

S U P E R C A L I F R A G I L I S T I C E X P I A L I D O C I O U S

DIPLOMANIA Supplement --- NFFF Games Bureau Diplomacy Division --- Issue Number 11
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Postal Diplomacy Games SAA(1966Op), SBB(1967Xav), SCC(1967Yaw), SDD(1967Zax), SEE
(1967AAay) - - - - - Curiouser and Curiouser...

ALL GAMES

The Players -- A complete roster was published in SUPERCAL #10. Changes are:

Alderson, Daniel J. -- EE -- 6720 Day St., Tujunga, Calif., 91042.
Budd, Paul (CoA) -- 608 W. Fairmount, State College, Pa., 16801 -- also add EE.
Dobson, Michael E. -- EE -- 214 Lafayette St., Decatur, Ala., 35601.
Francis, Dave -- EE -- 1612 7th Ave., New Westminster, B.C., Canada.
Gemignani, Margaret -- EE -- 508 S. St. Andrews Place, Los Angeles, Cal., 90005
(after Oct. 1; before then, 67 Windermere Rd., Rochester, N.Y., 14610).
Haldeman, Jack -- EE -- 1244 Woodbourne Ave., Baltimore, Md., 21212. (323-6108)
Haramis, Linn -- Add EE.
Harrison, Cole -- EE -- 3611 Spring St., Chevy Chase, Md., 20015. (654-0349)
Glavic, Ron -- EE -- 430 Timberidge Trail, Gates Mills, Ohio, 44040.
Hoheisel, R. Wayne -- Add EE.
Huff, Alan -- Add EE.
Koning, John (CoA) -- 2008 Sherman Ave., Apt. #1, Evanston, Ill.
Latimer, James, III (CoA) -- Merrimack College, N. Andover, Mass., 01845 -- also,
add EE.
Lebling, David -- Add EE.
Mebane, Banks -- Add EE.
Muhlhauser, Fritz, III (CoA) -- 920 W. Cullom Ave., Chicago, Ill., 60613.
Ogle, Tommy Lee -- EE -- 2318 Cleveland Ave., S.W., Decatur, Ala., 35601.
Schauble, Paul -- EE -- Box 45, Johns Hopkins Univ., Baltimore, Md., 21218.
Shagrin, Richard A. (CoA) -- 4317 Densmore, North, Seattle, Wash., 98103.
Walker, Rodney C. (CoA) -- until Sept. 30: 1033 28th St., San Diego, Cal., 92102;
then, Capt., FV-3129356, 3345th Tech, Trng. Sch. (SAFM), Chanute AFB, Ill., 61866.
Weston, Robert -- EE -- 4220 E-W Hwy., Univ. Park, Hyattsville, Md., 20782.
Ward, Robert (CoA) -- 2704 S St., Sacramento, Calif., 95816.

Miscellaneous --

Replacement Players -- We hope all the players will get their moves in on time; nonetheless, anyone who wants to send in moves for players who missed moves this issue is welcome to do so, just in case -- particularly needed are moves for all countries for WINTER, 1900 in SEE. We also need stand-by players in all games.

The Gamesmaster -- Don Miller, 12315 Judson Rd., Wheaton, Md., 20906 (ph. 301-933-5417; call only between 8 & 11 p.m. EDT on weekdays except Fri.).

The House-Rules -- To be reprinted & updated in DIPLOMANIA #18.

New Games -- MIDDLE-EARTH II (FANTASIA); HYPERSPACE II (2nd game; Guest-GM, Buddy Tretick; SUPERCAL); SIMULATION DIPLOMACY (SUPERCAL); REGULAR GAME #13 (PTC; DIPLOPHOBIA; INSURRECTION and HYPERECONOMIC DIPLOMACY are coming (both in SUPERCAL).

Game SEE -- Rules (Cont. from page 10) --

8. Until a player owns 5 supply centers, he may build in any center of which he has established possession. On the Winter following the Fall or Autumn move on which a player established possession of the center which brings the number of centers under his control to 5, he must choose (and convey to the GM, in writing, for publication) 3 of his centers as "home" supply bases (these constitute his "country" for the rest of the game). From this point on, these 3 centers are the only ones in which the player may build.

The above are roughly the rules for SEE. Please send any comments, questions, suggestions, etc. as soon as possible. Final, polished set will appear in SUPER-12.

Deadline for WINTER, 1900 builds, fees, & prop. -- Noon, Tues., Oct. 17.

Subs to DIPLOMANIA are 10/\$1.25; the 4 games'zines are each 10/\$1. Game-fees (except SEE) are \$3 first game, \$2 thereafter. 10% discount to Regular Bureau members.

SAA (Game of Anarchy I) --

The Players, Rules and Board -- See SUPERCAL #'s 1, 3-8 for past history of players; current players listed and rules and board reprinted in SUPERCAL #10.

