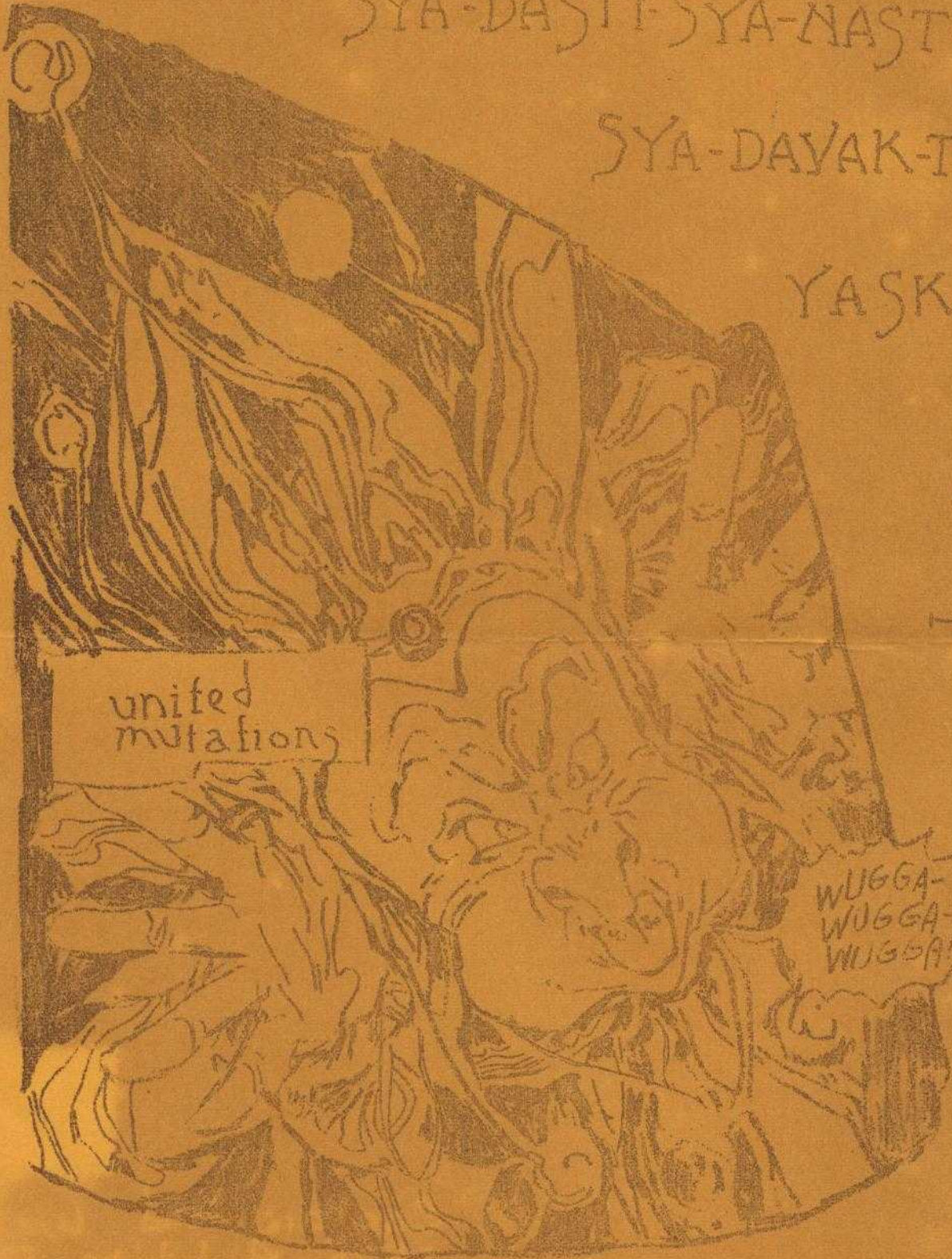


SYA-DASTI-SYA-NASTI-

SYA-DAYAK-TAV-

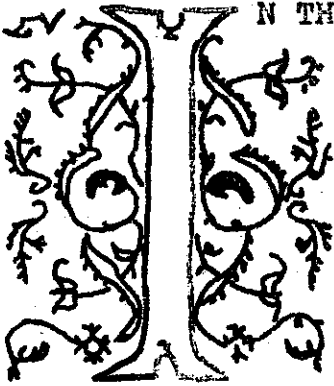
YASKA

7



united  
mutations

WUGGA-  
WUGGA-  
WUGGA!



