army/Fleets. A map and rules will be available in a few weeks. Game fee: \$5.00 plus sub.

Standby positions are half price, plus a sub. Please don't send game fees till the game is filled and I ask for them.

SNAFU! is a zine devoted to the postal play of Diplomacy.

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Ronald James Brown, RR #2, Maniwaki, Québec, Canada J9E 3A9
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Subscriptions can be had at \$6.00/12 issues.

1980 IC / Mensa 12

SUMMER, 1903: England: F Nwy R Ska*

FALL, 1903: RUSSIA TAKES A BEATING; GERMANY AND ENGLAND LOCK
HORNS: NAVAL MANOEUVRES IN THE MED HINT AT NEW WAR(S?)

AUS (Sharon Lewis): A Gal* S A Sil - War*; A Vie* S A Ser - Tri*;
F Gre* S TURKISH F Aeg - Ion.

ENG (Charles Byrne): F Bar* & F Ska* S F Nwg - Nwy*; F Eng* - Nth;
F Por* H; A Bre H /A/.

GER (Rick Young): A Den* H; A Tyr - Mun*; A Par* & A Pic* S A
Gas - Bre*; F Bel* - Nth; A Ruh* - Bel.

ITA (Darryl Phillips): A Mar* S A Spa*; A Ven - Tyr*; A Apu* H;
F Ion - Adr*.

RUS (Charles Letcher): A Mos* S A War; A War S A Mos* (A War /d/,
R: Ukr, Liv, Pru, OTB); F StP(nc)* S F Nwy; F Nwy S
F StP(nc)* (F Nwy /d/, R: Swe, OTB).

TUR (Dan Wilson): F Aeg - Ion*; A Sev* - Mos; A Arm* - Sev;
A Rum* H; F Bla* H.

SUPPLY CENTRE CHART: WINTER, 1903

AUS: home, Serbia, Greece, WARSAW (6, build one)

ENG: home, Norway, ~~Brest~~, Portugal (5, even, as one annihilated)

GER: home, Denmark, Holland, Belgium, Paris, BREST (8, build one)

ITA: home, Tunis, Marseilles, SPAIN (6, build one)

RUS: Moscow, ~~Warsaw~~, St. Petersburg, Sweden, ~~RUMANIA~~ (3, disband
one, as one annihilated)

TUR: home, Bulgaria, Sevastopol, RUMANIA (6, build one)

NEUTRAL: ~~Spain~~

DEADLINE FOR AUTUMN RETREATS AND WINTER BUILDS: FRIDAY, MAY 1st.

PRESS

Moscow: Anyone wishing to attack Austria please let me know in advance. I am willing to lend some (possibly all) of my units to an effort designed to bring Austria down.

Ottoman Empire: The Empress Sharona and the Sultan al-Dan have formed an alliance between the Dual Monarchy of Austria-Hungary and the Ottoman Empire. This twin alliance announces to the world that war is hereby declared on the czar Charles I of Russia. Total occupation of Russia will be the only satisfactory end to the war.

Berlin: Because of recent research indicating that coffee drinking statistically increases the chances of getting pancreatic cancer, thousands of people, all over Germany, have given up statistics!

1981 W / North 1

SPRING, 1901: SLEEPY MUNICH SURROUNDED BY FOUR ARMIES; NAVIES
OPT FOR CONVENTIONAL OPENINGS IN ALL SECTORS.

AUS (Michael Granatstein): F Tri - Alb*; A Bud - Ser*; A Vie - Boh*.

ENG (Errol Platt): F Edi - Nwg*; A Lvp - Yor*; F Lon - Nth*.

FRA (Michael Morris): F Bre - MAO*; A Mar* S A Par - Bur*.

GER (Len Johnson): NMR: F Kie* H; A Ber* H; A Mun* H.

ITA (Bill Young): A Ven - Tyr*; A Rom - Ven*; F Nap - Ion*.

RUS (Garvin Boyle): F Sev - Rum*; A Mos - Sev*; A War - Sil*;
F StP(sc) - Bot*.

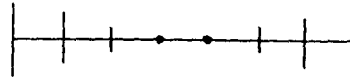
TUR (Steve Hutton): A Con - Bul*; F Ank - Con*; A Smy* H.

