

Sya-Parti-Sya-Nasti -

Sya-Pavak-Tav-Yaska.

#3



Stolen  
from

Gaham  
Wilson

"I think I won!"



Artemus struggled over the last peak in his search for the almighty Wizard. He had struggled long and hard for years for this, and he could now taste success. It was cherry flavoured.

"Yes, my son. What can I do for you?" The Wizard's voice boomed out like a director's voice with too much echo. He sat up upon his rock and awaited a reply.

"I have come to ask a boon, O great Wizard!" replied Artemus.

"Stow that great wizard stuff. I only keep it up to keep those villagers down at the bottom of the hill amused. They can get extremely annoying with all their groveling and moaning, but they make the best pizza around, and it's the only way I can get some. Now, what's your boon?"

"I have come to ask about the answer to all of life's miseries, Wizard."

"Chocolate-chip cookies, that's the answer. Everyone likes chocolate-chip cookies, even revolutionaries. They're going to save the world someday. Peanut-butter cookies will help, too."

"But Wizard, I cannot eat chocolate chip-cookies. They make me break out. And peanut-butter sticks to the roof of my mouth. What can I do?"

"Hmmm. Yours is indeed a hard nut to crack. There is another answer, though it can be dangerous to oneself if one uses it incorrectly. Here, my son, is the answer to life. Normally one cannot look upon it until he has had intense preparation for years, but seeings as you came all this way, here." The wizard handed Artemus a piece of paper. He unfolded it, and this is what he saw:

Sya-Dasti-Sya-Nasti-Sya-Dava K-Tava Yaska

# 3

Sya-Dasti-Sya-See-Rest-Above is supposedly published every third week, however until enough people show that they care and sign up for a game, it will be published every fourth or fifth week at my whim. Editors need love too. Speaking of editors, the editor of this thing is John Mirassou, The Man of Many Names. He is who you should write to if you want to talk about this rag. Or if you want to write anything. He gets very lonely sometimes at three in the morning and dearly wants something to read. Anything. His address is RT. 2, BOX 623AC, MORGAN HILL, CALIF. 95037. This is very important and should be remembered, as there will be a test on it later. Another--on second thought, I'll start a new paragraph--

Another person responsible for this is Randy Christopher, who lives somewhere in San Martin, and I am too lazy to go look up his address. That's all right. He just owns the machine which this is run off on (and off and on and off and on and off and on and will you stop playing with the light switch.). Yes, what was I saying. Now I remember. ~~The third person~~ responsible for the typing of this is the grand and glorious Fester Troll, who lives behind John's filing cabinet. Every time John gets the whim to publish, Fester works his fingers to the bone typing and typing, and he is such a wonderful soul, working so diligently that he should get a Calhamer award of his very own, except that he wouldn't get any comments about him at all if he wasn't typing this right now.

It has taken me this long to tell you that it costs you \$3.00 to receive 12 issues of this, which is quite a good deal if you think about it. \$3.00 doesn't take up much space at all, where as you would get so much paper (which is what some money is made out of) that you could fill a whole file in your filing cabinet, if you had one. The only problem is that this isn't green, and it won't fit in your wallet, which is alright, because you won't want to carry it around anyway. Note that the cost is underlined. That is because I have been conditioned by the capitalists to desire money. Money, money, money. Crinkle, crackle, turn your fingers green, count out the money, you'll see what I mean. Tinkle, tinkle, count the silver too, throw it in the air, it will rain all over you.

In an effort to get even more of the crinkly stuff, and so I can sing another chorus of the above song, I have contrived yet another way to get. get, get, get. To play in a game here, you have to pay \$2.50 and maintain a subscription. You can play either regular diplomacy or BiDiplomacy, whose rules will be somewhere in this issue. Please do not send blue chip stamps to pay for the gamefee. They do not taste good. If anyone is interested, I think I need two more people to pay to get the game started. Get it in gear, people.

It seems that I went through one page, and did not say all that I wanted to, so you will have to sit through more. Pardon me for a second.