AUTUMN, 1903 retreats -- HOL: No orders rec'd; GM removes retreating A Hol; OOG; MAR: No orders rec'd; GM removes retreating A Spa; OOG; SMY: No orders rec'd; GM removes retreating F Smy; OOG;

WINTER, 1903 builds/removals -- ANK: No orders rec'd; stands pat; BER: (B) A Ber; BRE: (B) F Bre; LON: (B) F Lon; NAP: (B) F Tun; PAR: (B) A Par; SEV: (B) A Sev; TRI: (B) F Tri; TUN: No orders rec'd; GM removes F Tyn; OOG; WAR: No orders rec'd; GM removes A Lvn; OOG.

Positions at end of WINTER, 1903 --

<u>ANK</u> (Latimer) -- A Ank, F Smy.	(2)
<u>BER</u> (Naus) -- A's Ber, Kie, Mun.	(3)
<u>BRE</u> (Muhlhauser) -- F's Bre, Spa(SC).	(2)
<u>BUL</u> (Alderson) -- None; out of game.	(0)
<u>DEN</u> (Huff) -- F's Ska, Swe.	(2)
<u>EDI</u> (Ward) -- F's Nwg, Nwy.	(2)
<u>GRE</u> (McIntyre) -- F Bul(SC).	(1)
<u>HOL</u> (Lebling) -- None; out of game.	(0)
<u>LVP</u> (Walker) -- F's Bel, EnC.	(2)
<u>LON</u> (Mebane) -- F's Hol, Lon.	(2)
<u>MAR</u> (Brooks) -- None; out of game.	(0)
<u>MUN</u> (Haldeman) -- None; out of game.	(0)
<u>NAP</u> (Koning) -- F's Rom, Tun.	(2)
<u>NWY</u> (Clark) -- A StP.	(1)
<u>PAR</u> (Budd) -- A's Mar, Par.	(2)
<u>POR</u> (Carey) -- None; out of game.	(0)
<u>ROM</u> (Kuch) -- A's Apu, Nap.	(2)
<u>RUM</u> (Shagrin) -- A Rum.	(1)
<u>SEV</u> (Johnson) -- A's Sev, Mos, War.	(3)
<u>SMY</u> (Gemignani) -- None; out of game.	(0)
<u>SPA</u> (Hoheisel) -- F Por.	(1)
<u>TRI</u> (Von Metzke) -- A Ser; F's Tri, Gre.	(3)
<u>TUN</u> (Weston) -- None; out of game.	(0)
<u>VIE</u> (Boardman) -- A's Gal, Bud.	(2)
<u>WAR</u> (Forlines) -- None; out of game.	(0)

Propaganda --

Brest -- Abelard Malroux, Duc D'Bretagne, and King's Regent in Iberia, was overheard while playing pinochle with three of his palace guards. "I'm not too good at pinochle, but I'm well-versed in the finer points of melding," he commented. Whereupon he melded a pretty little marriage in "fleets", the fifth suit in a Basque pinochle deck.

Brussels (15 November 1903): While the capital of the British Netherlands was recovering from the birthday party of Queen Lucrezia, one of the workmen engaged in cleaning up the mess heard a muffled thumping from a giant wine barrel blocking the entrance of the Palace of former King Leopold. After several hours' work, the barrel was opened, and lo!, inside was none other than Kaiser Max III of Vienna. During the height of the party (which occurred last Friday at midnight), His Majesty had been stuffed into the barrel by His stepsons, Friedrich and Johann. The two lads were turned over to the Lord High Executioner of Japan for light punishment. St. Elizabeth's Hospital announced later that they would recover. Kaiser Max, meanwhile, returned to Vienna, promising to return for next year's festivities. Another dignitary to leave Brussels today was Sultan Sauron, who has just signed a treaty of trade and friendship with the Kingdom of Strathclyde. Using the Sultan's specifications, the silver smiths of the British Netherlands will produce a number

of rings, for which they will be paid in meerschaum pipes and gaily decorated shovels. Sultan Sauron hurried back to Anatolia today, expressing extreme interest in reported volcanic activity in the region of Eskisehir.

Paris -- Not to be outdone by the English, King Paul threw a party at Versailles on the anniversary of His Majesty's revolution on December 19, 1902. Just one of the many highlights was the Duke of Normandy's declaration concerning his willingness to join the King's domain. King Paul accepted, stating, "any power who violates these borders, stretching from Picardy to Marseilles, will be at war with King Paul." Officials from Spain, Brest, and England were also present and discussed foreign policy with King Paul.

Portugal -- Spain: Hey, man! What now?

Deadline for SPRING, 1901 moves and propaganda -- Noon, Tues., Oct. 17.

SBB (Hyperspace II) --

The Players, Rules and Board -- See SUPERCAL #10 and DIPLOMANIA 16/17. We hope all of the players received the additional copies of the boards we mailed to them.

