

URF DURFAL

This is URF DURFAL, scourge of the Pacific Northwest, and adamant opposer of Demon Alcohol. It is specifically for playtesting variants of all sorts, although it looks like I'll have to take a Youngstown orphan from Carn Dum. It has no gamefee, and no set subscription rate. Subscriptions are as follows:

<u>stencils / ink</u>	<u>/ paper / postage</u>
<u>circulation</u>	

In otherwords, cost. In the near future, I may incre subscription rates to cost plus postage rounded up to the nearest nickle, to make bookeeping more easy, and to help subsidize my trades. In any case, press is encouraged, although I reserve the right to dispose of any press I consider insipid, badly ridden, or cetera. If any person writes more than 5 pages of press, I may require him to type up the stencils himself. Any person who writes more than 1/2 page of press gets the issue his press is printed in free.

URF DURFAL is triweekly, and is printed on Sundays, usually; this issue is two days late. Frigate is published by simulations Publications, Inc, 44 E 23rd st, NY, NY, 10010. Diplomacy is printed by Games Research Inc, 500 Harrison, Boston, MA, 02118.

This is the second issue. July 8, 1975. The Sixth of Wedmath, by Shire-calendar

Lets see-----

First: there's been a motion to merge the Dilatory and Diluvian games. This would enable me to playtest both rules at once, and would make it possible to run both games right now. I've got 4 people for Dilatory, and 6 for Diluvian. Will all those signed up for either game(Matthew Diller, Eric Goldberg, Cyril Penn, Ben Grossman, Michael Muchnik, Mike Dominskyj, Robert Goldman) respond on this movtion?

Second: I've decided to limit myself fo 10 games. This may seem like a lot, especially for a variant zine, but I think I can handle it. As it is, I have four games running, and openings in 8, so I've got more than 10 there. After the tenth game is filled, I won't open any more, even if I have enough people who want to play, until one of the ten~~k~~ games finished.

Third: I will try to keep articles to a minimum in this zine. I shall endeavor to print a large number of variants, and to run as many as possible, and I intend to print a lot of press. But articles will be few and far between.

Fourth: It may be that I'll follow the familiar pattern of teenage publishers, and gafiate (or burn out, as you Diplomacy provincials say,) in or after my senior year. By next summer, I should have come to a decision; at that time, if I feel I shall burn out, I shall cease openings of new games, and shall endeavor to find homes for any games that will last beyond my final issue. However, I've got two years ahead of me, at least, so there's no immediate problem.

And Fifth: I shall try to keep politics out of this zine. Any politiking that I do will be done through the Pocket Armenian, GIGO, or something else. I'd like to say, at this point, that I do support the Neiger-Rosenberg letter, and would like to have my name appended to it.

This issue is going to be a bit fucked. I left my typewriter in New Hampshire (How, I don't know,) and this is being typed on my mother's. Her

typer's ribbon doesn't work----but I'm cutting a stencil. This is Monday-- I should have printed URF DURFAL on Sunday--and it looks like it won't be printed until Tuesday. And I've run out of Conflu. I'm using Liquid Paper, but Ghod only knows how that'll look.

FRIGG IT!

game started.

As well as the three people listed, Adam Gilinsky was supposed to play. But he gave me neither the ships he was building nor the positions they were starting, so he'll enter next turn using the "new player" rules.

ANACTRON(Muchnik, 2520 Hyacinth Ct, Westbury, NY, 11590)

Flag-Foundation	50	60	20-CRT #1
	50		Failed to provide 10-Medium Command Control
	40		a set-up hex and direction. Done randomly;
	20		Map D; 1507 (NE)

FREEDONIA, MARXIST REPUBLIC OF(Phillips, 30 E 72nd St, 10021) (NYC, of course)

Flag-Woer	7	40	Haven	3	25
	15			9	
	37		Map A; 0102 (SE)	15	
	25			8	Map A; 0101 (SE)

Glory of Hell

0	6	20-CRT #1
0		20-High Command Control
0		

20 Map A; 0103 (SE)

SHEEPDOG(Barlow, 107 Gladwin Av, Leonia, NJ, 07605)

Flag-Balrog	40	41	Bloated	0	9
	26		Bullfrog	0	
	12			0	
	10			80	Map D; 1706 (NE)

20-CRT #1

10-Medium Command Control

2-2 Bushnell Turtles

Loaded on Balrog; named
Max and Stanley.

Wind; south. Force; Moderate. Map Configuration: A B C

D E F

I was going to print Evan Jones's variant, DIPLOMAFIA this issue, but he never sent me his rules. And I was going to print my variant, ANACHRONISM this issue, but it's a dud. So I didn't.

