

# URF DURFAL

This is URF DURFAL, protector of youth and innocence, staunch foe of perversion and pornography. It is published to playtest variants and deviate of all sorts but has apparently spread into the fields of FRIGATE! and EN GARDE! as well. There is no gamefee, and no set subscription rate. Subs are as follows;

stencils /ink  
circulation

/ paper/postage

In other words, cost. In the near future rates may go up to cost rounded up to the nearest nickle. This issue will cost all you swine out there the grand total of 19¢ each. If any person writes more than 1/2 page press, he gets the issue his press is printed in free. Any person who writes more than 5 pages of press will be summarily executed. The editor reserves the right to reject all pieces of shit masquerading as press; as well, he reserves the right to print such and laugh at them. Copies of #1 and #2 are available for 25¢. The house rules, EXCOMMUNICATION, UTTER CHAOS FRIGG IT! DIPLOMANIA and any variants I print in the future are/will be available for 10¢ or an SASE. FRIGATE is published by Simulations Publications Inc, 44 E 23, NY, NY, 10028. DIPLOMACY is printed by Games Research Inc, 500 Harrison, Boston, MA, 02118.

////////////////////////////////////  
I was going to print something about THE DUDPONENT, Brenner and his attack upon the Boardman Number Custodian here, but that's a dud. ((I'm beginning to sound like Nick Ulanov---using "dud" all the time)) [Huh?] So I've got nothing to fill up this space. Oh, well---

At the moment, I'm trying to organize an EN GARDE game. EN GARDE is GDW's pamphlet game in which each player plays out the adventures of a gentleman adventurer in the Three Monketeer/Flashman/Hornblower tradition. The mechanics are something like D&D's--by which I mean that there is no board and no counts and the game is played using pure imagination, dice, and mounds of tables.

In any case, I'm trying to get some of The Conspiracy together to play a game and collate this when I get through, but Grossman is duddishly organizing a trip into Teeb's wilderness. Supposedly it was to be only two people, so it wouldn't conflict with my thing; now he's got Scott and Dil to go, which cuts two people out of EN GARDE. And somebody said something about Evan organizing a KINGMAKER game at the same time. And Ray is having a bunch of people go down into his [dud] dungeon.

So, at this point, I have no idea who is coming (no pun intended) or going, or whatwhichwhowhatsithullabaloo. The only thing I'm sure of is that Gilinsky is coming, along with a friend for Holland or Belgium or Frisia or Walloonia or whone of them there outlandish places. GAK.

Maybe I'll playthe thing solotaire. Or something.

In any case, loyal as I am to Lingua Nova Yorcka Conspiratoria, the whole mess makes me say:

DUD!

ALL I NEED IS A LITTLE PRESS FROM MY FRIENDS  
What would you do if I printed a zine,  
Would you stand up and walk out on me?  
Send me some press, and I'll print it quite soon,  
And I'll try not to hit the wrong key.  
I get by with a little press from my friends,  
I get high with a little press from my friends,  
Going to try with a little press from my friends.

What do I do when there's no press to print  
(Do you like reading a zine without press?)  
How do I feel on the day that I print.  
(Are you sad because there's nothing to hiss?)  
No, I get by with a little ~~Beaps~~ from my friends,

Do you need anybody.  
I need somebody to write.  
Could it be anybody,  
I ~~xxx~~ want somebody to write.  
I get by with a little press from my friends,  
Yes, I get by with a little help from my friends,  
With a little press from my friends.

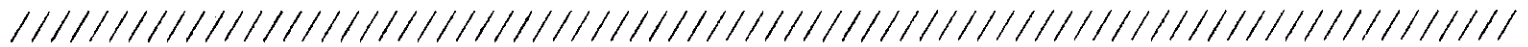
FRIGG IT! press

ANACHRON: This battle shall show the ingeriority of Sheepdog ships and there(sic) design. There(sic) heavy reliance on long range guns shall (sic) spell their destruction. What do those shaggy dogs expect from ships that are made by shaggy dogs?!?!? Can anyone one(sic) imagine a dog making a well made(sic) ship? I doubt it. At least fro Sheepdog, there is no need for life jackets.

EXCOMMUNICATION! press (still no Miller number, Sacks.)