SPRING, 1901 moves --

A-H (Prosnitz) -- A Tri-Ser; A Vie-Gal; A Bud (S) A Vie-Gal; Link Ser & Rum; Separate Ukr & Rum.

ENG (Tretick) -- F Lvp-Cly; F Lon-EnC; F Edi-NtS; Link Cly & Bre; Separate Spa & Por.

FRA (Gemignani) -- A Par-Gas; A Bre-Pic; F Mar-Lyo.

GER (Owings) -- A Mun (H); A Kie-Hol; A Ber-Kie; Link Mun & Spa.

ITA (Budd) -- F Nap-Ion; F Rom-Tyn; A Ven-Pie; Link Ion & Mar; Separate Bur & Mar.

RUS (Chalker) -- A Sev-Rum; F StP(NC)-Nwy; Link Mos & Por; Link War & Swe (the two Link orders were conflicting, and therefore both failed; sorry, Jack, but we waited as long as we could for you to resubmit your moves. Remember, people, one Link and/or one Separate per season is all you are allowed.); A Mos stands (no orders rec'd); A War stands (no orders rec'd).

TUR (Lebling) -- F Ank-Bla; F Con-Bul(EC); A Smy-Con; Link Smy & Gre; Separate Rum & Sev.

Propaganda --

France -- France is interested in England's offer through Hyperspace.

Russia -- The Czar announced today that he had accepted an alliance offered by The Lebling.

No Source Given -- Chivalry is dead.

NSG -- Ugly rumors are being spread that the Hapsburgs have designs on their peaceful Rumanian neighbors. Now where would anyone get that idea?

NSG -- Margaret: Why didn't you correspond? Why didn't you request an alliance? It is not too late -- yet.

Changes to board as a result of SPRING, 1901 orders -- Add the following, in red, to indicate linkages through Hyperspace: Opposite 16, add 30; opposite 21, add 34; opposite 29a, add 39; opposite 29b, add 39; opposite 30, add 16; opposite 34, add 21; opposite 39, add 29; opposite 56, add 60; opposite 60, add 56; opposite 62, add 63; opposite 63, add 62. Delete the following normal-space linkages: Opposite 28, delete 29a,b; opposite 29a, delete 28; opposite 29b, delete 28; opposite 30, delete 32; opposite 32, delete 30; opposite 52, delete 63; opposite 53, delete 63; opposite 63, delete 52 and 53.

Corrections to original board (should not affect play) -- opposite 1, underline 46; opposite 24, remove parentheses from around 23.

GM Notes -- In case the casual onlooker is wondering, RUSSIA's A Sev-Rum worked because TURKEY's "Separate Rum & Sev" takes place after the moves are completed.

Deadline for FALL, 1901 moves & propaganda (no SUM retreats) -- Noon, Tues. Oct.17.

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SCG (The Foundation Game) --

The Players, Rules and Board -- A list of players appeared in SUPERCAL #10; the rules and board were published in DIPLOMANIA 16/17. We hope all of the players received the boards which we recently mailed to them.

SPRING, 8001 moves --

TAZENDA (Haramis) -- F Rossem(3)-Vincetori(8); F Cil(7) (S) F Rossem(3)-Vincetori(8); Link Tazenda(1)-Vincetori(8); F Tazenda(1) stands (no orders).

FIRST EMPIRE (Lebling) -- F Delicass(11)-Antares(6); F Fermus(10)-Zoranel(4); F Steffani(15)-Sol(12); F Trantor(13)-Capella(2); Link Steffani(15) & Cil(7); Link Delicass(11) & Rossem(3).

EMPIRE COLONIES (Tretick) -- F Helicon(19)-Rigel(14); F Pleiades(21)-Betelgeuse(18); F Glyptal(22)-Locris(17); F Synmax(23)-Filia(25); Link Pleiades(21) & Arcturus(9); Link Glyptal(22) & Vincetori(8).

UNION OF WORLDS (Brooks) -- F Santanni(29)-Quoriston(26); F Kalgen(31)-Canopus(35); F Siwenna(32)-Mira(33); F Horlegger(34)-Orsha(36); Link Canopus(35) & Boude(43); Link Orsha(36) & Quoriston(26).

ASSOCIATION OF INDEPENDENT TRADERS (Gemignani) -- F Mnemon(39)-Asperta(45); F Radole(44)-Pollux(49) (not connected to each other); F Haven(46)-Aldebaron(51); F Iss(50)-Loris(55); Link Radole(44)-Zeonia(54) (not in same module); Link Haven(46) & Zeonia(54).

FIRST FOUNDATION (Huff) -- F Terminus(60)-Konom(58); F Anacreon(59)-Konom(58); F Smyrno(57)-Konom(58); F Loris(55)-Iss(50); Link Anacreon(59) & Korell(53); Link Smyrno(57) & Korell(53).