STANDBY FOR GERMANY: Bruce Poppe, 407 Carmarthen Ct., Exton, PA
19341. If Len submits Fall, 1901 moves they will be used; if not,
Bruce will be taking over. And that's the end of the standby list
for this game! (Anyone interested?)

FALL, 1901 ORDERS DUE: FRIDAY, MAY 1st

PRESS

Paris: An undisclosed source has revealed that Army Group-1 has
slipped out of Paris into the Burgundy for "war games."
Also disclosed but unconfirmed was the entire French
Fleet has left port.



Press 1980 IC (continued)

Turkey to Italy: The fleet and land power you have been exercising
in the Eastern part of the Mediterranean has caused severe
diplomatic doubts in regard to your future actions. The
twin alliance hereby demands an immediate withdrawal of
your fleet power to the Western reaches of the Mediterran-
ean. Failure to comply will result in severe diplomatic,
and possibly military, sanctions.

Roma: In a bloodless coup today, the Minister of Defense and
Foreign Affairs took over the Italian government. His
royal highness, King Darryl I, has promised an era of
prosperity, freedom, and global leadership. Government
sources loyal to the ex-king have been quoted as saying,
"Phhhrrrrt!"

Rio de Janiero (Newswire of the Free French): We highly commend
Italy's valiant efforts to liberate the French people; but
the last time I got a letter saying, "En garde!" I only
lasted one more season...

Rio de Janiero to London: I still haven't written to you, have I?
Maybe I should while you still have an army that can
answer.

Austria to Italy: You pick your enemies very poorly.

1979 HA

1979 HA, after being in limbo for eight months, has now found a new home. Glad to see ya! Make yourselves at home! Tell us what you've been doing (seriously). Below is the last adjudication for the game as I received it (there may be errors) and the player addresses I have. I need to know: 1) Are you anxious to get on with your battle? 2) Has anyone moved? 3) Is the spring 06 adjudication correct? 4) A history of the game, especially the Winter Supply Centre Charts, and any changes in players.

In return you'll get: 1) prompt adjudications; 2) a special deal for SNAFU! ((Note to other players: I'm offering the players in 1979 HA this deal because: they've already paid someone to play and the game is already in 1906. So you can't get it. Besides, they never expected to be a part of SNAFU! when they began their game.))

This is the deal: you get the first three months free (including this month). Then you can decide: 1) to take a full sub at regular rates (\$6.00/12 issues) or 2) receive only the page with the game report for the cost of postage. I will not be asking for a game fee, though standbys will be expected to pay as for a regular game. Sound fair enough?

DEADLINES: I'd like to hear from everyone involved in this game indicating their willingness to continue and supplying me with as much information as they can by FRIDAY, APRIL 24. If I don't hear from a given player by then, I'll assume he's lost interest and I'll have time to find replacement players before the next issue is out. The game, hopefully, will be back on the road and the deadline for Fall, 1906 can be set. First I would appreciate if players could check the adjudication; there appear to be a few units missing.

My HOUSERULES are being sent in a separate envelope. Good luck!

SPRING, 1906

AUS (Mike Carroll): NMR. A Bul* H; A Bud H /d/ (R: Ser, Tri, OTB);
A Vie* H; F Gre* H.

ENG (Dave Carter): F Hel* S French F Bel - Nth.

FRA (Tom Swider): F Mar - Lyo*; F MAO - Wes*; F Eng* S F Bel -
Nth*; A Gas - Mar*; A Bur* S A Pic - Bel*; A Par - Pic*.

GER (Bernie Sampson): F Hol* - Nth; A Ruh* - Hol; A Mun* S A Ber-
Sil*; A Kie* - Den; A Swe* - Den.

ITA (Al Rodriguez): A Ven - Pie*; F Eas* & F Aeg* S A Syr* - Smy

RUS (Victor Melluci): A Nwy* - Swe; A War* - Sil; A Tyr* - Vie;
A Rum* S A Gal - Bud*; F Sev - Bla*.

TUR (Dave Weatherhead): A Con* & A Arm* S A Smy*.

Player addresses, next page.