SAXONY: We, the people of the Holy Roman Empire, hereby change our name to the Holy Eastern Roman Empire, and thouroughly denounce our former religion, Roman Catholicism. Boy, we're not going to be troubled by them, that's for sure. POPE Barrel's policy of capitol (sic) punishment for fun and harmless things like adultery and rape makes it necessary for us to get rid of him. Our glorious armies shall shon be in possession of Rome, and let's see Barrel-head do something about that.

[We, the poeple of the Holy Roman Empire??? People? Isn't it more like I, the Emperor?]



The following is a list of the game opening's I've got, the people signed up, and the designers. SR means designed by Scott Rosenberg, and available from him at 182-31 Radnor Rd, Jamaica, NY. SR\* means designed by Scott but available from me. RS Means designed by Robert Sacks, and available from him at 15-F Poontang Hall, 550 Memorial Dr, Cambridge MA, 02139. ME means designed by and available from me. EJ means designed by Evan Jones and printed this issue. MD means designed by Matthew Diller, and available from Scott.

DUD Diplomacy (SR\*) M. Diller, G. Costikyan (5 more needed)  
DILATORY DIPLOMACY (whoops---just noticed. I just filled it. Oh, well  
UTTER CHAOS minus ANARCHY (SR\*) G. Costikyaa, M. Diller, B. Grossman, E. Goldberg. (3 ~~xxx~~ more needed)

cont p67

\*

\*\*\*\*\*  
DIPLOMAFIA  
\*\*\*\*\*

\*\*\*\*\* BY Evan Jones \*\*\*\*\*  
\*\*\*\*\*

DIPLOMAFIA has similarities to Diplomacy, but there are also many differences. Although the "army" concept has essentially remained the same, the fleet rules have been changed considerably. There are additions, such as "rackets," designed to produce monetary units which can be used for a variety of things, such as maintenance and bribes to obtain "political pressure" which is sort of an expendable army. (Armies will henceforth be referred to as "short range influence units," and fleets as "long range influence units." [SRU's and LRU's.]) Unless otherwise mentioned above, all rules to DIPLOMAFIA are identical to the rules of Diplomacy as outlined in the most recent edition of the rules. The game map is a facsimile of modern day Manhattan, slightly squashed to accommodate the size of the stencil.

1) The subject of the game is that of a hypothetical conflict of five legendary families of organized crime belonging to the mythical and non-existent organization known as the "Mafia." These five "families" control arbitrarily assigned areas of Manhattan and attempt to gain as much "ground" or "turf" as possible.

1i) Deployment is as follows:

Harlem Area

SRU East Harlem, SRU North Harlem, SRU Washington Heights

Riverside Area

SRU Central Park West, SRU Lincoln Square District, SRU Riverside Park

East Side Area

SRU Plush East Side, SRU Powerhouse, SRU Sutton Place

Wall Street Area

SRU City Hall, SRU Chelsea, SRU Wall Street District

Lower East Side Area

SRU East Village, SRU Greenwich Village, SRU Murray Hill

There are no LRU's on the board at the beginning of the game.

1ii) "Provinces" will henceforth be known as "Districts," and "countries," "areas,"

2) Movement is much the same as in Diplomacy, with the main exception that there are no fleets, and no convoy order. Instead, there are LRU's.

2i) SRU's are ordered to move as in Diplomacy and are ~~rep~~ represented by "armies." However, because of the lack of fleets, as such, there is no convoying.

2ii) Political Pressure Units are a special case, and are discussed under a separated section.

2iii) LRU's do not occupy any particular district. Rather, they affect an entire area. They may never move into an individual district, but they may move freely into any area. Eg, an LRU covering Harlem can move to cover the Wall Street Area in a single move. Once covering an area, an LRU can support offensively or defensively any unit in any district in that area. Eg, an LRU covering the East Side area could support any one unit in or unit's move to East End, Plush East Side, Powerhouse, Sutton Place, Turtle Bay, or Yorkville. Note that, unless an SRU or its move is being supported, an LRU is useless: you can't support an empty district to hold. Nor may LRU's cut support of any kind.

2iv) More than one LRU can cover an area and all the LRU's covering one area need not belong to the same family. As well, at no time may any player have more LRU's on the board than SRU's. If by some circumstance, there is an imbalance, proper adjustments must be made after the present turn. SRU's are represented by fleets placed outside of the area they cover.

