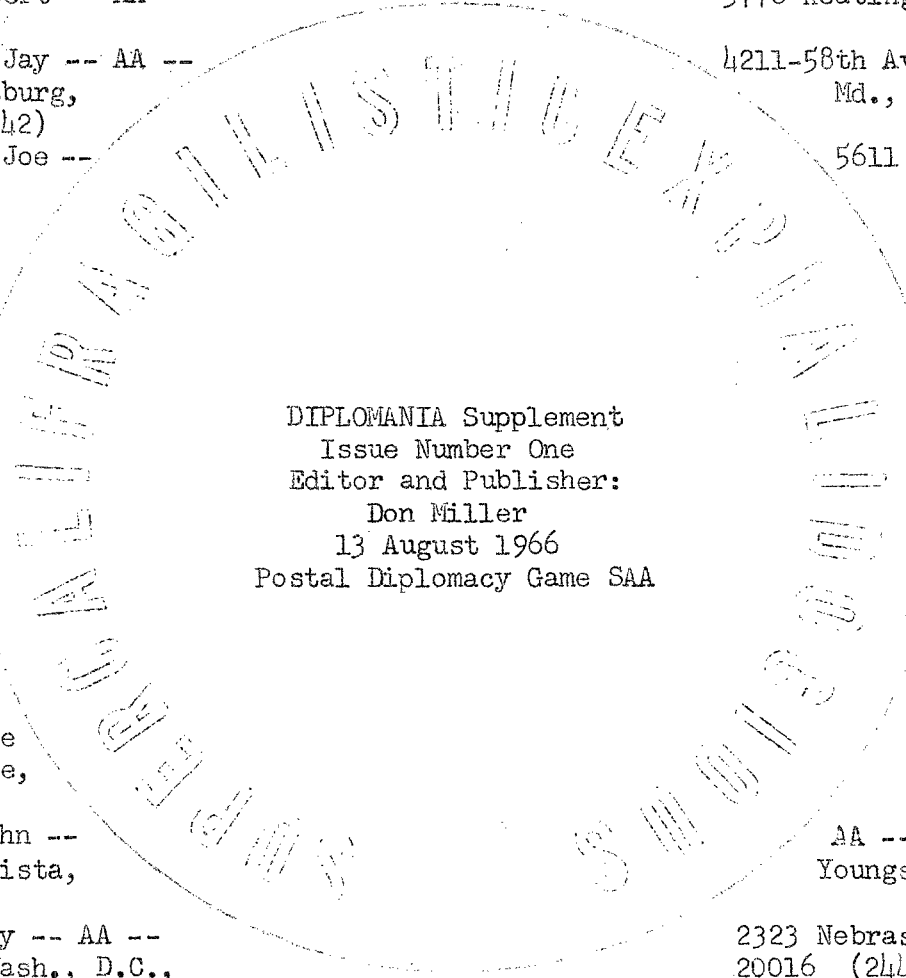


ALL GAMES

The Players --

Alderson, Daniel J. -- AA -- 6720 Day St., Tujunga, Calif., 91042
Boardman, John -- AA -- 592-16th St., Brooklyn, N.Y. 11218 (212-HY9-7686)
Bounds, Ronald -- 649 N. Paca St., Baltimore, Md., 21201 (SA7-8202) -- AA
Brooks, C.W. ("Ned") -- AA -- 911 Briarfield Rd., Newport News, Va., 23605
(CH5-8588)
Brooks, Richard -- AA -- RR #1, Box 167, Fremont, Indiana, 46737 (219-495-4267)
Carey, Chuck -- AA -- 2002 Westfield, Alexandria, Va., 22308 (780-2919)
Chalker, Jack -- AA -- 5111 Liberty Heights Ave., Baltimore, Md., 21207 (367-0685)
Clark, Frank -- AA -- 5506 Fiske Place, Alexandria, Va., 22312 (FL4-9077)
Cline, Robert -- AA -- 3778 Keating, San Diego, Calif.
Haldeman, Jay -- AA -- 4211-58th Ave., Apt. #10, Md., 20710
Bladensburg, (779-1642)
Haldeman, Joe -- 5611 Chillum Hts. Drive, West ville, Md., 20782 (864-0218) -- AA
Hoheisel, AA -- R. Wayne -- Dan-iel St., Ar-lington, Va., 22201 (528-6460)
Huff, Don Miller Alan -- 13 August 1966 7603 Wells Blvd., Adel-phi, Md., 20783 (422-3559)
Johnson, Jared -- AA -- Rochelle Drive, Chamblee, Georgia, 30005 (457-8771)
Koning, John -- AA -- 318 South Belle Vista, Youngstown, Ohio, 44509
Kuch, Terry -- AA -- 2323 Nebraska Ave., N.W., Wash., D.C., 20016 (244-8946)
Latimer, Jim -- AA -- 4011 Silver Hill Road, Wash., D.C., 20023 (423-3062)
Lebling, David -- AA -- 3 Rollins Ct., Rockville, Md., 20852 (427-4718)
Lerner, Fred -- AA -- 98-B, The Boulevard, East Paterson, N.J., 07407 (SW6-2747)
Mebane, Banks -- AA -- 6901 Strathmore St., Chevy Chase, Md., 20015 (652-8684)
Molenaar, Gregory -- AA -- 5603 McKinley St., Bethesda, Md., 20034 (657-4342)
Muhlhauser, Fritz -- AA -- 920 West Cullom, Chicago, Ill. (312-GR7-3578)
Naus, Harold -- AA -- 288 Broadway (Flat 139), Chula Vista, Calif., 92010
Oberentb, Pat -- AA -- %R. Wayne Hoheisel (address & phone no. above)
Owings, Mark -- AA -- 3731 Elkader Rd., Baltimore, Md., 21218 (889-6864)
Parks, George -- AA -- 7201 Ridgewood St., Chevy Chase, Md., 20015 (OL6-2364)
Parks, Ron -- AA -- 7201 Ridgewood St., Chevy Chase, Md., 20015 (OL6-2364)
Reinsel, Charles -- AA -- 120-8th Ave., Clarion, Pa., 16214 (CA6-7205)
Sanders, James -- AA -- Room 6K4, 601 W. 110th St., NY, NY, 10025 (MO6-9200)
von Metzke, Conrad -- AA -- 5327 Hilltop Drive, San Diego, Cal., 92114 (262-9241)
Walker, Rodney C. -- AA -- 1207 East 16th St., Fremont, Nebraska, 68025



Ward, Robert -- AA -- P.O. Box 19002, Camellia Sta., Sacramento, Calif., 95819
Weston, Bob -- AA -- 4220 E-W Hwy, Univ. Pk., Hyattsville, Md., 20782 (927-0136)
Gemignani, Margaret -- AA -- 67 Windermere Rd., Rochester, N.Y., 14610 (HU2-0068)
(Sorry, Margaret!)

The "House-Rules" --

1. Except as noted below and in the rules for specific games, the rules as stated in the Diplomacy instructions published by Games Research, Inc., will apply.
2. Game-fees for playing in SUPERCALIFRAGILISTICEXPIALIDOCIOUS will be established on a game-by-game basis, due to the peculiar nature of the games to be played therein. WSFA membership is not required for participation in SUPERCAL games.
3. There will generally be three weeks between issues of SUPERCAL.