#### SPECIAL ANNOUNCEMENT FOR DOUG BEYERLEIN

A game does not start or end in this issue. You do not have to continue reading. Please remember to show your pass to the guard when you leave.

#### WE NOW RESUME

I guess it would be nice for some publicity for some other people, but lord knows what good it will do, considering the circulation of this. Here goes anyway.

Elmer Hinton is starting a large game called Kingdom. There will have ..um..be, that is, a \$100.00 prize for the winner, which is a nice enticement for all you greedy little people out there. Elmer lives somewhere, I had it here a minute ago. Really! See, here it is. 20 Almont St., Nashua, N.H. 03060. Write to him for more details. Send him money. Send me money too. Money money money, for all we have to thank. Money, money, money, I think I'll rob a bank. La la la.

For those of you with stronger stomachs, I would like to recommend Zirkast, the Freedom Leftist (the selfzine of Ben Grossman, 29 E 9 St #9, New York, 10003). Doug Beyerlein actually reads it. It is totally full of rantings, ravings, and verbal diarrhea (I really don't care about how you spell it, it's a gross word anyway) about himself, and his ideas, even though he is an asshole for not putting Sya-Busti in his sines received column. Write to him and tell him to send me some money. Oh, yes, you can ask about Zirkast too, Ghu damn it. He is obviously a good, money grubbing person. His last sine came postage due.

I would also like to recommend that you subscribe to Helms Deep, but it doesn't seem to exist anymore. I'm not even sure if it existed when it was around.

Amazing! My grades came today. I got a B in philosophy. All those desiring advice no longer have to go to the Wizard of UM. You can come to me now. Which reminds me. This is published by United Mutations Press, which is a division of the Fanatical Underground Committee for Keeping Everyone Decent, a formerly secret organization bent on controlling the world, which will be exposed next issue, assuming that I am still alive after saying that.

Note to Ben Grossman

Isn't that what they teach in school? The Three R's (rightist-reactionary-revolution) How can society help itself?

And now, UNITED MUTATIONS proudly presents the rules to:

## BIOPLOMACY

A Diplomacy Variant by Al & Tom Burkacki

Bioplomacy is a very abstract Diplomacy variant based somewhat on competing animal species. Powers(species) consist of 5 species of baboons, 1 reptile, 1 insect, 1 bird, and 2 CMCs (Carnivorous Mammalian Creatures).

1. Unless otherwise stated in these rules, the 1971 rulebook of diplomacy applies. Remember you're working with 3-D movement.

2. Time Schedule: Seasons proceed as follows: (1) Winter 1900 (initial set-up) (2) Spring 1901 (I interphase; moves, II interphase; builds, they are not conditional i.e., moves & builds are written simultaneously, builds can be lost if a unit moves into the build zone, see builds). (3) Fall 1901(moves) (4) Winter 1901 (removals). (5) Start over with a new season starting with step 2.. (optional monsoons, see optional rules).

3. Diplomacy and negotiations: Variations of this can be made. The diplomacy part in this game takes the place of commensalism & parasitism, etc. which happens naturally.

4. Economic Structure: (A) There are many different types of supply centers. The ground center(regular Diplomacy center) has one survival point, home centers are the same. Tree centers are  $\frac{1}{2}$  survival point, they are taken as soon as a unit enters the tree space of the area during Fall (remember, ground centers are ~~only taken on the ground~~). Double ground centers count as 2 survival points for CMCs, with 1 survival point for all the rest. As an addition to the above, a ground center taken by the CMCs counts as  $1\frac{1}{2}$  survival points for them. (B) Builds are simultaneous with spring moves, only removals are during the Winter. Builds are placed after the spring moves are adjudicated. If any unit moves into the build zone, where a build is scheduled, it's zilch for the build (it's not built). Note, if a stand-off should occur in the build zone, the unit to be built is still not built. Center ownership is still determined during winter(after fall) as in Regular Diplomacy. Units can either be built in vacant zones adjacent to the build powers' unit, or in said powers' home centers. In case of conflicting builds, neither power would be allowed to build.