SPRING, 8001 predictions by SECOND FOUNDATION player (anonymous) --

TAZ -- F 1-2; F 3 (S) F 1-2; F7-8; Link 1 to 8; Link 1 to 8. (1/5)
FIE -- F10-4; F11-12; F13-2; F15-12; Link 10 to 8; link 15 to 8. (3/6)
EMP -- F19 (S) F 21-25; F21-25; F22 (S) F21-25; F23-29; Link 21 to 23; Link 23 to 17. (0/6)
UNI -- F31-24; F32-26; F29-23; F34-30; Link 24-17; Link 32-36. (0/6)
ASS -- F39-45; F44-41; F46-52; F50-55; Link 45-57; Link 46-57. (2/6)
FIF -- F55-50; F57-56; F59-54; F60-58; Link 59 to 53; Link 60 to 50. (3/6)
Underlined predictions, of course, were correct. Score, 9 out of 35 (25.7%).

SUMMER, 8001 builds (no orders necessary this time; orders will not be necessary until such time as a supply center has built up to its full initial strength;

the figure in parentheses after each supply center listed below indicates the number of units still to be built in that center to bring it up to its full initial strength; remember that the initial strength of a s.s. has no relation to builds which may later be made in it (with orders) as a result of captured enemy supply centers) --

TAZ -- (B) F Tazenda(1) (1); (B) F Rossem(2) (0); (B) F Cil(7) (0).
FIE -- (B) F Fermus(10) (0); (B) F Delicass(11) (1); (B) F Trantor(13) (1); (B) F Steffani(15) (0).
EMP -- (B) F Helicon(19) (1); (B) F Pleiades(21) (0); (B) F Glyptal(22) (0); (B) F Synmax(23) (0).
UNI -- (B) F Santanni(29) (1); (B) F Kalgen(31) (1); (B) F Siwenna(32) (1); (B) F Horlegger(34) (0).
ASS -- (B) F Mnemon(39) (0); (B) F Radole(44) (1); (B) F Haven(46) (1); (B) F Iss(50) (was attacked during the last season) (1).
FIF -- (B) F Loris(55) (was attacked during the last season) (1); (B) F Smyrno(57) (0); (B) F Anacreon(59) (0); (B) F Terminus(60) (1).

Positions at end of SUMMER, 8001 (there were no retreats) --

TAZ -- F's 1, 1, 3, 7, 7, 8. (6)
FIE -- F's 2, 4, 6, 10, 11, 12, 13, 15. (8)
EMP -- F's 14, 17, 18, 19, 21, 22, 23, 25. (8)

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UNI -- F's 26, 29, 31, 32, 33, 34, 35, 36. (8)
ASS -- F's 39, 44, 44, 45, 46, 50, 51. (7)
FIF -- F's 55, 57, 58, 58, 58, 59, 60. (7)
No SEC/FIF "Flying Dutchmen" on board yet.

Changes to board as a result of SPRING, 8001 orders -- Add the following, lightly and in red (to indicate linkages through Hyperspace): Opposite 1, add 8; opposite 3, add 11; opposite 7, add 15; opposite 8, add 1 and 22; opposite 9, add 21; opposite 11, add 3; opposite 15, add 7; opposite 21, add 9; opposite 22, add 8; opposite 26, add 36; opposite 35, add 43; opposite 36, add 26; opposite 43, add 35; opposite 46, add 54; opposite 53, add 57 and 59; opposite 54, add 46; opposite 57, add 53; opposite 59, add 53. Remember, these linkages are only temporary, and, unless reordered in the next move-season (FALL, 8001 in this case), vanish at the end of that season. Also, players had better go back and read rule #6 again carefully; remember that only one unit may pass through a spacewarp at the same time, and a player may use only his own spacewarp; also remember that orders to move through hyperspace must so state, or be treated as orders to move through normal space (in which case they would most likely fail as impossible orders).

Propaganda --

Association of Independent Traders -- Any nations interfering in territory belonging to League of Independent Traders and their allies will be subject to Rule of Judge, Jury and Executioner.

First Foundation -- Harry Seldon sees a Ford in your Future.

First Foundation -- The First Foundation of Terminus has become aware of a plot to have the units of several neighboring star systems warp into it as soon as possible. The beans were spilled by a talkative diplomat who mistakenly assumed that the Terminus ambassador was the local drunk at a party on Helicon, celebrating the freedom of the Old Empire's Colonies. Terminus wishes only peace in the stars, but if there is war it should be directed against the central menace of the Mule. Terminus' trade war with the A.I.T. is no one else's concern. Terminus can assume no responsibility for neutral ships in the war zone of the Peripheral Module.

-- Benson N. Hedges

President, Terminus

Stella Magna -- Hari Seldon greets the First Foundation -- "I've got plans for you."