IN THE BEGINNING, all the great gods were bored, for they had not yet created anything to occupy their minds, except for the vast vacuum of the universes. And so they wasted their days in futile efforts, for their efforts had nothing to work upon.

Then, one of the greater gods hit upon an idea. He worked fervently, and then, when he realized the significance of his idea, quite reverently, with the feeling of sacredness. He worked for an unknown period of time (an unknown, lesser god was only then in the process of inventing time) until he was satisfied with his work, finishing almost at the same time as the god creating time. He felt it was then time to introduce his creation to all. And so, on the first day, the great god Calhamer created diplomacy. And he saw that it was good. The other gods congratulated Calhamer, and then occupied their minds, playing at it for the rest of the day.

But one god soon became uneasy. He noticed that, with only a small number of the gods playing, alliance patterns would form and remain from game to game, and a god unable to form an alliance, such as himself, was at a distinct disadvantage. And so, on the second day, after the demons of the underworld bonded to form the USPS, the lesser god Graustark created postal diplomacy. And this was also good. Gods throughout the heavens played this game, many forming their own journals to lead play. From this, many worlds sprang up, filling the cosmos. These worlds took their shape from the substance known as press.

The denizens of the underworld were greatly grieved at this. Greater and lesser gods were forming pacts and working well together, giving many gods much power. But the demons came together to find a way to prevent this. One of them, the highest evil demon came up with an idea. And so, on the third day, the evil demon Birsan created the stab.

With the stab, there was the coming of great chaos. Gods stopped trusting each other, and, with the great number of games being played, the system of organization fell into disarray. Confusion mounted, players often breaking alliances they intended to keep. And so, to alleviate this crisis, the god Boardman created the boardman numbers. And things were once again good. Players know where things belonged once again, and the flow of games became smooth.

With this smoothness of flow came the completion of many games. Because of this, the gods got into great arguments over who the better players were. These arguments became larger and larger until they were rivaling diplomacy games in scope. One perceptive god saw that these arguments could cause the fall of diplomacy from favour, so he came up with several ideas to decide the better players. On the fifth day, the god Walker, along with many lesser gods, created the rating system. And things once again came to order. The fights stopped, and the hobby again began to grow.

With this growth came the need for something to unify all those concerned. After a great deal of discussion, feuding, and fighting among the gods, an idea was settled upon. And so, on the sixth day, the god Buchanan created Diplomacy World.

The hobby now felt complete, and, aside from several feuds, there was peace. So, on the seventh day, the gods rested, basking in their glory. And all was good.

But then, feeling uncomfortable with all the goodness, the demons banded together once more to find the great evil which could shake the hobby to its very roots. And so, on the Eighth day, there came the demon of the unpronounceable name. There came:

# SYA-DASTI-SYA-NASTI-

# SYA-DAVAK-TAV-YASKA

. . . and the whole world trembled upon its coming.

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Volume 1, Number 1

1 April, 1977

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United Mutations

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This is SYA-DASTI-SYA-NASTI-SYA-DAVAK-TAV-YASKA # 1, and it vary well may be the biggest April-Fools Joke since Orson Welles fooled everyone by pulling his on Holloween. Sya-Dasti... is published once every three weeks by United Mutations. United Mutations is run by John Mirassou, Rt. 2, Box 623AC, Morgan Hill, Calif., 95037. Phone (408) 225-3872, or (408) 779-9283. John will be aided by Randy Christopher, 15170 Columbet, San Martin, Calif., 95046. John is also aided by me, Fester Troll, Behind the filing cabinet, North wall of John's room, Morgan Hill. Subscriptions will be the outrageously high price of \$3.00 for 12 issues. The game fee is also an outrageously high price of \$2.50 and you'll also have to maintain a subscription. For more information, see the section labeled game openings below. The reason for these high prices is that I am very expensive to maintain, and I charge John a great deal of blackmail money for keeping my mouth shut. This entire issue is covered by the arthrocopyrite ©1977 by United Mutations. The arthrocopyrite is obtained by sending the piece to be arthrocopyrited to: United Mutations, Arthrocopy division, Rt. 2, Box 623AC, SanBruno Ave., Morgan Hill, Calif., 95037, and requesting permission for the arthrocopyright. The arthrocopyright provides absolutely no protection whatever, however it is very prestigious. Any articles submitted for publication are automatically assigned an arthrocopyrite, and this is given to the author. And that brings me to the next point. Any articles submitted for publication will be welcomed with open arms, a hearty handclasp, a slap on the back, and extreme appreciation. We can't afford to pay anything, but we would be very thankful to you. Please?