ANOTHER DUNGEONS & DRAGONS MOSTER,
or SPACEFILLER

Shelobspawn- A shelobspawn is, simply, one of the descendants of Tolkien's Shelob. Since Shelob is unique, and thus must mate with lesser spiders to produce offspring, shelobspawn do not have nearly the terror which Shelob herself must have. Shelobspawn have spider-like bodies, eight legs each tipped in a hideous claw (which does 1-6 hits of damage per claw--a maximum of 5 claws may be in use at any one time, leaving 3 to stand on), a thin, short, rubbery neck, a large hairy head with multi-faceted eyes, and a large well-teethed mouth. The mouth does between 1-12 hits when a character is bitten. If a character is bitten, he succumbs to the shelobspawn's poison, and goes into a coma automatically in 1-4 mellee rounds. A person in such a coma comes out of it in 4 normal dungeon turns.

Shelobspawn have the ability to weave nets which may only be cut by a sword of fire, or a holy sword. Or, at the GM's option, an elvish mithril sword.

(con't page 6)

URF DURFAL HOUSE RULES

These rules are partially my own inventions and partially stolen from THE POCKET ARMENIAN and CARN DUM.

1. Basically, the rules as outlined in a particular variant will be followed. These rules are to be considered as additions to the the variant's rules. Where more than one set of rules is extant (unlikely in a playtesting line) the players will vote upon the set to be used, plurality winning.
2. Country assignments will be made using the preference list system.
3. A player must maintain a subscription, trade, or otherwise recieve URF DURFAL.
4. Retreats for a given turn will be printed with the results of the following builds or moves. Moves or builds may be made conditional upon retreats from the previous turn. If a player requests the suspension of conditional orders on a movement turn, and the GM deems this request valid, he will undertake to obtain the retreat(s) from the player(s) involved, after that season's results have been made known, and privately notify the players of the retreats. In the case of builds, if there are none the GM will point such out with the adjudications of the turn-before-builds moves, and the next deadline will accordingly be for the turn-after-builds. If this occurs, such moves may be made conditional upon retreats.
5. The gamesmaster may require that the turn-following-builds moves be made conditional upon builds.
6. If orders that have been sent to the GM are illegible he may discard them. In all cases, the GM is the sole judge of their legibility.
7. When a player submits no moves, or the moves arrive after the deadling,
 - a) all his units will hold in position, and may be supported in position by any other player. If dislodged, they are forced to retreat normally and the player may make orders for their retreats, as per the rules above. If a player at any time does not submit orders for retreating units they are annihilated.
 - b) a standby will be appointed. His name and address will be printed with that turn's moves. This standby will submit moves for his position to be used in case the regular player again misses his moves. In said case the standby will take over, and become the regular player of that country.
8. If a player's subscription lapses, and he does not immediately renew, he will be considered as not having submitted orders for the purposes of 7(b) above. If he submits orders, his units will still move, however. If the player does not renew his subscription before the next turn, he will be replaced by his standby.
9. The editor will maintain a standing list of standbys. Any person may be put on this list by request. A person is removed from the list when he actually takes over a position, not when he is asked to standby. A person must maintain a sub while on the standby list. A player may specify certain games which he wishes to standby for, but it would be greatly appreciated if he would standby for all games.
10. A player may appoint a substitute to play his position for a period not to exceed 5 turns. A player may at any time resign his position in favor of another person.

11. If a player misses a firstyear move, neutral moves (or builds) will be provided. Neutral retreats will not be.

12. The editor will determine the deadline for all moves and builds. This is a receipt deadline, and the editor (and gamesmasters) maintain no responsibility for the vagaries of the USPS or the postal services of any other nation. In the event of a postal strike in the US, Canada, or any other nation in which more than one player resides, the game will be delayed.

13. The editor or gamesmaster may extend the deadline.

14. The editor will not accept bribes, unless he so states before the game begins and publicly prints bribe rates. If the editor prints bribe rates those rates are to be considered valid only for the game they are printed with. If the editor determines that any GM is accepting bribes without first so announcing to the players, and without giving the editor his kick-back the editor reserves the rights to sue, malign, slander, physically assault, curse at, and remove from the game, or otherwise abuse same GM.

15. Except in cases where the house rules or the rules of the game are clearly violated, the decisions of the gamesmaster are final.

16. If any ambiguities in the rules of a game arise during play, the designer will resolve them. If the designer is not available, the GM will resolve them. Such resolutions are to be considered precedent, and will be followed thereafter, unless the designer wishes to change the rules to resolve the ambiguity.

17. The designer may, at any point, change the rules to a game. The GM will determine whether he shall immediately adopt these changes, or apply the game out using the old rules. Changes to the map, unless slight, will not be adopted in any game that is already underway.

18. When more than two errors in an adjudication occur in a single turn the game will be held up, and the correct adjudication printed in the next issue. If less ((AUUUUGH! fewer)) than two errors are made, the GM is responsible for informing the players of the error before the deadline, in time for those players to submit moves based upon the real adjudication of the moves.