PLAYER ADDRESSES: 1979 HA

Mike Carroll, 172 Bruce St., London Ont., N6C 1H1
 Dave Carter, 118 Horsham Ave., Willowdale, Ont., M2N 1Z9
 Tom Swider, 1183 Robinson Hill Rd., Endwell, NY 13760
 Bernie Sampson, 123 - 6th St., Middlesex, NJ 08846
 Al Rodriguiz, 2112 Roosevelt, Bakersfield, CA 93304
 Victor Melluci, 773 Concourse Village, E. Bronx, NY 10451
 Dave Weatherhead, 386 Browndale Ave., Richmond Hill, Ont. L4C 3J4

LETTERS

ON A SUMMER HOLIDAY: Darryl Phillips: "I think the idea of a vacation month is a good idea. However, December would be the best month, because of all the vacations taken at this time, not to mention that the post office is usually slower than usual during this month."
 Sharon Lewis: "Since I am a student I also will be off in August. I will not get too upset if you don't publish an August issue. I do tend to go along with Dan Wilson's suggestion that you publish one in late July and one in early September." Charles Byrne: "By the way, I vote YES for a summer vacation from Diplomacy." Dan Wilson: "... after additional thought on the matter, the Christmas season sounds best for the 'vacation' from Dippy. Put that down as my vote. The mail during December in the U.S. this year is going to be ridiculous, to say the least." ((It's beginning to sound as though December is favoured. How about 6 weeks in the summer and 6 weeks in December?))

ON THE NEW SNAFU!: Mike Mazzer: "Thanks for SNAFU. Here's my \$3.50 for a sub (pre-April 1) and my regards to Ann for her excellent layout job. I would like to standby for Mensa 12....A fine piece of work." Darryl: "I like the new SNAFU. And all along I thought it was only my eyes. Thanks much." Dan: "First and foremost I want to congratulate you on the improved format. It would not be sufficient to say it is an improvement; the new format raises the quality level of your zine from a '4' to an '8.5.' ☺ It is a considerable improvement and makes the zine so much more enjoyable." ((It's all Ann's fault. She makes me re-type my errors. For years my students have been answering questions like: "Give Describe in five paragraphs Hamlet's ~~xxxx~~ conflicts." Thanks everyone, from both of us.))

ON THE PLAYING BOARD: Fred Davis: "Re: Gulf of Lions/Gulf of Lyons/Golfe du Lion. I spotted this error the moment I saw my first Diplomacy board in 1968. The reason I knew of this was that in the Hornblower series by C. S. Forester, one of the naval actions takes place in the Gulf of Lions (which was always shown in its English spelling in the book...) Same thing with Livonia, which ought to be Courland. My best friend's father came from there (Latvia, to be specific). Everyone called the area Courland in 1900....The map itself is erroneous in that it shows Europe as it was in 1913, not in 1901. Turkey still owned Thrace and Macedonia in 1901, so Bulgaria had only one coast." ((Fred also mentioned that the border between France and Belgium is incorrect and that he pointed out these errors in his first Dip article which appeared in Don Miller's DIPLOMANIA in 1969.))

ON SPELLING: Darryl: "Us Mericans aint got no payshens with you 'improved britishers' when you insult the honor of the 'Gridiron.'" Kerry Blant: "An English teacher, eh? My worste subject. If I try I can write a complete sentence but I can't seem to get my spelling write." ((Sigh!))

THE OTHER WORLD: FINLAND

Unlike other Scandinavian countries who sought to remain neutral during World War One, Finland was involved in a long struggle for independence from Russia. After Finland's separation from Sweden in 1809 it was governed by a bureaucracy chosen by the tsar. The Finnish language was actively suppressed (teaching, for example, was done in Swedish), and during the 1890's Russian postal and monetary systems were introduced. In 1899 Russia decreed that all legislation must derive from Russian authorities. In 1901 the Finnish army was disbanded and Finns were liable to be drafted into the Russian army.

Germany aided Finnish nationalists during the war and, after the Russian Revolution of March, 1917, Finland won its autonomy, declaring independence after the Bolshevik Revolution. However, Finland was ripped by civil war in 1918 and a monarchist group won. A German prince was nominated king, but Germany's collapse snafued that plan. The new constitution drawn up in 1919 opted for a republican system.