3) There is another aspect of the game, however. At the start of the game, 50 MU's (monetary units) with which to set up a network of rackets is given to each family. These rackets can consist of: Prostitution, Pawnshops, Loansharking, Bookies, and Narcotics, or any combination thereof. Each racket costs 5 MU's to establish, and starts earning money (or losing it) the turn after establishment. After each turn, all builds and removals are made and pecuniary adjustments are established. The referee determines how much each racket is worth by choosing a number at random between one and ten.

	1	2	3	4	5	6	7	8	9	0 (random #)
prostitution	/1	/1	/1	/1	/1	/1	/1	/1	/1	/1
pawnshops	/3	/2	/1	/1	/1	/1	/1	0	0	0
loansharking	/2	/2	/2	/2	/2	0	0	0	0	0
bookies	/3	/3	/2	/2	/1	/1	0	0	-1	-1
narcotics	/5	/4	/3	/2	/1	/1	0	-1	-2	-3

Assume that a player built one of each racket on the first turn. The gamesmaster randomly obtains a 3. He would gain, at the end of the turn, a total of 12 MU's. Each turn, the number would be recalculated. Note that a different number is obtained for each player each turn.

3ii) Rackets may be dismantled by the owning player. He gains 3 MU's for every racket thus dismantled. If a district is captured, at the end of the turn, the new owner may either pay 2 MU's per racket to renew any or all of the captured rackets, or they are permanently removed from play.

3iii) MU's saved from the beginning or earned in the rackets may be used in various ways. Costs are as follows:

New racket	5
Renew captured racket	2
Maintain each SRU and/or LRU (per turn)	2
Purchase Political Pressure Unit	50

If an SRU or LRU is not maintained, it may not be ordered for the turn following the build turn that it was not maintained. N.B. it is prudent to keep some sort of cash reserve. It is easy to get caught short, especially in the early part of the game.

3iv) Any new rackets that are built must be spread as thinly as possible. EG, if you own six districts and build 9 rackets, there may not be more than two nor less than one racket in each district. If any imbalance is caused by the capture of a new district or the disbanding of any existing rackets, it must be balanced again as soon as possible, as closely as possible.

3v) If by some misfortune, you are in debt and have dissolved all of your holdings, money may be borrowed from the bank. This must be paid back at the rate of 25% per turn until 150% of the debt has been repaid, ie 50% interest. MU's may also be borrowed from another player on any terms both parties deem reasonable. However, the gamesmaster must have a statement signed by all involved. No transference of ownership of any political pressure, influence or rackets may be made except under the rules regarding capture of rackets as outlined above. If a family is unable to make payments, all its units are in civil disorder. No debts are collectable.

4) Political pressure units are obtained by expending 50 MU's, and are used as a sort of "instant support" unit. They do not occupy any space on the board. They can be assigned to support any unit or unit's move as if they were an SRU or LRU. However, once they have been used once they are permanently expended. Of course, a player may build as many as he can afford. Once they are built, they may not be dissolved for a refund, as can rackets. They may also never be captured, as may not LRU's.

5) Sequence of play. Note that Step 1 applies only on the first turn.

1) Each player is given 50 MU's. He establishes his rackets, and does not have to maintain his SRU's.

- 2) Moves are carried out in accordance with the above rules. Political Pressure may be allocated, if applicable.
- 3) Income from the rackets is ascertained. Rackets that are captured during Step 2 of ~~the~~ turn are ignored as far as income is concerned.
- 4) New units are built (SRU's in home supply centers, LRU's in home areas), new rackets established, captured rackets renewed or removed, and political pressure bought.
- 5) Return to Step 2 (NOT Step 1) and repeat the cycle until there is a victor, concession, draw, or stalemate.

Note: If this is played by mail, Steps 2&3 can go in one issue, and 3&4 in the next. A separate issue is required for Step 1.

[What are the conditions of victory, Evan? More than half of the supply centers?]

### FIRST ILLEGAL GAME OF DIPLOMACY ANNOUNCED!

That's right, Urf Durfal has openings in the first illegal game of Diplomacy.

#### GAMBLING? DIPLOMACY??????

- 1) Before the game begins, each player will pay the Croupier (Gamesmaster) two dollars for every supply center that that player begins with.
- 2) All forms of ending the game are permitted; concessions, draws, wins, and so on, with any number of players being permitted to participate in the end result.
- 3) At the end of the game, all remaining players will be payed \$1 for every supply center they own.
- 4) If a player wins, either through a concession or through a straight win, he will be payed \$1.50 for every supply center he owns, and all remaining players will be payed 50¢.