19. Once a turn's moves have been published, the previous turn's moves even if in error, stand as published.

20. A unit ordered to a location not on the board or asked to make an illegal action, will be considered to have been ordered to hold, and thus may be supported in place. A unit ordered to make an impossible move to a location on the board will have its order considered to be as written, and unsuccessful and thus may not be supported in place.

21. When a unit is dislodged, the player must specify retreat or annihilation. If a unit has no place to retreat, the GM will annihilate it automatically. Otherwise, the player should submit his retreat (or annihilation) with the next turn's moves. If he misses his next moves, the unit will be considered annihilated. If two or more units are ordered to retreat to the same place the place is considered to be vacant due to a stand-off, and the units will be annihilated.

22. If required removals are not relieved by the GM units will be removed in the following descending order or preference: farthest in actual spaces from the nearest homesupply center; fleet before army; non-supply center before supply-center; randomly by the GM.

23. A game will be declared a draw among all remaining players when no supply center has changed hands within three consecutive game years. At any point any player may propose a draw among any or all remaining players or a concession to a particular player. The GM will announce this proposal and approval must be unanimous for the proposal to succeed. A player may vote any one of three ways; abstain, yes, or no. An abstention will not be considered a no vote. If, at any time, a proposal other than for a draw or concession is made the GM will decide whether the vote should be by unanimity or by majority. If it is by unanimity, the same rules hold: if it is by majority an abstention will not be counted when calculating the number of votes required for a majority.

24. The following notation is used: underlined moves fail others succeed. Convoy orders that do not accomplish their purposes are not printed as failing: cut support orders are printed as failing. The following abbreviations are used: A, Army; F, Fleet; -, moves to; C, Convoys; S, supports; H, holds; OTB, retreated Off The Board; NSO, No Such Order; NMR, No Moves Received; NBR, No Builds Received; NWG, No Walking on the Grass; NRR, no retreats received; h', hold unordered; NSU, No Such Unit; R, retreat; B, Build; D, disband (remove); CD, civil disorder; cd, convoy disrupted; imp, impossible.

25. Abbreviations printed with rules to games will be used. If no such abbreviations are printed, the editor may formulate his own. If he does so, he will print such abbreviations. If he does not, the names of the provinces or orders will be printed in full.

26. Any player or group of players purposefully setting up Pandin's Paradox will be summarily ejected from all games they are playing in, in URF DURFAL, and will have all their remaining funds on hand confiscated by the editor.

27. Orders may be revised at any time before the deadline, with the player held responsible for somehow identifying which orders have priority. If the player does not identify such orders, the GM will use the set of orders with the latest postmark. If postmarks are illegible, or some other problem arises, the order set to be used will be chosen at random.

28. Moves may be phoned in to the GM, but the GM makes no guarantee that he will be home to receive such a call. A player may ask that his call be returned. If he does so, the GM is within his rights to call back collect.

29. A GM may call any player collect to get that person's moves, if the GM has not already received moves for that player. The player need not accept charges, of course.

30. There are several ways a player may protect himself from an NMR or NBR;
a) GENERAL ORDERS

A player may submit GO's for his game at any time. A set of GO's must be on a separate sheet of paper, indicate the country and game number, and be signed. Each set must, as a minimum, specify allies, enemies, and policy objectives. Any set not meeting these specifications will be returned. In the event that a player's regular game orders fail to arrive, the GM will have a local person, not in the game, prepare a set of orders for that season, using the GO's as a guide. GO's used thus expire, and are thrown away: they must be replaced if the player wishes to keep a set on file. If the GM, upon recursing to a set of GO's, finds them hopelessly out of date, he may forget them, and let the player NMR instead.

b) postcard notification:

A player may enclose with his orders, a stamp-self-addressed postcard with the game number and turn on it. The GM will initial the card, and remail it within 24 hours.

c) multiple orders

A player may mail, two or more copies of his moves separately or at different times, or at the same time.

31. Any or all of these rules are to be disregarded if they are in direct conflict with the rules of a game; the rules of a game have higher priority.

THERE HAS GOT TO BE A BETTER WAY TO MAKE LINEAR SEPARATORS THAN THIS OR THIS#####

(con't from page 6)

A shelobspawn will attempt to poison one person, then drive off the others. She'll then wrap that person in a binding of webbing, and hang him on her web, "for later." At some point, she'll suck all his blood out, and throw the empty carcass away.