Union of Worlds -- Across an airless world of the rim ran a small figure under the light of the pitiless stars. Alanski Huffovitch was scared. The sound of heavy panting filled his space armor as he glanced over his shoulder. He slowed. The rocky plain behind him was empty. Maybe he was spared to communicate with the Second Foundation and gain their aid against the weird being that threatened the Seldon Plan, itself!

Then, catching a movement out of the corner of his eye, his head snapped back to face ahead of him. There towering to his fifteen-foot height, the star-light glinting off his durium inlaid hoofs, was the most feared being in the Galaxy. But Alanski Huffovitch had not gotten to be First Trader of the First Foundation by being a coward. He drew his space axe and dirk and moved forwards. The Mule was a proud being who only wore space armor strong enough to protect him from the hostile vacuum of space. A lucky stroke could solve the Galaxy's problems.

Without seeming to move, the Galaxy's greatest fighter towered over Alanski, who swung at the column of darkness before him that blotted out the stars. Agile beyond belief, it dodged, and a durium inlaid hoof smashed through Alanski's space armour as if it were tinfoil. Alanski Huffovitch slumped to the cold, hard ground as the life flowed from him. Now he would never see his First Lady of the Foundation again. His lips moved briefly as he struggled to get out her name. "Margaret", he gasped, as the hostile stars wheeling above him dimmed.

The Mule stretched back to his full height, his mirthful gaze fixed on the unblinking stars. His braying

laugh rang out. He knew where the Second Foundation lurked and cowered near the center of that mighty glowing wheel. As soon as they moved against him and exposed their flank, his invincible armies would crush them like a bug. Let the Galaxy beware -- soon it would all be his. He strode triumphantly across the forbidding plain to where his loyal men waited in his private battle-cruiser. Minutes later a streak of fire crossed the black skies, arrowing towards the center of the Galaxy. Then unbroken silence ruled.

GM Notes -- Several players have asked questions concerning the rules; we will try to answer these questions below; if any player still have questions after reading what we have to say in this issue, please contact us immediately and we will try to clear them up for you before the next moves are due.

1. After a neutral is captured, may Fleets be built in them (subject to the attack rule)? Does this apply to captured (non-neutral) supply centers, inclusive-ly? ((Builds may only be made in home supply centers.))

2. Refer to rule 4: "Such builds may not be made in sectors which have not yet built up to their full supply capability." (underlining mine) What does this mean? ("Sectors" means home supply sectors. Actually, we are interpreting the "SPRING" and "FALL" in rule #3 as far as the building of units is concerned to mean "SUMMER" and "AUTUMN", as you will see by our "SUMMER, 8001 builds". In other words, if a home supply sector has not yet built up to its full supply capacity by this FALL, and it is not attacked this FALL, another unit is automatically built in it in the AUTUMN season. Thus, all of the supply sectors with a "(1)" in the "SUMMER, 8001 builds" section may build (rather, will build) another unit in AUTUMN, 8001 unless they are attacked in FALL, 8001. Now, comes the answer to your question. If an "(1)" center is attacked this FALL, it cannot build this AUTUMN -- and thus will not have built up to its full capacity by this WINTER -- in which case, under rule #4, no build may be made in it this WINTER.

Ah -- here's where the trouble is -- o.k., delete the last sentence of rule #3. Thus, if a supply center had not built up to its full capacity by SPRING, 8002, and it was not attacked in SPRING, 8002, its final build would occur in SUMMER, 8002, and it would then start building normally in the WINTER of 8002 for captured supply centers. However, if the center were attacked again in SPRING, 8002, then it could build in AUTUMN, 8002, providing it was not attacked during FALL, 8002. And so on. Just remember -- until it succeeds in building up to its full initial supply capacity, it can not be used for building in WINTER seasons for captured supply centers. It can be seen, then, particularly since only one unit can be built per WINTER in a supply sector, that a player could be unable to build his on-the-board units up to equal his supply capacity for quite some time to come after the game starts.))

3. May links be made to a 3-factor supply center after the 3rd year? ((No. Links may never be made to a 3-factor supply center during the entire game.)) ((Oops! We stand corrected. Links may be made to 3-factor supply centers, but not spacewarps. Hmmm...that is still confusing. What we mean is that a hyperspace linkage may be established between a 3-factor supply sector and another sector; however, any spacewarp made between the... ahh...now it becomes clear! No spacewarp or hyperspace linkage may be made to a 3-factor supply center, but one may be established from a 3-factor center. Hereafter, we will have to write all linkage orders as "Link so-and-so to so-and-so" rather than "Link so-and-so and so-and-so". This is where some confusion may arise between hyperspace movement in SCC and hyperspace movement in SBB. In SBB, hs. movement may be made by parties on either end of the linkage; but in SCC, hs. movement may only be made by the party which established the linkage. Thus, in the link orders under "SPRING, 8001 moves", the first sector mentioned in each link order is linked to the second, and not vice versa. Also, under "Changes to board...", delete the following: "opposite 3, add 11", "opposite 7, add 15", "opposite 8, add 1 and 22", "opposite 9, add 21", "opposite 26, add 36", "opposite 43, add 35", "opposite 53, add 57 and 59", "opposite 54, add 46". These deletions will make the remaining linkages one-way on the board. Hope this clears it up. Sorry about the confusion.))