A player can make a maximum gross of \$27, and a net of \$21, by winning with 18 supply centers. (18 time \$1.50 minus \$6 for home supply centers.) The house makes an automatic \$9, (\$44 gross for 22 home supply centers, 35 supply centers at the end for \$35) unless a win of some sort occurs. If the win is to someone with 18 supply centers, the house will make \$8.50 and to someone with less, it will make more than \$9.

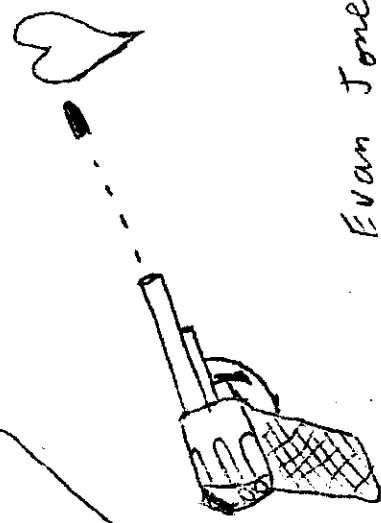
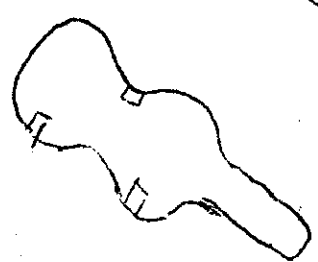
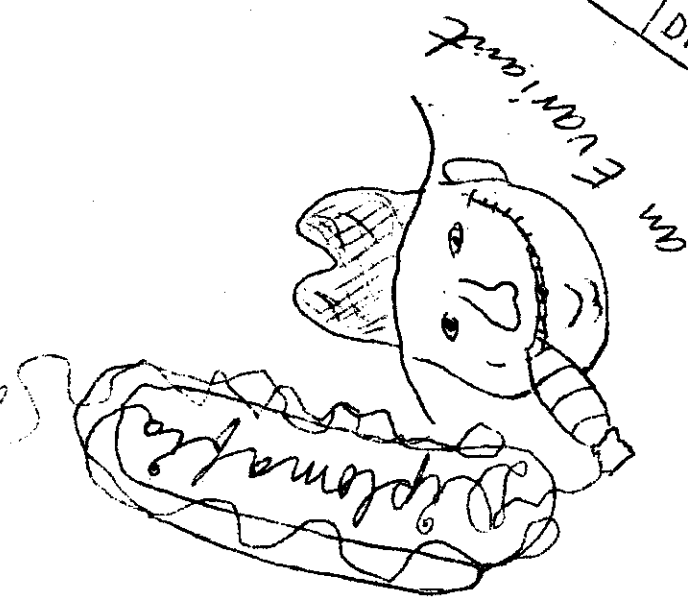
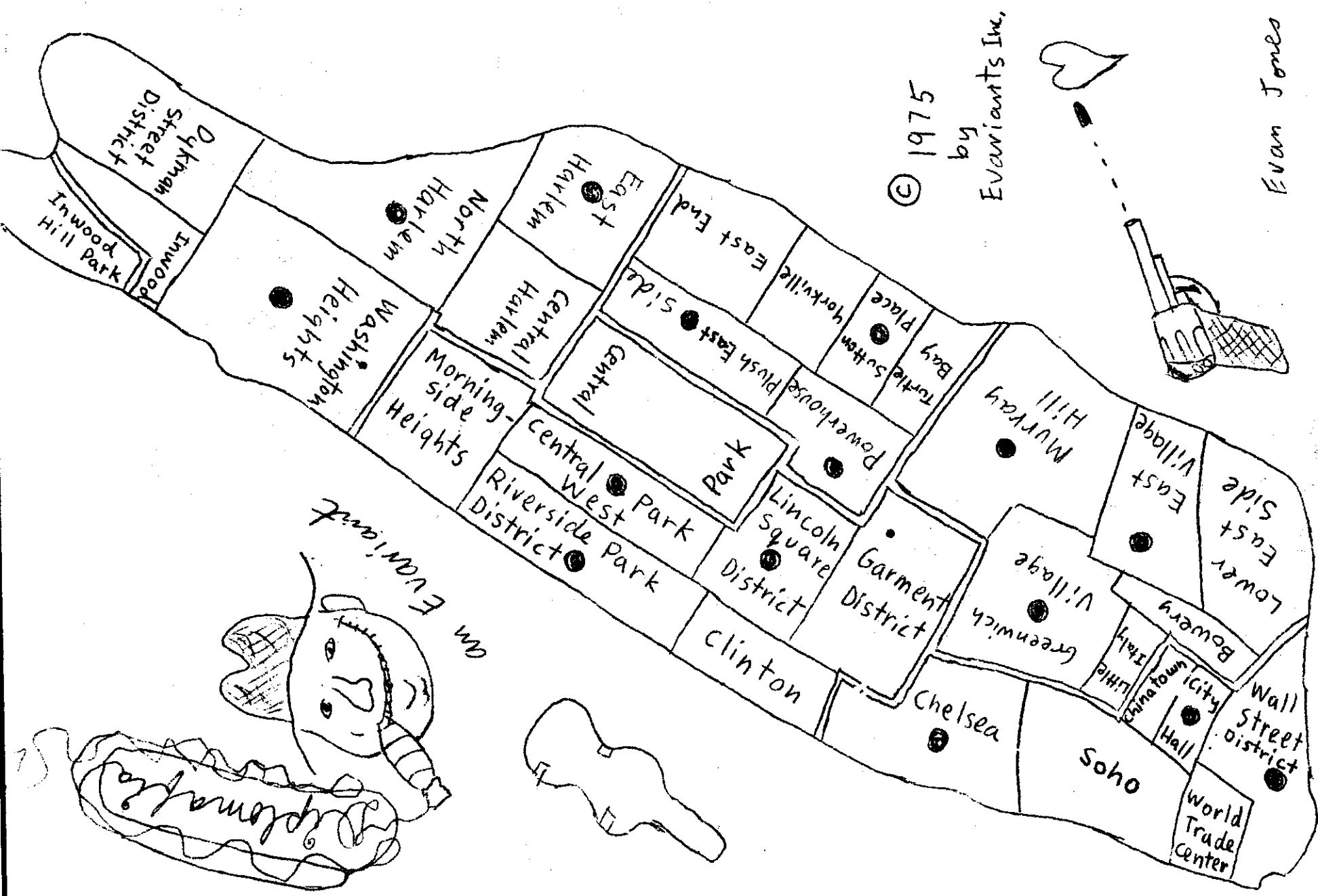
Well, why not? Urf Durfal now has a game open in Gambling Diplomacy. I suppose it'll get a Boardman number instead of a Miller. Is it a variant or not? Ghu only knows.