5. Victory Conditions: The goal for baboons, insects, & reptiles is to control 18 survival points worth of centers, for CMCs, 15 survival points, and for birds 9 survival points.

6. Units:

Troop--The only unit used by baboons, they can operate on the ground and in trees. Cost to build is 1. Their strength is 1, except when holding in or attacking into swamps where their strength is  $\frac{1}{2}$ .

Hord--an insect unit that can operate on the ground and underground at a strength of 1. The hord can operate in the trees at  $\frac{1}{2}$  strength. In the swamp the strength is 1. Cost to build is 1.

**Swarm**--An insect unit that can operate in the air (same some as tree, only swarms do not need trees to move into it) at a strength of 1. On the ground (including swamps) their strength is down to  $\frac{1}{2}$ . When attacking, as in movement from one zone (level or area) to another, the strength is back to one. Cost to build is 1.

**Flock**--A bird unit, operates in the same way as swarms (see: birds for further information.)

**Army**--Reptilian unit that can move on the ground only. They are not able to activate flocks. Strength is 1, except when holding or giving defensive support where the unit's strength is land one third. Cost to build is 1.

(1 &  $\frac{1}{3}$ )

**Climbers**--Reptilian unit that operates the same as troops. cost to build is 1.

**Prides & Packs**--The CMC units of the game. They have a strength of 2. They can operate at ground and tree level. Sub-Prides/Packs can be created out of existing prides/packs after each season and likewise any denomination of pride/pack can be built in the Spring. A number of sub-prides or sub-packs can be in the same zone as long as the units number no more than 2 strength points (and they are all prides of packs.)

Listing of Pride/Pack denominations:

Pride/Pack--2 strength points

Three-quarters Pack/Pride-- $\frac{3}{4}$  strength points

Half pride/pack--1 strength point

Quarter pack/pride-- $\frac{1}{4}$  strength point

Pride, Pack denominations can also combine, as long as their in the same zone after a season.

#### (7) MOVEMENT

**On the same level:** Use the same rules as in the 1971 rulebook.

**Changing levels:** Really your only using a 3-D system using regular Diplomacy rules. In Bioplomacy there are three levels: underground, ground, and tree (air). Air level and tree level are considered the same, except the air cannot be used by baboon troops or reptile climbers because of the absence of trees. Only one level can be changed per season and no area movement can occur for that unit that season. No "diagonal" movement is possible, i.e. movement from one level of one area to another level of another area is not permitted. Only hords can move underground. Swarms & Flocks can operate in the air (i.e. without the aid of trees), as well as with trees. Troops, climbers, hords, swarms, flocks, prides, and packs can all operate at tree level. Armies are confined to the ground.

**Rivers:** Rivers place an obstacle in the way of movement. In order to cross a river it must be forded, which takes one season of movement, i.e., except at natural fords between (35,45), (54,53), (69,67). Movement between these before mentioned areas is normal. When fording a river, the section of river bordering the area a unit is coming from could be considered an area for movement purposes. Flocks & Swarms can fly over rivers at no movement cost (this goes for when they are both in the air or on the ground). Hords can crawl under rivers at no movement cost (only when moving from one underground zone to another). All other units must come down to earth, i.e. move across rivers on the ground, no swinging across on vines.)

Example: Troop 16-fords section of river between 16&23. Note, even though it wasn't stated in the example, the position of the unit was ground level.

Mountains--Mountains can be considered an area within an area, except that the mountain and the area share the same air space (or tree space if the area is forested) and underground space. Movement between mountains is permitted, as long as areas are adjacent and not separated by a river (however, Flocks and swarms can fly over rivers). You can descend from the air(or trees) to either the ground or mountains, likewise you can ascend from the underground to either the ground or mountains.