Shelobspawn are almost invariably found in their lair. They are never found more than one at a time, and never have treasure. However, their victims may have had treasure, and thus it is quite likely that large amounts of treasure will be found lying around their web. They are always highly chaotic, but will never consort with other chaotic people. They eat anything they can, not stopping to consider whether it's lawful or chaotic. They will attack, in this order of preference; men, hobbits, goblins, k&olds, dwarves, elves, orcs, trolls. This is because, to them, ~~an~~ man-flesh is much more appealing than, say, orc-flesh. They have armor class 0, and travel at 10". They are highly magic resistant, and are able to cast a fear spell and a charm person spell once per day. They have 5-10 hit dice, depending on their size.

GURGLEGURGLEGURGLEGURGLEBARFTINGLELINGLELINGLELINGTRANTARATARANTARANTARA!
Other ventures. (or, my god, I've got to fill the rest of this page!)

As most of the people reading this zine know, I print an sf-oriented fanzine called GIGO. GIGO runs 36 pages at 50¢ an issue, or 6/\$2.50, not 5/\$2.50, as some vicious rumors would have it. It contains a great deal of material, and is, in my humble opinion, highly amusing. Last issue, for instance included a two-party review of Joanna Russ's THE FEMALE MAN presenting very different viewpoints, my standard Fantasy, Comics and Wargaming columns, a re-re-re-printing of FRODO BAGGINS: ESTABLISHMENT PIG, the ubiquitous Letter column, a plethora of zine reviews, a few wargame reviews, and lots of my typically obnoxious comments. For a mere 50¢, that's not all bad. And, if you insist, I'll send you a freebie issue. Only that's not how it's spelled of course, but, as I said, I don't have any Corflu (Bloody hell) Corflu at the moment.

And I've been thinking of printing a Dungeons & Dragons zine. I've got a lot of good ideas, and Adam Kasanof says he's willing to be an editor, and actually put up some money and do some of the work. Which, as any one who knows Adam can tell you is highly unusual; Adam and work are diametrically opposed concepts. And I'm told Stephen Tihor is thinking of a D&D zine, and we might get together somehow-----

But, good GOD! With GIGO and Hrf together, I print 432 pages a year as it is! ((Oh Jesus, is that what it is? Never stopped to figure it out before.)) In any case, if anyone's interested, I'd appreciate some comments or something. I'll probably wind up doing it, having Adam and possibly Stephen type up all (or most) of the stencils, and then printing it myself. God, more work. ARRRRRRRRGH!

Quotations of the Day:

"There is some shit I will not eat"-----e.e. Cummings

NAVAL BATTLE IN MEDITERRANEAN; BATTLE LINES DRAWN ALONG ALPS AND THE CAUCASUS

ROME (Costikyan): A Rome-Etruria; A Cisalpina-Raetia; A Dalmatia-Cisalpina;
 F Africa-Western Mediterranean Sea; F Achaia-Ionian Sea; A Bithynia-Cappadocia;
 A Asia-Galatia.

GAUL (Mike Munchkin): F Far Tarraconensis-Western Mediterranean Sea; A Narbonensis H;
 F Lugduensis-British Sea; A Lower Germany-Upper Germany.

GERMANS (Polsky): A Lombards-Allemani; A Suevi-Marcomanni; A Quadi-Pannonia;
 A Burgundians-Suevi.

GOTHS (Gilinsky): A Huns-Sarmatia II; F Alaans-Euxine Sea; A Amadoci-Venedae;
 A Bastarnae-Upper Dacia.

PALMYRA (Rothberg): A Antioch-Armenia((!!!)); A Palmyra-Phoenicea; A Mesopotamia H;
 F Aegean Sea-Eastern Mediterranean Sea.

PERSIA (Diller): A Persia-Aria; A Susa-Ecbatana; A Ecbatana-Media.

DEADLINE: Monday, July 28 (Monday after ORIGINS I). Please try to send me the moves, as I find that more and more of my time is being taken up by copying moves down over the phone, which is a waste of my valuable time. Hah!

PRESS:

THE LIMES, ON THE RHENUS, NEAR COLONIA AGRIPPINNA: The centurion of the IX Century, IV Cohort, III Germanica ("Victores Ludorum") gazed upward at the sky and noticed it was falling.

"Mehercle! Caelum cadit!" he cried to his men. In their haste to evade the wrath of Jupiter, they failed to notice the two Gauls who were quietly and nimbly making their way through the Roman lines.

"These Romans are crazy," the big fat one said.

"What do you expect from people who are dumb enough to...to waste their time... to fight those...those munchkins!" the short one with the wings on his ears replied.

LUTETIA-IN-SEGNUS: The sky was full of them; they came dropping in bucketfuls, and woe unto any unfortunate whose body interposed between them and their target, the ground!

182-31 RADNOR Rd: What is a munchkin, anyway?

DITTO: The Britons will find out soon enough; the Lutetians know already. But when will the GM find out?

JAMAICA, NY: It's not in the O.E.D.