Think; in effect, the gamefee is \$6 plus sub except if you're Russia, if which case it's \$8. Somewhat more than most subs, but one can remake, several times, ones gamefee.

Anyone interested? What? Oh, well-----

Piels Lager on red rum did murder no regal sleep.  
 x .peels lager on redrum did mur der no regal sleiP

(Palindrome... They make wonderful spacefillers.)



PACIFICA I (SR) M. Diller, R. Fox, B. Cusack, D. Barlow. (# more needed)  
1618 (SR) M. Diller, D. McMullin, M. Edwards, M. Dominskyj, A. Gilinsky,  
E. Goldberg (5 more needed)  
DIPLOMAFIA(EJ) G. Neiger, E. Jones, G. Costikyan (2 more needed)  
DOWNFALL OF THE LORD OF THE RINGS AND THE RETURN OF THE KING II(RS)  
G. Costikyan, M. Edwards, A. Gilinsky (5 needed)

If I get more players than necessary for a given game before I announce the beginning of that game, I will eliminate previous people signed up with the following order of ascending precedence; that is, the people at the end of the list have highest priority. Me, Matthew Diller, Scott Rosenberg, all other New Yorkers, everyone else.

Players should note also that a large number of people in all currently running games have not subscribed. If anyone wants to get in any of those games, the chances are that they will, if they sign up for a stand-by position.

#####

#### DILATORY-DILUVIAN FILLED

These two variants were originally going to be playtested separately, but a motion was made to combine the two, allowing them both to be tested at once. Two people voted ~~for~~ the motion, and none against, so I will consider it passed.