Swamps: Unless you're small enough and can crawl while holding your ground, swamps can be tricky. Movement is the same as usual for all units, but all combat strengths (except for hords, still one strength point) are down to  $\frac{1}{2}$  strength point. This goes for holding in the swamp, defensive support to a unit in a swamp, offensive support to a unit moving into the swamp, and moving into the swamp. Units attacking out of swamps have their attack strengths back to 1. Swarms are halved on the ground, so they are not halved again for swamps. Hords cannot resurface into swamps or give support into the swamp while underground. Swamps are not forested.

Underground search: Underground searches may be conducted by any unit when on the ground, anytime, its use is aimed specifically at underground units(hords). Any underground unit that attempts to move under an area conducting an underground search will be bounced out, unless support is given from another underground unit(underground searches cannot be cut, in this sense it is as if the unit was moving). They can receive support to hold, however. ~~Underground search also cuts the support of underground units~~ to other units, but not when that unit is part of a group trying to displace it, as in Regular Diplomacy rules. Search strength is 1. It does not dislodge units.

Support: All rules on support in the 1971 copy of the Diplomacy rules apply. Remember that you're working with three levels which are from top to bottom, tree/air, ground, and underground. If you can't move into the zone, then you can't give support to a unit trying to move to or hold in that zone. Rivers prevent support across them on ground level, except where a ford is present.

Opening set up:

CHACMA: Areas 33, 32, 47; all troops, start on ground level

DRILL: Areas 64, 65, 66; all troops, start on ground level

GELADA: Areas 55, 70, 71 all troops, start at ground level

HAMADRYAS: Areas 4, 5, 16; all troops, start at ground level

MANDRILL: Areas 8, 9, 10; all troops, start at ground level.

INSECT: Areas 59, 60, 73; Hords or Swarms in any combination the player sees fit, start at ground level.

REPTILE: Areas 1, 2, 18, 19; Armies or Climbers in any combination the player sees fit, start at ground level

CANINE: Area 30; 1 pack or combination as long as it's strength adds to 2, start at ground level

FELINE: Area 40; 1 Pride or combination as long as it's strength adds to 2, start at ground level.

### Optional rules

Birds: A 10th player, the birds, can be added if you can find 10 people to play this thing. Birds do not appear in the initial set-up. They pop-up whenever any unit (except armies, they pose no threat) move into the ground level of an area with a tree center. As soon as this happens, a flock is placed in the tree space. Additional units can be built the normal way as soon as the birds control a ground center. Flocks cost 1 point. To build. The tree centers are bird home centers for this purpose. A tree center is one survival point for birds. Only tree centers that have been "activated" can be used to build in. Each tree center has only one "free" unit, it can only pop up once.

Monsoons: Every second spring, the sporadic Aphreeka monsoons come. It has the following effects: (1) The seasonal brook is now a full fledged river, following the same rules as a river. (2) All natural fords are nonexistent. (3) The swamp now becomes a lake, all units unfortunate to be on it drown (this doesn't damage the supply capacity of the swamp though). (4) Area 68 now becomes a swamp, all rules for swamps now apply to it (this doesn't effect it's supply capacity though). Everything returns to normal the next spring until the rains come again.

Hidden Movement: If you have a gamesmaster laying around, you can try this. From the time it disappears under the sand to the time they resurface the fate of all underground units will not be generally known (that doesn't necessarily mean you can't try). You'll also know if you stumble onto a unit during an underground search. The fate of fording units can also be hidden.

Definition of zone: intersection of a level and an area.

Province names and their abbreviations.