JAMAICA ESTATES, NYC: Of course not! It's too big! I would guess a munchkin is at least four feet tall!

JAMAICA, NY: On the other hand, the unabridged, un-compact edition of the O.E.D. is something like 12 or so volumes--surely a munchkin would fit in there!

Never!

Would!

Would not!

This isn't an argument!

Yes it is!

No it isn't! An argument is a connected series of statements designed to establish a logical conclusion.

No it's not!

Yes it is! It's not just the automatic gainsaying of any statement the other person makes! / But if I argue with you I must take up a contrary position...

DUD over (greg told me I could do over the bottom half of the STEAD!)

(he's a dud, isn't he?)

CHAOS is a sub-zine of
URF DURFAL, in which a
game of UTTER CHAOS is.

CHAOS

CHAOS is edited by Scott
Rosenberg, 182-31 Radnor
Rd, Jamaica NY 11432. #3.

1975Lgo

DILLER STABS EVERYONE!

Fall 1901

MONGO (Costikyan): A Berl-Ber2; F Matl-Brel; F SATl-Spa(sc)1; A Bul2 H; F Bal2 S A Berl-Ber2; F Lvp2-Iri2; A Yor2-Edi2.

PAN-DILL STATE (Diller): F Swel-Den1; F Izml-Con1; F Anal-Izml; A Viel-Bud1; A Tril S A Viel-Bud1; A Kie2-Ber1; A Gr2-Ser2.

DUDLAND (Paulson): R A Bul2-Con2, R A Ser1-Ruml. A Con2 H; A Ruml H; F Por1 S F Por2; F Por2 S F Por1 (-OTB); A Ber2 H (-Boh2); A Ven1-Rom1.

ANGMAR (Heuer): A Parl H; F Ion1-Grel; F Den1-Ruhl; A Mos2-Mos1; A Ed12-Edil; A Pie2-Tyo2; F Lon2 /h/.

LAND OF THE SHMOON (Gladstein): A Bud1 H (-Gall, OTB); A Ank2 S NEO-IRISH F Ank1; A Mun1 H; F Hol2 H; A Bel2 H; F Nap2-Ion2.

COMPLETE CONTROL (Barlow): F Nrg1-Nwyl; A Stpl H; A Bull S A Ser1; A Ser1 S A Bull; F Trn2-Tun2; F Val2-Por2; F Ast2 S F Val2-Por2.

NEO-IRISH EMPIRE (Kasanof): F Mid2 S COMPLETE CONTROL F Val2-Por2; A Bud2 H; F Ank1 H; A Piel-Ven1; A Ven2 S A Piel-Ven1; F Trn1-Tun1.

LORDS OF CHAOS (Arioch): A Ion2-Alb2.

CHAOTIC EFFECTS	MAP ONE	MAP TWO	SPLITS EXPLAINED:
STONEWALL	Piedmont	Barents Sea	TUNIS ONE splits from Trn to Naf, into
HEILSON/DREWS	North Sea	Tyrrhenian Sea	Carthage (northern) and Tunis (south).
SCHIZO SPLITS	Tunis	Ionian Sea	SEVASTOPOL ONE splits from Moscow to Bla,
	Sevastopol	North Sea	onto Bessarabia (western) & Sev(east).
DILATORY	Edinburgh	Bohemia	IONIAN TWO splits from Gre to Trn, into
DILUVIAN	Black Sea	Irish Sea	Ionian (northern) & Cen. Med. (southern).
DUDNESS	Paris	Galicia	NORTH SEA TWO splits from Hel to Yor, into
			North Sea (northern) and Straights(south).

MONGONIAN F Iri2 becomes an army. ANGMAR A Parl is duded to Cly2. SHMOON F Ion2 is split into F Ion2 and F Cen2. NEO-IRISH F Ank1 is annihilated. NEO-IRISH F Tun1 is split into F Carl and F Tun1.

SUPPLY CENTERS (Home in upper case):

COSTIKYAN: SPA1; LVP; DEN2; EDI2; RUM2; Ber2; Brel; Bul2; ~~Boh1~~. (8,7) /1.
DILLER: IZML; ANA1; VIE1; TRI1; KIE2; SWE2; GRE2; Den1; Con1; Bud1; Ber1; Ser2. (12,7) /5
PAULSON: POR1; Con2; Ruml; Rom1; Boh2; ~~VEN1~~; ~~STP1~~; ~~POR2~~; ~~BER2~~; ~~BVL2~~. (5,5) 0.
HEUER: KIE1; NAF1; LON1; SEV2; MOS2; MAR2; Parl; Grel; Ruhl; Mos1; Lon2. (11,7) /4.
GLADSTEIN: BEL1; HOL1; NAP2; Hol2; Bel2; Ion2; Cen2; Ank2; Mun1; ~~VEN1~~; ~~CON2~~; ~~MUN2~~.
(9, 7 or 6) /2 or /3.
BARLOW: BUL1; ROM2; VAL2; AST2; Stpl; Nwyl; Ser1; Por2; Tun2; ~~STP1~~; ~~MOS1~~; ~~STP2~~. (9,7) /2.
KASANOF: MARI; TRI2; VIE2; BUD2; DRE2; Bud2; Ven2; Ven1; Tun1; Carl; ~~CON1~~; ~~ROM1~~. (9,7) /2.