## GAME OPENINGS BELOW

Right now there are openings in several games of regular diplomacy. The number of games being run in this zine will not exceed six, unless the future brings some great changes with it. Standbys will also be appreciated, especially since I am looking for an orphan or two to pick up. *Five backs & throbs littled for all night.* There may also be openings in a variant of Slobbovia, with a more fantasy orientated setting, if I ever finish designing it. Any design suggestions would be appreciated.

These rules have been stolen almost directly from Bruce Schlickbernd's late Poictesme. They apply to all games in United Mutations zines, and are used in conjunction with the 1971 edition of the rulebook, except where modified for postal play.

1. **RULINGS:** The published rules of Diplomacy, 1971 edition, will be used. Decisions of the gamesmaster (GM) will be final, unless there has been an obvious and demonstrable error. Errors which are not detected by the GM must be called to his attention prior to the next season's deadline. Any error not so reported will be allowed to stand unless, in the opinion of the GM, it can be corrected without undue disruption of the game.

2. **PLAYERS:** Only one person may play a given country in a given game at any one time. A player may assign permanent or temporary control of his country to another person (not already in that game) as long as the GM is notified prior to the change. A player must play under his own name unless given specific permission to use an alias by the GM, and then such permission will be given only for a valid reason.

3. **ASSIGNMENT:** Countries will be assigned by random lot.

4. **SEASONS:** There are five game seasons: Spring moves, summer retreats, Fall moves, Autumn retreats, and the Winter builds/removals. Normally, the Summer retreats will be taken with the Fall moves and the Autumn retreats with the Winter adjustments. In an effort to speed up the play and promote player interest while reducing costs, the GM will often call for submission of Spring orders along with the Winter adjustments. Any player, however, may call for a separation of seasons if he specifically requests it. This is for the Winter/Spring combination only - the retreat seasons will not be separated from their listed pattern unless there is an extraordinary amount of retreats. If a separation of the Winter/Spring season is requested, the GM will then only print the Winter adjustments. Players may make their requests for separation of seasons conditional on the Winter adjustments. Any seasons orders may be made conditional on the previous seasons results.

5. **ORDERS:** Orders must be written clearly and legibly. Inability of the GM to decipher handwriting or abbreviations will cause those moves to be discarded. Orders may be revised any time prior to the deadline, with the last date (or postmark, if not dated) listed being the determining factor on which set is used, unless otherwise specified. In the case of identical dates or missing dates, and there is no distinction made as to which set is to be used, the last set to arrive will be used. In the case of ties, a coin toss will decide. All orders must be signed, and have the game number and the country the orders are for. No collect calls will be accepted, nor will telegrams.

5a. Support and convoy orders involving foreign units must specify the owning power (eg: GERMANY: A Ruh (S) English F Nth-Bel; AUSTRIA: F Ion (C) ITALIAN A Tun-Gre.)

5b. A player may submit Contingency (Sealed) Orders for his country in any game. Such must be sealed in an envelope on which the game number, country, and player's name is listed.

will have an anonymous neutral party (not in the store) give fashion moves using the contingency orders as a guide. Contingency orders thus used expire and must be replaced. A player may update, revise, cancel, or change Contingency Orders at any time by simply submitting a new set as outlined above.

6. PROPAGANDA (press): There are no limitations on press releases. A player, subscriber, trader, whatever may submit as much press as desired. The GM reserves the right, though, to edit or delete press for just causes (space limitations, time difficulties, inability to read handwriting, etc.).

7. TELEPHONE: The telephone can be used to submit orders, however the GM makes no guarantee to be home when the player calls. The GM will NOT call players for moves under any condition.

8. SPECIAL DELIVERY: This method will be accepted for delivery of moves, but the GM makes no guarantee to be home to sign for them.

9. STANDBY PLAYERS: A pool of standby players will be maintained by the GM. If a regular player misses a move, the first person on the list will be asked to submit the next orders due for the affected country. If the regular player's orders fail to arrive for a second time running, the standby will take over the position permanently (if said regular player's orders do arrive, the player will retain his/her position). If on said second season no orders are due from the missing player, a statement of intent to continue may be required in lieu of orders. Orders may be conditional on who is controlling the country in question. Persons who drop from a game without notice will have their subscriptions terminated.