|                          |                         |                         |                          |
|--------------------------|-------------------------|-------------------------|--------------------------|
| 1. <u>Bedlacks</u>       | 20. <u>Poxicar</u>      | 38. <u>Cinarecus</u>    | 57. <u>Dexterex</u>      |
| 2. <u>Prevanta</u>       | 21. <u>Westare</u>      | 39. <u>Pesanderusa</u>  | 58. <u>Fraghighert</u>   |
| 3. <u>Rotero</u>         | 22. <u>Totulackisus</u> | 40. <u>Rishapura</u>    | 59. <u>Motter</u>        |
| 4. <u>Chatlin</u>        | 23. <u>Ventiar</u>      | 41. <u>Hastings</u>     | 60. <u>Gerderted</u>     |
| 5. <u>Bartnarian</u>     | 24. <u>Golark</u>       | 42. <u>Swatpususet</u>  | 61. <u>Fortress Tye</u>  |
| 6. <u>Tyreia</u>         | 25. <u>Parsatz</u>      | 43. <u>Gedulate</u>     | 62. <u>Yenbendronson</u> |
| 7. <u>Malakite</u>       | 26. <u>Underfeld</u>    | 44. <u>Saaraine</u>     | 63. <u>Teferony</u>      |
| 8. <u>Mavlara</u>        | 27. <u>Hazeling</u>     | 45. <u>Nuetwarrick</u>  | 64. <u>Wudditlant</u>    |
| 9. <u>Arolongus</u>      | 28. <u>Davenus</u>      | 46. <u>Wutawered</u>    | 65. <u>Interfertan</u>   |
| 10. <u>Deteria</u>       | 29. <u>Quintarus</u>    | 47. <u>Woodsmanterk</u> | 66. <u>Antipostum</u>    |
| 11. <u>Ecanabo</u>       | 30. <u>Noahohrat</u>    | 48. <u>Befacteroty</u>  | 67. <u>Garety</u>        |
| 12. <u>Knasiation</u>    | 31. <u>Wesleyer</u>     | 49. <u>Cullerull</u>    | 68. <u>Korracatzer</u>   |
| 13. <u>Slanderfore</u>   | 32. <u>Latimer</u>      | 50. <u>Veddlerury</u>   | 69. <u>Lattapart</u>     |
| 14. <u>Walalmesse</u>    | 33. <u>Alucard</u>      | 51. <u>Otterlandert</u> | 70. <u>Quatycoalar</u>   |
| 15. <u>Mogyca</u>        | 34. <u>Mistrates</u>    | 52. <u>Pafertond</u>    | 71. <u>Cessering</u>     |
| 16. <u>Jackilacatine</u> | 35. <u>Hippoharaces</u> | 53. <u>Roberhighit</u>  | 72. <u>Seretupta</u>     |
| 17. <u>Ophraing</u>      | 36. <u>Ritteran</u>     | 54. <u>Xeratitaresd</u> | 73. <u>Birsatert</u>     |
| 18. <u>Fstliart</u>      | 37. <u>Quadamas</u>     | 55. <u>Tydlongert</u>   |                          |
| 19. <u>Hexecest</u>      |                         | 56. <u>Mesafordaerg</u> |                          |