Postscript: Russia defeated Finland in 1939 and Finland was forced to cede a large section of the south-eastern part of the country. Germany was invited to send troops to Finland and the resulting struggle between Russian and German troops devastated large areas of the country. Following the war Finland and Russia gradually reached a détente.

RULES: SELF-DISLODGMET

Suppose you had an A War and ordered it to Sil and, at the same time, ordered A Gal S A Mos - War, then your A War was prevented from moving. Clearly, the rule prohibiting self-dislodgment (IX, 3) would require that your units remain in place. This could be quite useful defensively if, say, you wanted to use the A War to attack but were worried about a supported attack on War. So, this way you could attack and defend at the same time.

"Similarly," according to the the Rule Book, "an order by one country which supports an attack by another country against a space occupied by one of the first country's units does not permit a move dislodging that unit, but may be valid for other purposes."

This could be quite a useful rule to, for example, thwart a stab attempt by someone after you've agreed to exchange centres. For example, you, as Austria, have agreed that Italy can have Triest, provided he let you into Serbia (he's not occupying it, but has an A Gre). but a German unit in Tyrolia may prevent Italy's move. ((Come on, it's possible.)) So, you order A Tri - Ser; A Bud S Italian A Ven - Tri. If Italy bounced you out of Serbia, you would still remain in Triest, thanks to the rule prohibiting self-dislodgment. ((If you want to protect yourself from the German supporting the Italian into Triest, then your A Vie should attack the German unit to cut its support. Of course, if Italy supported the German unit into Triest, you'd be out of luck. But this is a hypothetical situation.))

TRAVELS WITH MYSELF: BANGOR, MICHIGAN TO OMAHA, NEBRASKA, 1976

Setting out from Bangor, I wanted to make Omaha by nightfall, as my mother, whom I had seen only a few times in the twenty years since my parents were divorced, lived there. I rounded Lake Michigan at about ten in the morning, immediately getting trapped by trucks on the widest highway I'd ever seen. I tried to count the lanes as I passed the southern tip of Chicago and I think I got to sixteen. But it was hard to tell, as trucks surrounded my little Pinto. There were trucks everywhere. They filled the highway, shoulder to shoulder, bumper to bumper. I didn't have to drive; they just carried me along.

Gradually, though, the highway got back to normal. Where the trucks went, I don't know. Great empty spaces opened up as I crossed Illinois, the horizon lowering to a shimmering pale blue. I usually get sleepy in the afternoon and it was already hot, so after lunch I picked up a hitch-hiker, following my rule of old men, blacks, and Indians first. He was an older guy, perhaps fifty, wearing jeans, worn boots, and a seven day growth of white beard. He was friendly enough and we chattered away the afternoon. Between us we calculated how fast we'd have to go to keep up with the sun and settled on just over 500 mph. But we figured the Pinto would probably shake apart before we reached half that speed. We crossed a bridge over a muddy creek. "What river's that?" I wanted to know. "The Mississippi, son." "Shee-it! You gotta be kidding. Back home we call that a creek." It got bigger further south, he assured me. But I was still disappointed; I wanted my first crossing of the Mississippi to be more dramatic.

Sure is a lot of corn in Iowa. We drove past more corn than I thought existed in the world. Really, what else can one say about Iowa? Lot of sun!

Around supper time we crossed another dirty little creek called the Missouri and headed into downtown Omaha. I never carry maps, so we sought out a gas station downtown and asked for directions. The hiker wanted to go to the Salvation Army hostel. We found it, then I followed the gas station attendant's instructions to my mother's.

She lived, then, on a quiet street just off the downtown area, in a large modern house next to large comfortable estate-like places about 20 years old. A half-brother, then 17, whom I had never met before, answered the door. He didn't know what to do about me and hung about awkwardly while I moved in without a by-your-leave. Mom was at the bar she owned half-way across town. Joe finally told me how to get there and went back to watching TV. Penelope's was a small neighbourhood bar with a quiet but young crowd attracted by the folk-singers and soft-rock groups mom hired. I waltzed in, sweaty, dirty, hungry, and tired. Big fuss. I had to meet everyone and drink a couple of what passes for beer in the States. I finally lay down the law about needing a shower and food and mom left with me. But first she had to know if my car had "air." "Sure," I said. "Lots of it." Turns out she meant air-conditioning and refused to ride in a car that didn't have it. I soon learned to always carry a jacket with me. It gets damn cold in Nebraskian cars in the summer.