4. Seasons shall consist of: Spring (moves and propoganda), Summer (retreats, if any, and prop.), Fall (moves and prop.), Autumn (retreats, if any, and prop.), and Winter (builds or removals, if any, and prop.).
5. There will always be a Summer season, even if there are no Summer retreats. However, if the players will cooperate and send in conditional Winter builds or removals at the same time they send in their Autumn retreats (if any), a season per game-year may be saved. If there are no Autumn retreats, then Winter will follow Fall for that year.
6. All orders (i.e., moves, retreats, builds and removals) should be mailed to the Gamesmaster, and must arrive not later than the deadline time and date. Moves will be accepted by phone, at the player's own risk and expense, but only in the case of an emergency (as ruled upon by the GM), and, in any event, prior to the time and date of the deadline.
7. The last order received from a player will be the one which counts, unless the player specifies otherwise by the deadline; however, no order received after the deadline will be considered by the Gamesmaster.
8. All orders sent by mail should be fully written out (i.e., no abbreviations). A separate order should be written for each unit moving, supporting, convoying, etc. Each set of orders should contain SEASON & YEAR, COUNTRY making move, & any other information necessary to clearly convey move (e.g., a move-order should also contain location of piece moving, TYPE of piece moving -- i.e., whether ARMY or FLEET; TYPE of move -- i.e., MOVE, HOLD, SUPPORT, or CONVOY; & DESTINATION of move). Remember to name coast if Fleet move-order involves province with two coasts.
9. No conditional move-orders allowed; however, conditional build/removal orders are allowed.
10. No joint orders are allowed.
11. At no time may two units exchange positions.
12. For all games the Gamesmaster will obtain a stand-by player, who will be contacted by the GM should anyone's orders not be forthcoming, and who will write up a set of orders for the country which was delinquent, with instructions from the GM to write the best orders he can considering the situation as it appears on the board, without regard to alliances, etc. The stand-by player will remain anonymous to all but the GM during the course of the game.
13. Precedents, once set in a game, will be followed throughout.
14. Players may publish propoganda under each other's names -- but they may not send in orders to the Gamesmaster under another player's name.
15. All decisions of the Gamesmaster are final. The GM may answer questions about interpretations of rules, etc., but may give no information about the strategies, etc., of the players while the game is in progress. Players may lie to each other but must always be truthful with the Gamesmaster.
16. Two consecutive missed moves without explanation result in removal from game.
17. SUPERCAL via air-mail costs 50¢ extra for each of first two games therein, regardless of fee originally charged for game; this applies to free games as well as games for which fee was charged.