4. If you link Trantor to Capella, does this mean your direction of travel may be only in that direction? ((Yes. See #3, above.))

5. Can more than one fleet travel along normal linkage? If so, does only one fleet move in with the others supporting the move? Suppose an ally assists -- may only one country occupy at a time? ((Yes, more than one Fleet can travel along the same normal-space linkage -- but only one Fleet can travel through a hyperspace-linkage. Any number of Fleets of the same power could move through a normal-space linkage at the same time; or, one or more could move in with the rest supporting -- as the player desires. The outcome of the battle would normally be in favor of the player who numerically had the largest number of pieces in the attack, either attacking or giving support (allies' supports included). If an ally assists, he could only support the attack -- only one power may occupy a sector at a time.))

6. Can you support through hyperspace? ((Yes -- if you could legally make a move through a particular hyperspace-linkage, you may give up your move, if you wish, and support through the linkage instead. Support is given under the same conditions in the Foundation game as in Regular Diplomacy.))

7. Can two or more pieces be ordered to the same sector? ((Yes. If they are the same power's pieces, and they take the sector, they may both occupy the sector at the same time. Any number of pieces of the same power may occupy a sector at the same time. However, only the units of one power may be in a given sector at the same time, so, if two different powers both wrote orders into the same sector, the result would be a conflict.))

That's all the questions we have at this time. Again, let us apologize for the confusion in evidence under question #3. We had strayed a bit off the track as far as the writing and interpretation of hyperspace-linkage orders was concerned, and thinking out the implications of the question put us back on the beam. We are only glad the question was asked before the game progressed beyond the point where we were able to correct our error. (We might also add that when we started to answer the question, we were thinking of a "spacewarp" as the move through a hyperspace-linkage, while, in writing the rules, we had used the term "spacewarp" synonymously with "hyperspace-linkage". Just a bit more to add to the confusion....)

Deadline for FALL, 8001 moves and propaganda -- Noon, Tues., Oct. 17.

SDD (Simulation Diplomacy I) --

This game is still up in the air, although we are hopeful of getting the difficulties resolved by the next issue, at which time we hope to publish the final rules and get the game started. Right now, there are two main difficulties -- 1. Uncertainty as to exactly which teams are actually going to play, and 2. Uncertainty as to which rules to use.

With respect to the players, we have five teams lined up for certain, headed by Bob Speed, Mike McIntyre, Ralph Fellows, Don Miller, and a wargaming club (who's in charge, Mike?) in Calif., with Italy (Bob Speed) and France (Don Miller) already assigned from the previous roster. We have not heard from Hal Naus (Hal?), who was heading Germany with the San Diego Diplomacy and Cheap Beer Warehouse, or from John Smythe (or John Koning) for the Youngstown-Cleveland group (A-H in the original game). Of the other original teams, Swenson (LTA: ENGLAND), Whalen (EPDC; RUSSIA), and Chalker (Baltimore; TURKEY) have given definite no's. Several persons have mentioned seeing about forming a team, but none have written to us yet: Ken Fletcher (or one of his friends) from Univ. of Minn.; Gene Prosnitz from N.Y.; Paul Schauble from Johns Hopkins; and possibly someone else whose name we can not at the moment recall. At any rate, since we only need two more teams, the next two 5-man teams who apply (Naus, Smythe/Koning, Fletcher/?, Prosnitz, Schauble, or anyone else) are in.

As far as the rules are concerned, this is an even bigger problem than filling the roster. If we could

publish the final rules in this issue, it would be relatively easy to fill the roster. But we need one vote from the teams involved. Basically, our choice is between three alternatives -- 1. To run a basic Diplomacy game, with rules as simple as possible, and leave all the in-team machinations and manipulations completely up to the imagination and initiative of the individual teams; 2. To run a tremendously complex game, such as Supereconomic or Hypereconomic Diplomacy, which is so difficult and time-consuming that it takes a team to play it, forcing all of the members of the team to become involved, and lending itself ideally to all kinds of in-team machinations and manipulations; 3. Something in-between.