AUSTRIA-Russel Fox, 5160 Donna Av, Tarzana, CA, 91356 (Trade)  
ENGLAND-Robert Goldman, 200 Old Army Rd, Scarsdale, NY, 10583 (Trade)  
France-Eric Goldberg, 1225 Park, NY, NY, 10028 (Subscriber)  
GERMANY-Mike Dominskyj, 119 Boston Av, Toronto, Ont, CANADA, M4M 2T8 (Subber)  
ITALY-Michael Muchnik, 2520 Hyacinth Ct, Westbury, NY, 11590. (\*)  
RUSSIA-Cyril Penn, 67-38 108th, Forest Hills, NY, 11375 (\*)  
Turkey-Matthew Diller, no, wait a moment (sorry about that) Ben Grossman,  
29 East 9th #9, NY, NY, 10003 (Trade)  
(\*) I, 1675 York Av, NY, NY, 10028 am standing by for both of these people. If neither one subscribes by the next deadline, I shall take over Mike's position. If one subscribes but the other doesn't, I shall take over his position.

The gamesmaster is Scott Rosenberg, 182-31 Radnor Rd, Jamaica, NY, 11432.  
The deadline for this game is Saturday, August 22, 3:00.

#### THE PRESS RELEASE WITHOUT A HOME

"Merry dudness to all, and to all a dud night."  
This press release series is more or less to dud all and sundry who believe that for some ancient arcane reason, all press must be somehow attached to a game. Be warned; in my estimation, good press is nothing more or less than free fiction.

If you really want the thing attached to a game, you can pretend it has something to do with the Utter Chaos game. But it doesn't really; it's just that the Sword Rulers and the Lords of Law and Chaos play a part.

The short barbarian wore a bear-skin coat, and a pair of horse-skin sandals. He sat on an old orange crate before the fire.

The interior of the large tent was filled with smoke, and the hoarse coughs of many of the Mongolian nomads could be heard over the clash of knives, drunken laughter and coarse songs. A large circular table surrounded the fire, seating the cream of the Platinum Horde. The fumes of the fire rose in a swirl, faintly attempting to rise through the small hole at the top of the center of the tent. For the most part, the fumes spread out into the tent, rather than successfully

dissapating into the world beyond.

The Khan of the Platinum Horde rose, swiped a greasy piece of yak meat off his bear-skin sleeve, finished eating his sheeps' eye, and rose to speak.

"Hey, you'." he yelled. "Pass the grog!"

Around the table, passed from hand to hand, came the huge jug of filthy liquid. The Khan leant in front of several of his hordes, and grabbed the near vat out of the hands of a cohort.

Bracing his legs, and leaning back, the Khan began to drink. His adam's apple bobbed, the bottle rose and fell slightly. A small trickle of dark, purple streamed down his cheek.

At last, he brought his head forward and flung the now-empty bottle into a corner of the tent, wiping his mouth with his filthy bear-skingd sleeve.

"All right," he yelled. "Some of you have been getting kind of upset at how we haven't had a decent raid or burn or anything in the past six months. We've just been sitting on our asses and sitting grog, is how some of you put it." He glared at the motæy company. "Well, we haven't done anything because I said so. And anyone who wants to dispute my say-so can do it now." He glared again. The tent was silent, aside from the normal quota of moans, burps, snores and miscellaneous sounds.

"Okay, then. Anyway, I've decided that we've stored up enough horses and weapons, and its about time we got some real raping and stuff done."

The hundred or so greasy Mongolians rose and cheered. Empty grog jugs flew about the room with abandon, and a dog howled in the corner.

"That's enough. Tanks. Temmorow we ride."

A tall barbarian who wore the tattered remnants of a British frock coat stood up, knocking over his stoll as he did. "Where're we going, oh Khan?"

"Well, you know the old poem,  
In Urf Durfal did Kubla Khan  
A stately pleasure dome decree---"

"Dat's Xanadu!" came an anonymous drunken voice.

"Oh. Anyway, that's where we're going."

The tent was deathly quiet. Finally, a lone voice spoke; "Xanadu?"

"No, Urf Durfal, you dumbshit!!"

"Oh." The tent was silent for a moment more, then, almost spontaneously a huge hubbub rose.

"I think I'll be going now. Thanks for the grog and stuff. See you some-time next year. Toodleoo. Gotta get back to the pony-and-yak business, you know how the summer seæon is---"

"Where do you shitheads think you're going," bawled the Khan.