The first number is supply centers, second is units, third is builds.
Jerry Paulson will be in Isreal for six months, so Stephen Tihor (228-2625) will sub.
Deadline for builds only will be whatever Costikyan puts under 260 ad; should be 3 wks.
This adjudication took three and a half hours. Ghod. But I AM Ghod.

Chaotically yours,

ARIOCH, Dud of Chaos

SACKS GROANS IN THE DISTANCE---ANOTHER DAY, ANOTHER MILLER DESIGNATION.
FIRST EXCOMMUNICATION GAME FILLED!

Temporal Powers:

- Dominion of the Almoravids- Tom Landauer No Preference list
Subscribe! 67 Roundhill
Briarcliff, NY, 10510
- The Byzantine Empire- Ben Grossman No Preference list
29 E 9th St #9
New York, NY, 10003
- The Caliphate of Cairo- Robert Goldman No Preference list
Subscribe! 200 Old Army Rd,
Scarsdale, NY, 10583
- Kingdom of England & Normandy- Mark Edwards Rome
170 W 73 St,
NY, NY, 10023
- Kingdom of France- Alex Polsky, No Preference list
Subscribe! 50 E 79,
NY, NY, 10021
- Kingdom of Leon and Castile- Wayne Gildroy No Preference List
Subscribe! 5040 King's Highland Dr. West
Apt. # 15
Columbus, OH, 43229
- Holy Roman Empire- Mike Muchnik Rome, Orthodoxy, Abassid, HRE, Albigenses,
Subscribe! 2520 Hyacinth Ct, Byzantium, France, Seljuks, Russia, Leon
Westbury, NY, 11590
- Russia- Robert Sacks Rome, Russia, England, Abassid, HRE, Seljuks, Ortho-
15-F Tang Hall doxy, Byzantium, Leon, Albigenses, France, Almoravids,
550 Memorial Dr, Fatimite, Cairo
Cambridge, MA, 02139
- Seljuk Turks-Adam Gilinsky Rome, Seljuks, Almoravids, Cairo, Fatimite,
Subscribe! River Road, Abassid
Scarborough, NY, 10510

Spiritual Powers

- Albigenses- ~~Tris~~ Goldberg No Preference List
1225 Park
NY, NY, 10028
- Abassid Islam- Scott Rosenberg Rome, Abassid, Orthodoxy, Albigensian,
182-31 Radnor Rd., Fatimite
Jamaica, NY, 11432
- Eastern Orthodoxy- Ray Heuer Orthodoxy, Russia, Byzantium, HRE, Abassid,
102-42 Jamaica Av, Cairo, Seljuks, Fatimite, Leon, England,
Richmond Hill, NY, 11418 Albigenses, France, Rome, Almorav
- Roman Catholicism- David Barlow, Rome, Orthodoxy, Russia, Byzantium, HRE,
Subscribe! 107 Gladwin Av, HRE, Seljuks,
Leonia, NJ, 07605
- Fatimite Islam- Adam Kasanof, Rome, Abassid, Fatimite, Orthodoxy, Albigensis,
Subscribe! 1349 Lexington Av, Byzantium
NY, NY, 10028

Sorry about the preponderance of New Yorkers.

GM- Greg Costikyan,
1675 York Av,
NY, NY, 10028


((Sorry if this page is messy. Had the whole godd-
amn thing typed up, then Diller quit, and Rosenberg
Said he wanted in, and gave a different preference
list, so I had to corfll out three addresses, and
put in new ones. AARRRRRRRRGH!))