If we choose the first alternative, the only visible (and required) actions by a team would be the sending in of moves (and propoganda, if desired) to the Gamesmaster. This, in itself, would only be enough to require the involvement of a single player. However, a team with initiative and imagination could do as much as their resources and ingenuity allowed them (remembering that, although a minimum of 5 men per team is required, each team may have as many additional members as they wish) -- they could appoint ambassadors to the other six nations; set up a government, with a Constitution, Legislature, etc., and actually run their country like a country (the reason it is called "SIMULATION" DIPLOMACY -- the purpose behind having a team play a country was to have each team simulate the actions of a real nation); including all kinds of internal manipulations such as coups, the formation of an opposition party, etc.; they could even publish their own newspaper (see DIPLOMANIA 14/15 for FRANCE's Constitution). The point is, that this alternative requires a team to be internally active, or the team members will grow very bored, as they'll have nothing to do.

The second alternative would be such that a single player would find it very difficult and time-consuming to play a country on his own; he would practically have to have assistance (in the form of a team) to play in the game. This would force involvement, and would make certain that the team members would have enough to do to keep them from getting bored. They would still be encouraged, both by the rules and the spirit of the game, to set up a realistic government, etc., and doing so would probably aid them in actually playing the game. In Supereconomic Diplomacy, for example, there are no fixed supply centers; each province has a value, in terms of agricultural credits, industrial credits, or both; to buy and support a unit requires the building of an arsenal or shipyard, and the expenditure -- both to construct or equip and to maintain -- of both industrial and agricultural credits, in quantities designed to reflect somewhat realistic conditions of supply and construction costs. The game includes such things as submarines, fishing fleets, multiple units in a province, the establishment of puppet governments, "stock" markets, trade, air power (in some versions), etc. Hypereconomic Diplomacy has everything in Supereconomic Diplomacy and more, including the use of gold (imaginary, of course), as an international monetary base and the resulting international money manipulations; population weights for the provinces and casualties (and prisoners) in battles; and similar added complications. The rules for Hypereconomic Diplomacy, of course, are still in the developmental stage; we could use the aid of an economics expert to advise us in this venture. It can be seen, then, from what little we have described about the rules of these two games, that a team would be well suited to run a country in them (we might also add that the neutrals would be played by individual players -- and that we also need individual players who are not part of a team to sign up for them -- a good chance for you players who are not living in the vicinity of other Diplomacy players to get into the game on your own).

The third alternative -- something in-between -- would be something like DBB (with unlimited builds) or DIH, with a bit of DHG and DKJ added. A fairly simple game, really -- but complicated enough to encourage, while not requiring, activity by more than one team member. For example, a minister of finance would be very useful to keep track of the economic side of the game. Foreign trade could be conducted by a finance team or on the

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ambassadorial level. Field commanders could be appointed to write orders for the units (or, simply, Army and Navy Chiefs-of-staff could be appointed to order the Armies and Fleets, respectively. And so on.

It would be almost impossible to describe all the possibilities in any of the alternatives for a team with resources and imagination. We, in France, for example, formed a Constitutional Monarchy, divided France among the nine Dukes and King, recruited citizens to live on the lands of the Dukes, who paid taxes to the Dukes who in turn paid taxes to the King to be used in the expenses of the game (and these citizens gave voting power to the Duke on whose land they lived, as their vote was of equal weight to that of a Duke); each Duke wrote his own history, coordinated with those of the other Dukes and the King, which were going to be melded by our Historian into a "history" of France and published in our newspaper; we even went so far as to form sports leagues among the interested Dukes and start an "intramural" tournament or two. The point here is that the "intermural" activities of a nation may encompass almost anything in which the individual team members are interested -- political science, economics, history, psychology, philisophy, journalism, writing, etc., etc. -- even some rather far-out areas could be included, particularly if the nation had an active newspaper. And, of course, the internal machinations are the most fun -- we were going to have a revolution in France when the King went overseas this Summer (we were even considering designing a 9-man Diplomacy game on a map of France and fighting it out there); we had a very active (and vocal) opposition. We might also add that a good spy network, and a good system of internal security, are both useful functions for a team under any of the alternatives.

We have said enough, at least about the possibilities. Now, we need a vote. Would each of the teams (5) who have already said they wish to play indicate their choices among the above alternatives, listing all three, in the order of their choice. Also, would any teams joining in the future do the same. We'll then provide you with a complete set of rules, depending upon which alternative is chosen. We also welcome any comments and suggestions you may have concerning the proposals.

Remember, each team must be of at least five men (it is only necessary to name 5 when presenting your team to the GM; you may wish to keep the rest secret for security reasons). Game-fee is \$2 per team, with Team Captain getting 5 copies of SUPERCAL for distribution to the 5 public members of his team. Any other players or persons interested in the game may subscribe at \$1 for 10 issues. Propaganda will be published in the game-'zine (a good job for a propaganda minister, PIO man, or such is to write propaganda, press releases, etc.). GM will be either Dave Lebling or Don Miller, unless another person wants the job.