10. 1901 NEUTRAL ORDERS: If a player fails to submit orders for either Spring or Fall 1901, a set of orders will be obtained from an anonymous and neutral person for the defaulting country. No aggressive sets will be allowed if this is employed.

11. CIVIL DISORDER: Countries that no longer have a player of record will be in Civil Disorder (CD). Their units will hold in place. When dislodged they will be disbanded, except when it is possible to retreat to an unoccupied center currently controlled by that country. When two or more spaces are open to retreat, home centers will get first priority. If there are still two available spaces of retreat, a random die roll will be used.

12. DECEPTION: Deception of the GM in any way is illegal. Violators of this rule will be immediately expelled from all United Mutations games permanently. However, players may deceive each other to their hearts content, except concerning GM rulings.

13. DEADLINES: The GM shall set deadlines for receipt of moves. Late moves cannot be considered. Unless otherwise stated, the deadline will be 2:00PM the day of the deadline.

14. IMPOSSIBLE ORDERS: A unit ordered to a place not physically on the board, or asked to take action other than a legal order (e.g. A Rom-Heaven, F Ber plays dead, F Iri-Ireland) will have its order considered an order to hold for adjudication purposes, and thus may be supported in that action. However, a unit given an impossible, but otherwise legal order will not be eligible to receive support in holding. (e.g. A Par-Tun, F Tus-Yen, F Bul(ec)-Greece).

15. DISBANDMENTS: Dislodged units that are not given a specific retreat are removed from play, except under House Rule #11 above. A player may voluntarily order a retreating unit to disband.

16. NOTATION: The following notation is used: Underlined moves fail, others succeed. Abbreviations: A-army, F-Fleet "-"-moves to(attacks) (C) Convoys; (S) supports, H-Holds(stands), /H/-unordered(holds), /r/-dislodged, must retreat (this will be followed by retreat options), /a/-annihilated(due to lack of retreat options); CD-Civil Disorder, /nsc/-not so ordered; /nsu/-no such unit, /imp/-impossible(illegal); NMR-No moves received, NRR-No retreats received, NAR-no adjustments received.

17. ABBREVIATIONS: Provinces are abbreviated by the first three letters of their names, except: Nwy-Norway, Nwg-Norwegian Sea, Nth-North Sea, NAT-North Atlantic Ocean, Naf-North Africa, Lvn-Livonia, Lvp-Liverpool, Tya-Tyrolia, Tyn-Tyrrhenian Sea; Glyo-Gulf of Lyon; Gbot-Gulf of Bothnia; Helg-Helgoland Bight; Holl-Holland. Players need not use these abbreviations as long as they are clear and unambiguous.

18. SUPPLY CENTER LISTS: At the end of each Fall season the GM will list the supply centers of all the Powers and indicate any adjustments needed to be made. The following notations will be used: Den-a center previously owned, DEN- a center gained in the last game year, ~~Den~~- a center lost in the last game year.

19. VICTORY, DRAWS, AND CONCESSIONS: A player wins when he controls 18 supply centers at the end of any Fall turn. In addition, by unanimous consent of all players surviving, the game may be conceded to a player. All surviving players may also vote to agree to a draw as long as there is unanimous consent. A game will be declared a draw between all survivors if no supply center has changed hands between warring parties for three consecutive game years, however, the GM will continue the game if any player submits a strategy that may reasonably be expected to break the deadlock. Players may vote any finish to a game as long as there is unanimous consent; order of finish, draw, concession, etc.

20. GM Rulings: The GM shall rule on situations not covered, or ambiguously or improperly covered, by these house rules and/or the rulebook in as an equitable fashion as possible. Any decisions will constitute a precedent and will be considered an addition to these house rules. Upon distribution of these house rules, it is assumed that they have been read, and will take full effect. Any questions regarding rulings or these house rules will be answered.

-John Mirassou

Many thanks to Bruce Schlickbernd, who used these house rules in Poictesme. There is a very good chance, however, that he'll never even know I'm using them.

Wugga - Wugga - Wugga!

## QUALITY CONTROL SYSTEM

As is quite evident to anyone flipping through it, Sy-Dasti-Sya-Nasti-Sya-Davak-Tav-Yaska is an entity of quite high quality and standards. To maintain this quality, a quality control system has been devised by myself after many painstaking years of research and experimentation. The versatility of this omniscient system should be quite self-evident, and it's use is expected to spread quickly due to its high degree of adaptability.