The Gamesmaster -- Don Miller, 12315 Judson Road, Wheaton, Maryland, 20906; phone number 301-933-5417 (call after 7:30 p.m., but before 11:00 p.m., on weekdays). Assistant Gamesmaster is Wayne Hoheisel (see roster for address and phone number).

SAA

("The Game of Anarchy"; Formerly game TWJ-1966-UE)

The Players -- ANKARA: Jim Latimer; BELGIUM: Terry Kuch; BERLIN: Harold Naus; BREST: Fritz Muhlhauser; BUDAPEST: Jim Sanders; BULGARIA: Dan Alderson (note that Dan replaced Kim Weston); CONSTANTINOPLE: Charles Reinsel; DENMARK: Fred Lerner; EDINBURGH: Robert Ward; GREECE: Bob Weston; HOLLAND: Dave Lebling; KIEL: Alan Huff; LIVERPOOL: Rod Walker; LONDON: Banks Mebane; MARSEILLES: Rick Brooks; MOSCOW: Margaret Gemignani; MUNICH: Jay Haldeman; NAPLES: Greg Molenaar; NORWAY: Frank Clark; PARIS: Joe Haldeman; PORTUGAL: Ron Bounds; ROME: Mark Owings; RUMANIA: Bob Cline; ST. PETERSBURG: Jack Chalker; SERBIA: Ron Parks; SEVASTOPOL: Jared Johnson; SMYRNA: George Parks; SPAIN: Wayne Hoheisel; SWEDEN: John Konig; TRIESTE: Conrad von Metzke; TUNIS: Ned Brooks; VENICE: Chuck Carey; VIENNA: John Boardman; WARSAW: Pat Oberenbt. No game-fees, as this was a free game.

The Board -- As in Regular Diplomacy, except that there are no nations as such at the start of the game.

The Rules --

1. Except as noted below, Regular Diplomacy rules and SUPER "house-rules" apply.
2. Each player begins with one supply center. There will be a WINTER, 1900 season, during which each player may build an Army or Fleet in his center, as he desires, except that an Army must be built in a center with no coast line for the province in which it is starting the game.
3. Until a player owns five supply centers, he may build in any center of which he has established possession (i.e., by being there at the completion of a Fall move). On the Winter following the Fall move on which a player establishes possession of the center which brings the number of centers under his control to five, he must choose (and convey to the Gamesmaster, in writing, for publication) three of his centers as "home" supply bases -- i.e., he must choose the three centers from those which he owns which will constitute his "country" for the rest of the game. From this point on, these three "home" centers are the only ones in which the player may build.
4. To achieve victory, a player must have 18 or more units on the board at the completion of a Winter season.
5. In rule #3, above, change "Fall move" to "Autumn retreat, if any (otherwise, Fall move)", wherever it appears.

Note that no player may occupy a center in which another unit rests without support; as, at the start of the game, no player has more than one unit, alliances will be all-important -- no player can survive very long by himself, much less grow in size. Diplomacy is the tool for survival in the Game of Anarchy!

WINTER, 1900 builds --

ANKARA (Latimer) -- Army	GREECE (Weston) -- Fleet
BELGIUM (Kuch) -- Army	HOLLAND (Lebling) -- Army
BERLIN (Naus) -- Army	KIEL (Huff) -- Army
BREST (Muhlhauser) -- Fleet	LIVERPOOL (Walker) -- Fleet
BUDAPEST (Sanders) -- Army	LONDON (Mebane) -- Fleet
BULGARIA (Alderson) -- Army	MARSEILLES (R. Brooks) -- Army
CONSTANTINOPLE (Reinsel) -- Fleet	MOSCOW (Gemignani) -- Army
DENMARK (Lerner) -- Fleet	MUNICH (Jay Haldeman) -- Army
EDINBURGH (Ward) -- Fleet	NAPLES (Molenaar) (stand-by) -- Fleet