We went home and I settled in for a stay in Omaha.

A PLEA TO ALL PUBLISHERS

It's a bit disconcerting to be reading a zine and come across a statement attributed to me that I never made. I then do a double-take and realize you're talking about my namesake in California. But it would help, I think, if there were a way to keep the two Ron Brown's straight. The simplest way would be to continue calling the fellow in California "Ron Brown" and to refer to me as "Ronald Brown." That way we'd both know who we were.

STATISTICS

According to EVERYTHING #47, of the 45 postal games which finished between November 1st, 1980 and March 1st, 1981, Turkey had the most Rule Book wins (6); Austria was next with 5; and Germany and Italy tied with 4; then Russia and France with 2 each; and England with one. Including concessions, the stats are: Turkey (6); Austria (6); Germany (6); Italy (4); France (4); England (3); and Russia (2).

Italy also proved to be the longest-lasting, being knocked out before 1905 less times than any other country. The total number of times each country was knocked out before 1905 are: Austria (10); France (9); Turkey (8); Russia (6); England (5); Germany (5); and Italy (3).

It's fun laying myths to rest. Italy has done better than either Russia or England and a shade better than France.

The longest game, which ended in this time period, was 1979 HE. It ended in 1923. Turkey won.

The shortest game reported was 1980 IE, ending in 1904 with a French-Russian draw.

Germany, in 1979 K, and England, in 1980 KT, both won concessions in 1905. At the time Germany had 14 centres; England had 11.

The quickest Rule Book win was by Turkey in 1978 IW. The game ended in 1907.

The average game length was 9.6 years.

NEXT MONTH

Everything goes on as usual May 1st when I start typing the next issue. Hopefully the grass will be blooming and the birds will be growing. Don't forget most of the world celebrates Labour Day on May 1st, so give it a thought. The Canadiens will be fighting for the Stanley Cup, so give them a cheer.

Happy Easter and a Serene Passover!

Ron

**Houserules
for
Postal Diplomacy Games
in
SNAFU!**

(Revised August, 1981)
Ronald J. Brown, RR 1, Low, Québec, J0X 2C0

Purposes and Obligations

1. The postal Diplomacy games carried in SNAFU! are for the enjoyment of the players and Game Master. SNAFU! exists as a vehicle for the games and is intended for the entertainment of its subscribers. These houserules exist to provide a framework for the regulation of the games.
2. Registration in a game creates a contract between the player and the Game Master (GM), each of whom has rights and responsibilities.
3. The GM agrees to manage his games in a reasonably accurate and prompt manner. Further, he agrees to ensure the transfer of his games to another GM if he is unable to continue. He also agrees to transfer to the new GM a complete history of the game(s) and the balance of any fees paid by the players.
4. The GM recognizes that his position in a game is that of neutral arbitrator. It is not his position, during the course of a game, to comment either on the play or on the players in such a way as to give advantage to one player over another.
5. The GM agrees to follow the requirements and regulations of the Boardman and Miller Number Custodians, the Canadian Diplomacy Organization, and the Mensa Diplomacy Special Interest Group where they apply.
6. The player agrees to observe the published rules of Diplomacy and these houserules. He agrees to play in the game throughout its length, or until his elimination. He further agrees to make a reasonable effort to: ensure that the GM receives his orders by the given deadline; provide the GM with any changes of address; and, notify the GM in writing if he must resign.

Game Master's Rights

7. Playing under a false name, submitting orders for another player without his/her consent, failing to inform the GM of family relationships between players, or any other act of deception on the part of a player, whether by commission or omission, will result in expulsion of the offender from all games in which s/he is involved and in his/her exclusion from future games.
8. The GM reserves the right to refuse play to parties who have shown themselves to be irresponsible, disruptive of games, or guilty of violations of the spirit of the game, whether those actions have occurred in his games or in those run by other GMs. The GM is not required to defend such decisions. Further, as a publisher, he has the right to refuse subscriptions to such people.