This system will be used to rate all contributors/players/editors of this prestigious zine on his/hers/its contributions/moves or anything else on the basis of his/hers/its Quality, Efficiency, Initiative, Adaptability and Communication. To use this system, one merely needs to refer to the proper column.

To illustrate the use of this system, allow me to give some examples. A person showing enough insight to resign in Spring 1901, and thus confusing the rest of the players, the obvious goal of diplomacy, would receive the highest possible rating. A person going NMR for the same reasons would also show intelligence, however not as much as the previous player, and would thus receive the second highest rating. A person who would see the game through to the end would seem to be somewhat dense, and therefore receive the rating of "Needs some improvement". The lowest possible rating is reserved for a gamesmaster in this magazine, for obvious reasons.

There are, however, exceptions to the preceding, which add to the adaptability of this system. The main exception is that I may rerate anyone on whatever whim I may have at the time. Thus, females with large, pendulous breasts may, for no apparent reason, suddenly move up. (Those of you offended by that last line, don't be. It was a figment of your imagination, as is this entire zine. And since you're imagining all this, I'm wasting my time typing this, so it ends right here. Thank you.)

---

<sup>1</sup>Konig, John, "A Modest Proposal" various places at various times in the hobby. Go look for it yourself, youstupid git.

---

<sup>2</sup>No offense was meant by this, either. Please put the ax down, Eugene.

---

<sup>3</sup>This is meant in no way to be a reference to Ummagumma.

---

<sup>4</sup>Aren't footnotes fun? Actually, I hate the little buggers, and this is going to be the last one. Go look for your fun somewhere else, you little deviants.

---

<sup>5</sup>I lied.

SYA-DASTI-SYA-NASTI-SYA-DAVAK-TAV-YASKA QUALITY CONTROL SYSTEM

	Far EXCEEDS REQUIREMENTS	EXCEEDS REQUIREMENTS	MEETS MINIMUM REQUIREMENTS	NEEDS SOME IMPROVEMENTS	DOES NOT MEET MINIMUM REQUIREMENTS
QUALITY	Leaps tall buildings with a single bound.	Needs running start to leap over tall buildings.	Can only leap short building or a medium one with no spires	Crashes into building when attempting to leap over it.	Cannot recognize buildings at all.
EFFICIENCY	Is faster than a speeding bullet.	Is as fast as a speeding bullet.	Not quite as fast as a speeding bullet.	Would you believe a slow bullet?	Wounds self with bullet when attempting to shoot gun.
INITIATIVE	Is stronger than a locomotive.	Is stronger than a bull elephant.	Is stronger than a bull.	Shoots the bull.	Smells like a bull.
ADAPTABILITY	Walks on water constantly.	Walks on water in emergencies.	Washes with water.	Drinks water.	Passes water in emergencies.
COMMUNICATION	Talks with God.	Talks to the angles.	Talks to himself.	Argues with himself.	Loses the argument.



## INTIMATE ANARCHY

or

Two can be variant lovers, also

A year or two ago, Something known as Intimate Diplomacy won the award for best variant design of the year. As it was explained to me, it was a very simple design, consisting of two editors playing the two man variant, and publishing the results in their zine. It seemed to me that playing this could be boring after a while, and so I set about finding a variant which this could be adapted to.

After a great deal of thinking, I came up with the idea of Intimate anonymity, with myself adjudicating. (If we had a third person to adjudicate, we'd be playing three-man.) This was deemed a failure after my opponent missed his first three moves. He later claimed inability to turn his moves in, but this obviously must have been his fault.

After several more attempts, the idea of intimate anarchy was hit upon. The idea seemed feasible, and all that was needed now was a poor, unsuspecting fool to spring this idea on. Knowing no one more foolish or unsuspecting than myself, I approached myself and soon had me convinced about the merits of this idea. Now all that was needed was the other player. To make this a very intimate game, my co-editor was chosen. (Arthur Chosen, to be precise.) (He also goes by the name of Randy Christopher) He foolheartedly (new word. Look it up in your Frank and Heimdall's) agreed, and the following rules were set.