WINTER, 1900 builds (continued) --

NORWAY (Clark) -- Army	SMYRNA (G. Parks) -- Fleet
PARIS (Joe Haldeman) -- Army	SPAIN (Hoheisel) -- Fleet (S. Coast)
PORTUGAL (Bounds) -- Fleet	SWEDEN (Koning) -- Fleet
ROME (Owings) -- Army	TRIESTE (von Metzke) -- Army
RUMANIA (Cline) -- Army	TUNIS (C. Brooks) -- Fleet
ST. PETERSBURG (Chalker) -- Army	VENICE (Carey) -- Army
SERBIA (R. Parks) -- Army	VIENNA (Boardman) -- Army
SEVASTOPOL (Johnson) -- Army	WARSAW (Oberenbt) -- Army

Propaganda --

Ankara -- We have no interest in the Black Sea. We hear it's bad for fishing.

Edinburgh -- The Clans shall rise -- but how far?

Liverpool (25 December 1900) -- Order has been restored in at least part of the British Isles after the collapse of the central government in London. On this day, Tewdwr II was crowned King of Strathclyde at the ancient capital of Alcluyd. His Majesty proclaimed that his mission would be the reunification of Britain under the flag of Strathclyde (gules, a dragon rampant or). He forthwith ordered the construction of a mighty fleet for the conquest of the island. "The usurpers in Edinburgh and London shall soon taste the might of Celtic steel!" he cried, waving his sword.

London -- Egbert the Unsteady, King of Wessex, High King of the Anglo-Saxon Heptarchy, announced the construction of new longships to deter any possible Celtic aggression from the north or west, and to repel any hostile attempts to cross the Narrow Sea. "We have enough Saxons in Britain already," said the King; "The rest of you can jolly well stay on the continent." King Egbert (known as "The Unsteady" from his habit of maintaining no fixed abode but traveling continually through his domains) immediately departed London for a royal progression through Northumbria and Mercia.

Madrid -- A national holiday was declared throughout Spain today at the welcome news of the formation of Khazad-dum. The new nation consists of Belgium, Brest, Marseilles, Munich, Paris, Portugal, and Spain.

Moscow -- Moscow subjected a united Russia. ((We publish them as we get them -- GM.))

Munich -- Kiel: Hello, good friend to the north. May your flowers grow high, but please be careful where you plant them.

Munich -- Berlin: Peace, good wishes, and -- how about building a fleet?

Munich -- Paris: We have much in common -- like some very common neighbors.

Paris -- The illustrious Parisian Navy, which ran aground on the Left Bank last week, is no longer a powerful force in Paris's foreign relations. The Parisian Army, however, just received two Mach trucks and a green beret in foreign trade from the U.S., and is now a power to be reckoned with.

The Hague -- Remember: we're a country, and that puts us one jump ahead of most of you!

Venice (January 14, 1901) -- The Ministry of Information of the Principality of Venice today released a statement acknowledging the existence of an army composed of Venetian citizens and supplied by the government. When asked of the purpose of the army, Prince Ravioli, ruler of the Principality, replied that the army is merely a defensive precaution and nothing more. Although hinting at Italian subversives in Tuscany, the Prince declined to say whom or what the army is a defense against.

Vienna (20 September 1900) -- In a bloodless coup today, the centuries-old Habsburg dynasty was overthrown. At 3:40 a.m. a small group of conspirators woke up Kaiser Franz Josef, handed him a pair of lederhosen and a one-way ticket to Liechtenstein. As soon as the last Habsburg Kaiser was under way to his home-in-exile, the coup leaders explained their actions in a press conference. The only reporter present was an American who had been found in a gutter outside the Mozart-Saal.

"Der oldt Kaiser was unfit to lead Austria in der present anarchic state uff Europe," said the junto leader, a retired captain in the Merchant Marine who is presently the Austrian consul in the Squiji Islands. "Ve return Europe to its rightful place as der united realm uff der Holy Roman Kaiser. Der ner Prime Minister vill eggsplain out new polizy."

A short, stout man with a long white beard and a tall hat took over the discussion. Once a minor official in the Imperial Ministry of Education, he had been dismissed several years ago for incompetence and was last heard of as a remittance man in the Squiji Islands. "Der new Kaiser vill be crowned as Max III. He has kindly appointed me as Prime Minister."

The reporter, who had been revived with coffee from a Konditorei opened especially for the occasion, asked the new Kaiser what policy Austria would follow if the expected European war broke out.

"Dot's for me to know und you to findt out," Kaiser Max winked. "Now how aboutt a game uff pinochle."

No Source given -- Don Miller has really cracked up.