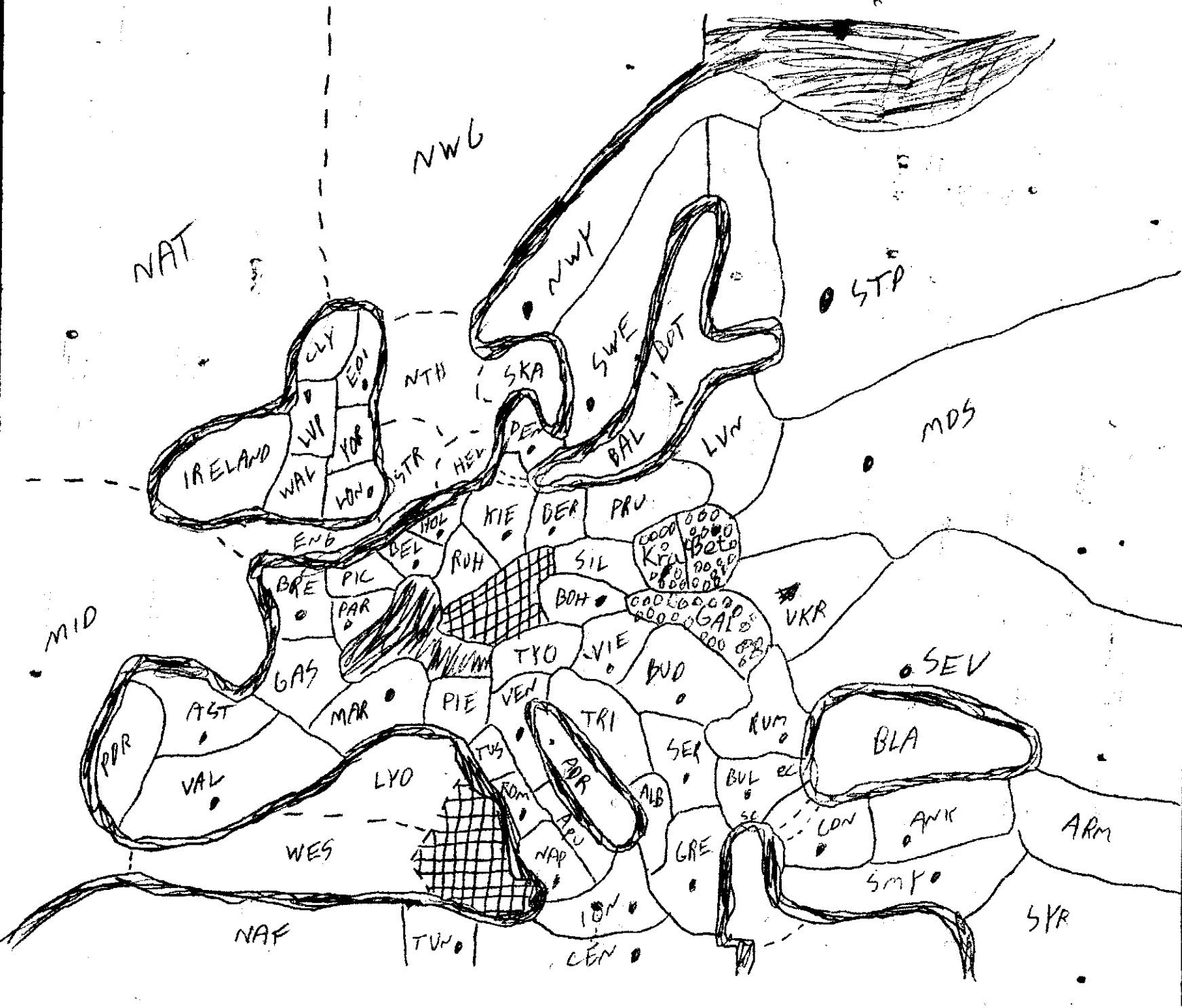
BOARD #2

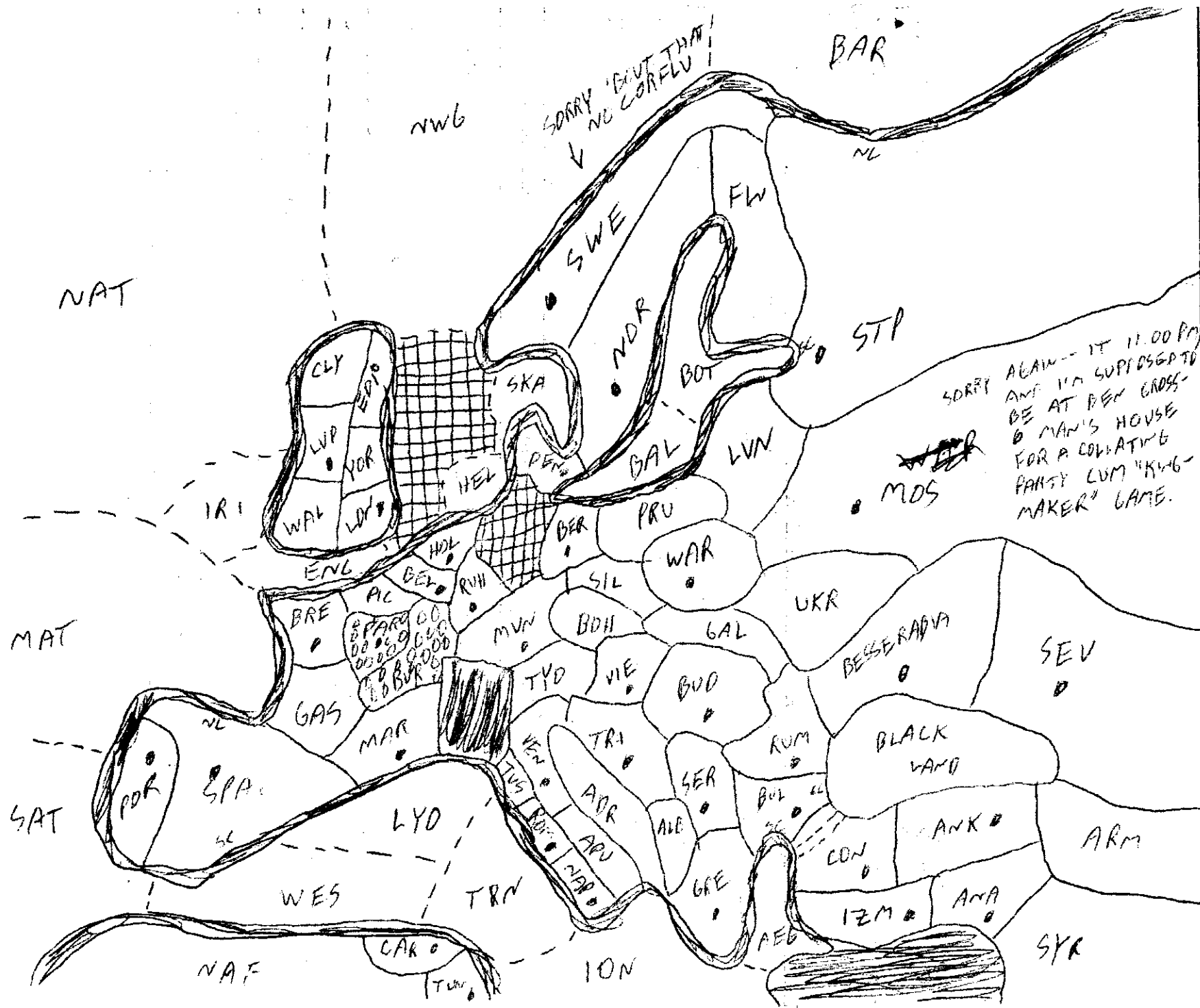
 =
WELSH
PREWS

 =

DUNNESS

 =
STONEWALL





Ag, the last page. When I've finished with this, I've got to spend 40 minutes on the fornicating subway traveling to Scott's house to pick up the stencil (s?) for Chaos. Why the son-of-a-bitch doesn't want to give me the results by phone, Satan only know----

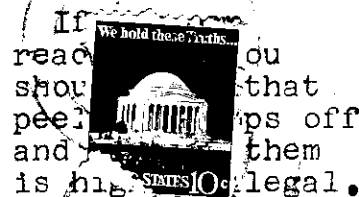
GAME OPENINGS

- DILATORY(Rosenberg, ditto,SR;7,5) One province ax turn, randomly choses, changes its supply-center non-supply-center status.
- DUD(Rosenberg,ditto,ME;7,2) One province is picked at the beginning of the game; it is the Duddness. It spreads on province/turn. Any unit in the Duddness is randomly transported to any other province on the board.
- DILUVIAN(Diller,ditto,SR;7,6) One province is picked per turn (randomly); it changes its land-sea status.
- STAB-HAPPY(Scott Rosenberg,ditto,SR;7,6) Certain provinces are removed to make it easier to stab other players.
- PACIFICA I(Rosenberg,ditto,SR;8,4) Diplomacy among 8 Pacific powers. Dud.
- 1618(Rosenberg,ditto,SR;11,6) Central Europe in the 30 YearWar
- DOWNFALL OF THE LOTR AND THE RETURN OF THE KING II (Sacks,ditto,RS;8,3) Revised DOLOTRROFK. Another Middlexx Earth variant. Tries to be realistic.
- BLOB DIPLOMACY(Barlow,ditto,ME;7,0) Printed next issue. One province is picked at the beginning of the game; it expands by one province per turn, at keeps all supply centers. Eventually, the blob will cover more than half the board, and the person who owns it will win the game.*

That's about it. I do want some press, peoples. Come on, Shobinpolit hasn't been out for a while; you can't be overworked. Bob? Scott? Adam? Ray? Rod? ANYONE????? Ghod, I'll have to write it myself!

And doesn't someone want me to print his variant? If no one does, I'll have to print my 1990 Global Variant, with rules for air units and guerillas--- 40MINUTESUPAND40MINUTESBACKFORTWOLOUSYSTENCILSTHATSWHATITISITHINKSCOTTISTRIVING

URF PURFAL
Greg Costikyan
1675 York Av,
NY, NY, 10028
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