Fees

9. All players must maintain a subscription to SNAFU!. Failure to maintain a subscription will result in a player's expulsion from his game(s). Players agree to pay the

game fees for a game promptly. The GM agrees to keep these fees at a reasonable level, and not to request further fees after the initial game fee, except for subscription money. If there is a change, either in fees or in subscription format during the course of a game, the GM must offer current players the same terms under which they began their game(s). The GM will waive future game fees for players who have completed, or been eliminated from, a previous game in SNAFU!. Further, if a player has played at least two full game years without an NMR, he may enter other games in SNAFU! at half the stated game fee.

10. If the GM takes over games abandoned, or transferred to him, by other GMs, he will not charge a game fee for these games. However, these houserules apply to such games as soon as the transfer is agreed to by both GMs or by arrangement with an orphans' placement officer. Players involved in these games immediately assume all the rights and obligations of players who began their games in SNAFU!. The GM will offer these players up to three free issues of SNAFU! in order to ease their adjustment. After the initial adjustment period, the players must maintain a subscription to SNAFU!.

11. Players who take over countries abandoned by other players ("standbys") will not be required to pay a game fee for that game. Standbys assume all the rights and obligations of any other player as soon as they are asked to submit orders which are subsequently used.

12. Rules 9 through 11 notwithstanding, the GM reserves the right to charge a small fee for the costs of preparing, printing and mailing rules and maps for variant Diplomacy games.

Rules, Errors and Country Assignments

13. The latest edition of the published rules of Diplomacy will be followed. (Currently, this is the 1971 edition.) The GM's adjudications are final, unless there is an obvious and demonstrable error. Errors remaining undetected by either the GM or players until the adjudication of the next season's orders will be allowed to stand unless, in the opinion of the GM, a correction can be made without unduly disrupting the game.

14. Countries will be assigned by lot, unless otherwise specified before the beginning of a game. A person may play only one country in a given game.

15. A player may assign temporary, or permanent, control of his country to another person who meets the eligibility requirements for that game provided that the GM first agrees, and provided that that person is not already playing, or has previously played, in that particular game.

16. There are five seasons in regular postal Diplomacy games. They are: Spring moves, Summer retreats, Fall moves, Autumn retreats and Winter adjustments. Normally, retreats are combined with the following season's moves. However, the seasons will be separated if there is a request by two or more players, each having three or more units on the board at the time, or, if, in the opinion of the GM, the retreats are of such a complex nature that efficiency of play is threatened. Winter adjustments are played separately from the following Spring moves in the first game year. Thereafter, separation will occur when two or more players, each having three or more units on the board at the time, request it, or, when the GM feels it would be judicious to separate these seasons.

17. Variant games of postal Diplomacy may have different requirements or conditions for the play of seasons. Therefore, Rule 16 is waived for variant games. Requirements will be clearly spelled out either in the rules for the particular variant, or by the GM

before they arise in play. But, as in Rule 16, seasons may be separated either by the GM or at the request of two or more players, each having three or more units on the board at the time.

Submission of Orders

18. When a player enters a game in SNAFU! for the first time, s/he will be given a code, known only to him/herself and the GM. This code will be the player's means of identification when submitting orders by other than normal means (see Rule 19). Normally, the player will not need this code when talking to the GM directly by telephone. However, the code is necessary when submitting orders by any other means - for example, telegraph, letter-gram or telephone message (left with a third party) - when the GM cannot readily identify the source of the orders and their validity.

19. Orders submitted by mail are the normal procedure. Orders must be either typed or written clearly on one side of the paper. A separate sheet of paper must be used for each game if the player is in more than one game. Press items and personal notes must be clearly separated from the game orders. Each set of orders must indicate the game name (if any), the Boardman or Miller number, the country, season and game year, as well as the actual date. Orders must be signed in a consistent manner each season

20. Players may submit amended orders any time prior to the stated deadlines. In changing orders, an entire new set should be submitted. If this is not done, the GM will not be responsible for failure to note the changes correctly. If the GM receives two or more sets of orders from a player for a given season, he will use the set with the most recent date, regardless of the delivery order. If one set is dated, and the other not, the GM will use the dated set. If the player fails to date both sets of orders, the GM will use the set received in the most recent mail delivery. If the GM receives two sets of orders, ostensibly from one player, and has reasonable grounds to suspect that one set is forged, he has a duty to reject that set even if subsequently shown that they were not, in fact, forged orders.