SEE (ANARCHY III) --

The Players -- ANKARA/BUDAPEST: Dan Alderson; BELGIUM/GREECE: James Latimer; BERLIN/SMYRNA: Bob Weston; BREST/TRIESTE: Jay Haldeman; BULGARIA/LIVERPOOL: Linn Haramis; CONSTANTINOPOLE/SWEDEN: Alan Huff; DENMARK/MARSEILLES: Dave Francis; (we'd better pause here to tell you that Haramis' address is 2323 Belleflower, Alliance, Ohio, 44601; Huff's is 7603 Wells Blvd., Adelphi, Md., 20783); EDINBURGH/MARSEILLES: Bill Forlines; HOLLAND/RUMANIA: R. Wayne Hoheisel (Sp-4, RA-13868419, Co. A, 142nd Signal Battalion, 2nd Armored Division, Ft. Hood, Texas, 76544); KIEL/ROME: Tommy Lee Ogle; LONDON/VIENNA: Paul Schauble; MUNICH/PORTUGAL: Margaret Gemignani; NAPLES/ST. PETERSBURG: Cole Harrison; NORWAY/VENICE: Paul Budd; PARIS/SEVASTOPOL: Ron Glavic; SERBIA/SPAIN: Dave Lebling (3 Rollins Ct., Rockville, Md., 20852); TUNIS/WARSAW: Banks Mebane (6901 Strathmore St., Chevy Chase, Md., 20015). Addresses for players where not given above will be given on first page of this issue. All players but Alderson and Francis owe game-fees of \$1, payable by WINTER, 1900 deadline (Oct. 17). Replacement players are urgently needed to send moves for WINTER, 1900; please send builds for all countries; you will get in if anyone misses.

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Replacement players coming in game WINTER, 1900, will, of course, owe \$1 fees, as they will be starting game along with rest of players. We urge all players to get their builds in, though -- we had a hard enough job finding 17 players as it was. But, at any rate, we have one replacement player at the moment -- Michael Dobson (214 Lafayette St., Decatur, Ala., 35601). HOLD THE PHONE -- we just heard from Forlines -- he is out, so put Dobson in, playing EDINBURGH/MOSCOW. Now, we really need replacement players!!

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

The Rules -- (Provisional) --

1. Except as noted below, Regular Diplomacy rules and DIPLOMANIA House-Rules apply.

2. Each player begins with two supply centers. There will be a WINTER, 1900 season, during which each player may build three Armies, three Fleets, or any combination, in each of his centers (subject to the rule that a Fleet may not be built in an inland province).

3. No more than three units of the same power may be in a province at one time, and only the units of a single power may be in a given province at one time, except as noted below in rule #4.

4. During any WINTER season, two or more players may send a written statement to the Gamesmaster (for publication) professing an "Alliance" (to take effect in the SPRING which follows). Once such an "Alliance" is in effect, the units of any member(s) of the "Alliance" may co-exist in the same province, subject to the rule that no more than three units may be in any one province; if units of an "Alliance" are ordered to a province so that, at the completion of the move, more than three would be in the province, all of the move-orders to that province fail (except that an enemy unit or units attempting to enter the province would be affected as if the attempted move-orders were valid). If, at the end of a FALL move, the pieces of a member of an Alliance are in the supply centers of another member of the Alliance, the centers remain under the control of the original owner.

5. An Alliance may be broken unilaterally (or, if the members wish, by consent of all the members), by sending written notice to the GM for publication. As far as supply center occupation is concerned, there is one move-season (SPRING or FALL) between the season in which the order is published and the season in which the order takes effect (said order, or notice, must be published during a move-season, though). However, as far as units of more than one power in a province are concerned, the notice takes effect ^{beginning} the move-season following the move-season in which it is published. If, at the ^{beginning} of that move-season, units of now-opposing powers remain in the same province, and are of equal strength, they are "frozen" in place, remaining there until one power or the other gets another unit into the province. If at any time after the breaking of an Alliance one of the two powers in a province gets another unit into the province so that he has a 2-1 advantage, the other player must do one of two things the next move-season: 1. He must try to get out; failing to do this, he is annihilated and removed from the board at the end of that move-season; 2. If he stands in place ("surrenders"), he becomes a prisoner -- he stays on the board, and may be moved about by the captor, but he has no effect on battles, and there must be a unit of the captor in the province with him at all times. A captured unit is freed if and when his "guard" is dislodged by an attack with support, and goes back under the control of its original owner the next season.

6. In addition to the normal convoy-move, an Army may also be carried from sea-province to sea-province (coastal provinces, for this purpose, called sea-provinces) aboard a Fleet. An Army must board and embark in a coastal province (i.e., both Fleet and Army must be in coastal province at same time, and appropriate orders must be written for both). A Fleet which is carrying an Army may not support or be supported in an attack (but it may be supported in defense).

7. To achieve victory, a player must have 54 units on the board at the completion of a Winter season. Players may win only as individuals, not as an Alliance.