Ditto -- Death to all who move in the Spring.

All players please note -- For some of you newer players who failed to name the source of the propaganda, we have stated the source. However, we will not do this again. It is our policy, with respect to propaganda, to state the source of the propaganda only when the writer himself does (and this source need not be the true source of the propaganda). If we receive propaganda without a source stated, as a part of the propaganda, by the writer (e.g., Manilla -- Tokyo: Blah, blah, blah . . .; or, Tokyo -- The Rising Sun has set; or, Hong Kong (25 Sept. 1906) -- Be sure all, that we too, nor later . . . yet?), we will publish the propaganda with source specified as "No source given". If you want the source of the propaganda you submit to be published, you must write the source as the first element in your propaganda, preferably in one of the formats shown above in the example.

Deadline for SPRING, 1901 moves and propaganda -- Noon, Thursday, August 25.

ALL GAMES

In General --

Concerning future games in SUPERCAL -- As indicated in the rules, SUPERCAL will be reserved for some of the more unusual games -- or for games requiring the existence of special conditions which would render them unsuitable for inclusion in the other 'zines in the DIPLOMANIA family. "The Game of Anarchy" is included here because of the large amount of space it will be consuming, and the fact that space in the other DIPLOMANIA supplements is limited because of the large numbers of games being played therein. We hope -- as soon as we receive the rules from Dan Alderson and can get them run off and distributed -- to have a game of Super-Diplomacy in SUPERCAL. If there is any room left after the Super-Diplomacy game gets under way, we will look around for another sufficiently unusual game to be played in this 'zine (such as one involving "space-warfare", HyperDiplomacy, a new Alderson variant called Hyper-Space Diplomacy, a game of Diplomacy involving inter-temporal warfare, a true 3-d game of Diplomacy, a 4-d game of Diplomacy or an n-d game of Diplomacy, or something even further out than one of these). As of now, the most likely of the possibilities noted above would be Hyper-Space Diplomacy, as this is the only one of those named to which we currently have the rules! Now, how about some of you people out there getting to work and inventing the rest of them, so we'll have a choice of games to fill out this 'zine? And Dan, how about those Super-Diplomacy rules, so we can get the game under way? We are very close to a full roster on the Super-D waiting-list already!

FIRST CLASS

FIRST CLASS

In brief --

We are sorry there has been such a delay in the publication of SUPERCAL #1 -- and in the publication of our other 'zines -- but we have just (yesterday) completed a special course which we had to take in connection with our job, and we have, in addition, been working overtime on nights and weekends with considerable frequency during the last few weeks -- so our schedules have had to suffer -- it was our job or them! Now, the course has ended, and the overtime -- while it is still coming -- has tapered off somewhat. So, we are making an intensive effort to catch up on our publishing backlog during the next week to 10 days, before we again depart -- well, would you believe depart? -- for two consecutive conventions (ACA and TRICON).

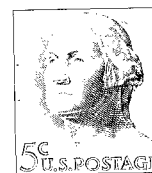
Speaking of conventions -- please note the deadline, for all games in SUPERCAL, FANTASIA, and DIPLOPHOBIA, of Noon, August 25. This deadline must be adhered to; this means that you can not call in your moves on the phone later than Aug. 24, as we won't be home on Aug. 25 (before Noon, i.e.) to receive them -- or you can mail them in so that they are received no later than the morning (only) delivery on Aug. 25. When we get home from work that night, we are going to go through the moves received, contact Stand-by players where necessary for moves that are not in, and run through the moves; we will also (hopefully) be calling players that night for retreats -- but, in any event not later than the next night. This means that typing will be started on the next issues of these 'zines not later than two days after the deadline of Aug. 25 (most likely on the next day) -- so that we can accept no late moves, even in an emergency. Please do not miss your move(s) this time -- missed moves cause us extra time in contacting Stand-by players, etc. We start our convention "tour" on Aug. 29, so, if we are to have any hope of getting these 'zines out before we come back from the cons (about two weeks hence), we must keep on this hair-tight schedule.

Did we say "In brief"?????

SUPERCALIFRAGILISTICEXPIALIDOCIOUS is published approximately every three weeks, and is free to all participants in games being played therein. Non-participants may receive SUPERCAL via 1st-class mail for \$1 for 10 issues; same rates apply to back issues, when available. Trades accepted for any Diplomacy or other games-'zines when arranged ahead of time with editor. Address code: A, player in corresponding game (refer to 2nd letter of game-designation); S, Sample; T, Trade; W, Subscriber.

DIPLomania
%D. Miller
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Don Miller



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Rockville, Md., 20852

FIRST CLASS MAIL

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