21. Joint orders may be submitted if signed by all parties concerned, but any signatory may subsequently change his/her orders.

22. Conditional orders may be submitted, with each condition and the subsequent orders listed clearly. It is recommended that players submit a set of orders for "all other cases". In no case will conditional orders for more than one season be accepted.

23. Perpetual orders will not be accepted.

24. Coded orders, or orders conditional on what other players are doing during the season in question, will not be accepted.

25. Names of sea spaces and provinces should be clearly spelled out, especially if there is some possibility of confusion. If players use abbreviations other than those used in SNAFU!, or those which are generally accepted throughout the hobby, the GM will accept no responsibility for resulting confusion.

26. The GM will follow a player's orders as written. He will not try to guess what a player intended. Badly written orders which cannot be followed will be printed as received, and the unit being ordered will hold in place as a result. Badly written orders which are legal and unequivocal will be followed regardless of the player's intention.

27. A unit ordered to take any action other than a legal order will hold in place. A unit so ordered may receive support. A unit given a legal, but impossible, move order will hold without support.

28. A player may submit orders which are deliberately illegal or ambiguous. However, s/he should inform the GM of his/her intention. The GM will not reveal that such orders were deliberate unless the player in question gives him permission to do so.

Deadlines

29. Deadline dates quoted in SNAFU! are for the submission of orders by regular mail. Mail delivery on the stated date is the actual deadline. No allowance will be made for American holidays which are not observed in Canada, as the Canadian post office will still be operating on those days. If, for some reason, the post office cannot deliver mail on the given deadline date (e.g., due to a snowstorm or unexpected holiday), the deadline date will be considered to be the first mail delivery after the original deadline date.

30. In the event of a major postal disruption, either in Canada or the USA, deadlines will be adjusted according to the following guidelines. A disruption of less than one week should not affect deadlines unless such a disruption occurs during the two weeks prior to the deadline date; in which case, the GM will extend the deadline by a number of days equal to the length of the disruption. In the event of a major disruption lasting more than one week, but less than four, the deadline will be adjusted to two weeks after the resumption of normal service, or two weeks after the original deadline date, whichever comes later. In the event of a major disruption lasting more than four weeks, the GM will inform all players of the new deadline date as soon as normal service is resumed.

31. The GM is not responsible for mail lost or misdirected by any postal service.

32. A player may telephone the GM, at his/her own expense, between the hours of 10am and 10pm (Eastern Time) to submit orders. The deadline for telephone orders is 10pm the night before the given mail deadline date. However, the GM does not guarantee that anyone will be home to answer the telephone. Anyone telephoning the GM between the hours of 11pm and 9am (Eastern Time) will be expelled from the games in which s/he is playing.

33. When telephoning orders, the player should give his/her name, the game name or number, country and a complete set of orders. S/he should also be prepared to give his/her code should the GM ask for it. If the GM cannot come to the telephone, the player may leave his/her orders, but s/he must include his/her code. The GM will not return calls unless the player has indicated that he may call collect.

Leaving the Game

34. If a player is unable to continue play, s/he may resign in writing, preferably with a final set of orders, and his/her country will not be considered abandoned. No action will be taken other than to replace him/her in the game, and s/he will continue to receive SNAFU! as long as his/her subscription is paid up to date. A resigned player will be allowed to play in future games provided s/he can assure the GM that the conditions which caused him/her to resign have changed. However, a player who resigns from games on two separate occasions will not be allowed to play in future games.

35. In the event that the GM does not receive orders from a given player by the stated deadline, that player's units will be ordered to hold in place without support. Any units waiting for a retreat order will be ordered off the board. If units must disband, the GM will disband those units which, in his opinion, will have the least effect on play. First to be removed are units furthest from the player's home centres and not occupying supply centres; next are those occupying conquered centres; and finally, those occupying home centres. All things being equal, fleets will be removed before armies, except in variant games using the army/fleet module. The GM will then call for a standby to submit the

next season's orders or warn of an impending state of Civil Disorder. If the original player submits the next season's orders, s/he will retain control of his/her country. If a player misses two consecutive deadlines, he will be considered to have abandoned his/her country and will be replaced by a standby or have his/her country placed in Civil Disorder. S/he may not re-enter that game or any subsequent games in SNAFU!. Further, the balance of his/her subscription to SNAFU! will be confiscated and other actions, such as blacklisting, may be taken.