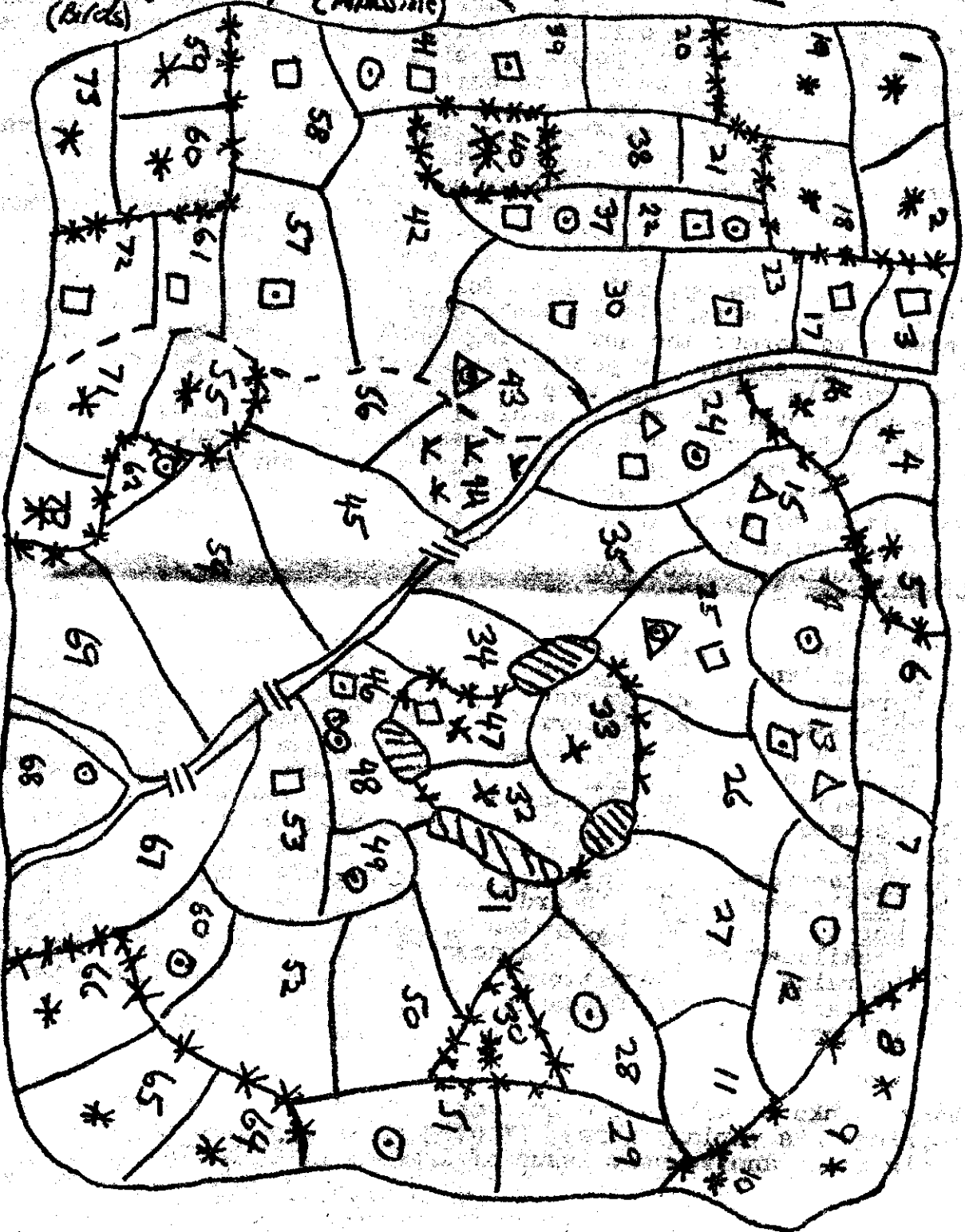
Many thanks to Al and Tom Burkacki for permitting me to reprint this variant here. It originally appeared in their first anniversary issue of Ragweed (#12) Dated MARCH 17, 1975.



# BIO PLUMAGE

Key:

- Supply center
- Forest (trees)
- ◻ Trees supply center (Birds)
- △ Mountain
- ▲ Mountain supply center
- ◻ Lake (massive)
- \* Cuck center
- \* HUG CENTER
- ⊙ Double Supply center
- Seasonal Stream Basin
- ≡ FORD
- ~ RIVER
- \* SWAMP



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And now, one more time. Intimate Anarchy.

1977Fhk

1977Ahr2

Fall, 1902

Randy Christophers Countries:

MONGO: F Spa(sc)-Glyc, A Kie-Mun. A Vie-Bud

PWEEDAP: F Ech-Bre, F Mid(S) F Ech-Bre, A Rum(S) MONGO A Vie-Bud,  
A Mos-StP

SQUEEDANGLE: A Con-Bul. F Hel-Hol. A Smy-Con. A Ber(S) A Kie-Mun.  
A Liv(S) A Mos-StP

John Mirassous Countries:

SPASTICA: F Por-Spa(sc), A Mun-Kie. A Tri-Ser. A Bul-Rum

ETHIL: F Bre-h(Dis. r-Gas). F WMed(S) SPASTIC F Por-Spa(sc).  
A Den(S) SPASTIC A Mun-Kie