1. All rules for the standard diplomacy two-man variant, in the 1971 edition of the rulebook will be followed, except where contradicted below.
2. The standard map will be used.
3. Each of the thirty-four supply centers will have its name written on a piece of paper, and these pieces of paper will be placed in a hat, or some other receptacle from which they can be drawn. Each player will then draw three groups of three names. The three centers in each group will be the home centers for one of the three countries being played by the drawing player.
4. Four more centers will then be drawn. Standing armies will be placed in each of the four centers.
5. The game begins with Winter 1900 builds.
6. Victory is twenty-four centers controlled by one player, or eighteen by one specific country.
7. There is no rule seven.

A game of this will now proceed on the next page or so. Everyone please be seated and remain quiet. Players are dangerous.

WAR OF CONFUSION BEGINS!

CHRISTOPHER'S COUNTRIES:

MONDO; Spain, Munich, Vienna  
SQWEEDANGLE; Warsaw, Denmark, Smyrna  
PWEEDAP; Brest, London, Moscow

Standing armies:

MIRASSOU'S COUNTRIES

Bul, Bud,  
Par, StP.

SPASTICA: Portugal, Ankara, Trieste  
ETHIL; Liverpool, Tunis, Sweden  
ANATHEMA; Naples, Norway, Belgium

WINTER 1900 BUILDS

Mondo: F Spa(sc), A Mun, A Vie  
Sqweedangle: A War, F Den, A Smy  
Pweedap: F Bre, F Lon, A Mos

Spastica: F Por, A Ank, A Tri  
Ethil: F Lvp, F Tun, A Swe  
Anathema: F Nap, F Nwy, A Bel

Spring 1901

Mondo: A Vie-Tri, A Mun-Kie, F Spa(sc) (S) PWEE F Bre-Mid  
Sqweedangle: A Smy-Ank, A War-Sil, F Den(S) PWEE F Lon-Nth  
Pweedap: F Bre-Mid, F Lon-Nth, A Mos-Sev

Spastica: A Ank-Con, A Tri-Tya, F Por-Mid  
Ethil: F Lvp-Wal, A Swe-Den, F Tun-WMed  
Anathema: F Nap-Ion, F Nwy-Nth, A Bel-Hol

Fall 1901

Mondo: A Kie-Hol, A Tri-Vie, F Spa(sc)-Por  
Sqweedangle: A Ank-H, A Sil-Ber, F Den-Swe  
Pweedap: A Sev-H, F Lon-H, F Mid(S) MONDO F Spa(sc)-Por

Spastica: A Con-H, A Tya-Mun, F Por-Spa(sc)  
Ethil: F Wal-Eng, A Swe-Den, F WMed(S) SPASTIC F Por-Spa(sc)  
Anathema: F Ion-Gre, A Hol-H, F Nwy-Ska

LINNEARXSEPERATORLINNEARMOTIONLINNEARALGEBRALINNEARSOMETHINGOROTHER

There should be some filler in this space, but I can't think of any. If you can, put it here.  
The above mess is continued on the next page

Supply Center Chart. Home centers underlined.

MONDO: Vie, Epa, Maz, KIE Even  
SQWEEDANGLE: Smy, War, Den, BER, ANK +2. Builds A Smy, A War  
PWEEEDAP: Bre, Lon, Mos, SEV +1 Builds A Mos

SPASTICA: Tri, Por, KKK MUN, CON +1 Builds A ERI  
ETHIL: Lvp, Tun, Swe even  
ANATHEMA: Nap, Bel, Nwy, HOL, GRE +2, Builds F Nap, F Bel

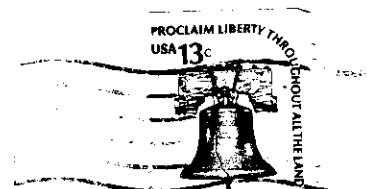
more of this farce next issue.

And now, since there is a bit of space left, let me run on at the mouth for awhile. In case you're wondering what kind of things will be presented in this, wonder no more. Anything we can get our hands on will be written. Hopefully, we will get our hands on lots of fantasy type things. However, if you do not like fantasy fear not. Ask for something, and we will do our best to get it to you. But this means you are going to have to do a lot of writing for I, Fetter, am the most prolific writer we have, and I don't do tactics articles. Unless, of course, they are about some sort of devious behavior. And now, until next time, I bid you happy happying.

And so, the peoples of the earth were fooled, for the original appearance of the demon was not as fearsome as the demon really is. And so they subscribed, and it grew until it was too late.

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Palo Alto, CA



94302

This is a sample copy X  
Would you like to trade? X  
Please give us publicity         
Note enclosed         
Beware!       

The dreaded frumpel bird is once again on the loose. Watch for it!