36. If a country which has two or fewer units on the board up to the end of the fourth game year, or four or fewer units on the board after the beginning of the fifth year of play, or which has the least number of units of the surviving powers after the beginning of the tenth year of play, is abandoned, a state of Civil Disorder will be declared and no standby will be called for.

NMR Insurance

37. If players wish, they may send the GM their telephone number(s) and permission to telephone them collect if he does not have their orders by the deadline. Such telephone calls will be made within 24 hours of the deadline, and the GM will take advantage of times when telephone rates are reduced. In order to reduce their costs, players may refuse the charges or hang up and call back by direct dial, but, if they do so, and do not return the GM's call within an hour, they will be considered to have submitted no orders. The GM will not make repeated calls if no one answers and will give a player an NMR after a 24-hour period.

Press Releases

38. The GM reserves the right to edit and condense press releases in the interests of good taste, grammar and/or space. The GM is not obliged to print all items submitted. Press releases should be datelined in such a way as to show authorship. If the GM feels there could be some confusion or misunderstanding because of a dateline, he will add the name of the country of origin to the press release. This makes the various coloured presses impossible. No anonymous press releases will be allowed. Press should be relevant to the game at hand. Attacks of a purely personal nature against any other player will not be accepted. Items submitted as press releases which are irrelevant to the game at hand, but which may be of interest for other reasons, may be printed elsewhere in the form of a letter to the editor.

39. Only players may submit press for their game. Players eliminated from play may continue to submit press items, datelined from a centre off the board, but with the authorship clearly identified. The GM may not write press, in keeping with his neutral position.

End of Game

40. In addition to the victory criteria in the Rule Book, a player may win with any number of centres in his possession by a vote of concession. If a concession is proposed by any player, the GM will call for a vote on the issue from all surviving players. A concession will be declared if all players having three or more units on the board at the time, agree to it.

41. All surviving powers may agree to a draw at any time. This requires the unanimous consent of all players having two or more units on the board at the time.

42. The first time that a vote is called, either for a concession or for a draw, and an eligible player does not vote, no vote received will count as a NO to the proposal. Thereafter, in that game, no vote received will count as a YES to the proposal, even if the second proposal is different from the original one.

43. A player will be considered to have met his obligations when he plays a game out to its conclusion or when he is eliminated from play, whether he entered the game as an original player or as a standby.

44. The GM will be considered to have met his obligations when he has published the end of game statements from the players and has ensured that the Boardman or Miller Number Custodian has received the game statistics.

Houserules

45. In the event that a situation arises in a game which is not covered either by the Rule Book or by these houserules, the GM will make the most reasonable and equitable ruling consistent with the nature of the game. Precedents set by other GMs will also be considered. Any such decisions constitute a precedent for the game in question, but may be reconsidered for other games.

46. The GM will give careful consideration to all requests and suggestions for changes, additions and deletions to these houserules, provided that they are not in violation of the letter or the spirit of the official Rule Book. Any changes affecting a game in progress will be proposed to the players concerned before taking effect.

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Abbreviations Used In SNAFU!

A	army	-	to, attacks	OTB	off the board
F	fleet	C	convoys	NMR	no move received
A/F	army/fleet	S	supports	NBR	no build received
*	indicates final position after the adjudication (given only the first time a unit is mentioned in the orders)	§	support is cut	NSO	no such order
		H	holds	NSU	no such unit
		U	unordered	IMP	impossible order
		R	retreats	CD	civil disorder
		B	builds		
		D	disbands		
		/d/	dislodged (must retreat)		
Underscored orders fail.		/A/	annihilated (must disband)		

Supply Centre Lists: After each Fall season, the GM will list the supply centres held by each power, and indicate the adjustments to be made. Supply centres held during the previous Winter season will be listed and those lost will be slashed out. Any centres gained will be listed in upper case. The number of centres held the previous year and the number held this year will be given with the adjustments required (i.e., 6-5, disband one; 7-12, build five, will play two short as room for only three; 3-3 or 4, depending on the retreat; etc.)