ANATHEMA: F Nth-Lon, F Ska-Nth, A Hol (S) SPASTIC A Mun-Kie  
F Gre-Aeg, F Ion-EMed

WINTER 1902

centers/units adjustment

|   |     |     |    |               |
|---|-----|-----|----|---------------|
| MONGO: <u>Vie</u> <u>Spa</u> <u>Mun</u> <u>Kie</u>                                    | 2/3 | -1  |    | R F Glyc      |
| SQUEEDANGLE <u>Smy</u> <u>War</u> <u>Den</u> <u>Ber</u> <u>Ank</u> <u>CON</u>         |     | 5/5 | 0  |               |
| PWEEDAP <u>Den</u> <u>Bre</u> <u>Mos</u> <u>StP</u> <u>RUM</u>                        |     | 5/4 | +1 | B A Mos       |
| SPASTICA <u>Tri</u> <u>Por</u> <u>Ank</u> <u>Mun</u> <u>Ser</u> <u>POR</u> <u>BUL</u> |     | 6/4 | +2 | B A Tri F Por |
| ETHIL <u>Lvd</u> <u>Tun</u> <u>Swe</u> <u>DEN</u>                                     | 4/3 |     | +1 | B A Swe       |
| ANATHEMA <u>Nap</u> <u>Bel</u> <u>Nwy</u> <u>Hol</u> <u>Gre</u> <u>LON</u>            |     | 6/5 | +1 | B A Nap       |

Thus Completes another trun(thats Spastian for trun, er..turn.)

Now, for those of you who are wondering what this will become, (the zine, that is,) I will now tell you.

Like many other people, I am doing this for my own enjoyment, and that is one of the main purposes of this zine. The other purpose is for all of you to have fun, however you may want it, and however I may supply it. If that means writing press, articles, or whatever, feel free to do it to your hearts content. If there's not enough to fill this, I'll contribute some of my own. Sometimes even if there is enough other things I'll contribute. Make that almost certainly. If your enjoyment needs a variant, then you may have to look somewhere else, because unless a variant strikes my fancy, I won't run it. Bioplomacy is one of the variants I thought interesting. Also some of the Tolkein variants. I will not start a Youngstown under any circumstances!! That was really the beginning of the downfall of my last zine. I dreaded adjudicating the YV, and thus, I dreaded Publishing the whole zine.

A word of warning to those of you who don't know me very well, which is all of you. Take everything I write with a grain of salt. No matter how serious it may look, I might just be kidding. There have been people who have taken things the wrong way, and a disaster may have resulted if not for quick work. That is an extreme though. On the other hand, take everything also with a grain of truth. No matter how much it may look like I'm kidding, I might be telling the truth. Use your imagination on how this can happen. It's much easier for others to tell the difference when they're talking to me face to face, but I try to give clues in my writing also, though sometimes I forget, or make them too subtle. But that's part of the fun.

By the way, that last paragraph was a joke. Ha Ha Ha. Or was it?

Quickie Plug.

RUNESTONE(John Leader, 1211 5th St. NW, Calgary T2M 3B6 CANADA)  
(Put an Alta. after the Calgary, too, I think)  
He has openings Regular Diplomacy, with Worldwide, North American, Canadian, and Western Areas. Deadline length depends on the distance between correspondants. Game fee is \$2.50, and a sub must be maintained at 1¢ per page plus postage. Variants are Flintlock, Costa Danorum, Sacred Rhine, Diadochi V, Triumvirate, Imperator, Youngstown VIII, depending on player interest. Games will start in September, and you will be put on the game waiting list if you want. This is Recommended.

Next issue will be the first issue of the game, in which case it will come when the game is filled, as long as that is three weeks from now. Salud!



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Post. Hand Museum Phoenix  
Pueblo Art USA 13c

FIRST CLASS  
FIRST CLASS  
FIRST CLASS

We Trade   
You are signed up for a game  
This is a sample copy. Wanta join a game?  
Would you like to trade?  
Note enclosed

Hi  
I typed the things in the middle of where the address goes!!