Silence reigned once again as the barbarians stopped short, and looked around

forward and flung the now-empty bottle into a corner of the tent, wiping his mouth with his filthy bear-skingd sleeve.



for support.

A single, quavering voice spoke; "Yeah, but Urf Durfal?"

#####

Arioch had taken, for the present, the appearance of an Andorian. He'd talked it over with a couple of his pets the day before, and they had argued that it was illogical; television, let alone science fiction and Gene Roddenberry, didn't exist in any of the five planes that Arioch ruled. Arioch had agreed that it was illogical; exactly why he wore such a body. Illogic is chaotic, is it not?

"What canst I do for thee, good being?" he asked of the Nhadragh who stood before him. Arioch held a hand in the air, waved it. The strains of "The Washington Post March" sounded in the gigantic room.

"I bear a message from Xiombarg."

"Ah, indeed. How comest my sister (no pun intended.) I trust Chaos does well in the next Realm?"

"Indeed, my lord. Xiombarg commands that I inform you that she wishes thee to provide her with a company of Mongolians."

"Lets cut off this stupid old English stuff, shall we? Right. I'm sorry, I can't give her any of my most prized barbarians at the moment. I've got use for them." Arioch waved his hand once more, and the march disappeared in a cacophony of sound, to be slowly replaced by "Pinball Wizard."

"Xiombarg wishes it."

"Tough shit."

The countenance of the Nhadragh changed greatly. A fierceness appeared about it that had not been present before. "You will give them to me, Arioch!"

"Xiombarg! I shall not. Return to your realm! Your entrance into my five planes threatens the very structure of time/space itself! You cannot disobey the Cosmic Balance between Order and Chaos that greatly!"

"The balance has been destroyed, Arioch. Arkyn and his brothers are dead! What matter if I intrude? The balance has no power over me!"

"Thou usest too many exclamation points! The Cosmic Balance will destroy you

"I shall add your realm to mine, little brother. And then, perhaps, I shall challenge Mabelrode himself! Well, that lies in the future. Prepare, oh brother, for my legions."

The Nhadragh gave a hideous scream/laugh as the presence left it, and keeled over, dead. Arioch was almost as distressed.

As was the winged cat which crouched in the shadows, unseen. Distressed that the balance could be this out of kilter.

The cat had heard enough. It crept out of the hall, and launched itself into flight, out over the hideous Flamelands.

UTTER DUD!

WHATEVER HAPPENED TO THE COSMIC BALANCE?

Winter, ( $\sqrt{3.513801}$ ) X 10<sup>3</sup>

1975Lgo

Angmar(heuer) B A mos2 F Napl F MAr2  
 Complete Control(Barlow) B A Valencia F Rom 2  
 Dudland(Tihor for Paulson) Even  
 Mongo(Costikyan) B A Den2  
 Neo-Irish Empire(Kasanof) B A Vie2 A Tri2 Error in the last adjudication;  
 Bud2 was erroneously listed as a NIE home center; it is merely an owned ce  
 Pan-Dill State (Diller) B F Izmir1, A Tril, A Kie2, A Swe2, A Gre2. Tried to  
 build A Viel; only had 5 builds. One build deleted at random.  
 Land of the Schmoon (Gladstein) A Bud1 R OTB. B F Nap2 A Bell A Holl  
 Spring 1902 moves due Thursday, August 28.

88888888

88888888

260 Ay-dud

Fall 260

GOTHS PRACTICE GOLDEN RULE: DUD UNTO OTHERS BEFORE THEY DUD UNTO YOU

Empire of Gaul (Muchnik) F BrS-Bri A Nar H, A UGe-LGe, F FTa-Wes  
 Empire of Palmyra (Rothberg) NMR--neutral moves provided. F Eas-Cyp A Pho-  
 Ant A Arm S A Pho- Ant A MesO-Med  
 Goths(Gilinsky) F Eux-Bit A UDa-LDa, A Ama-Bur, A SarII-Sog  
 Germans(Polsky) NMR--neutral moves provided. A Sue-Bur, A All-LGe, A Mar-TiL  
 (Whatsamatter, Scott? Afraid to assign the Tithe Lands the abbreviation Tit)  
 A Pan-Dal  
 Persia(Diller) A Ari-Ged, A Ecb-Med, A Med-Mes  
 Empire of Rome (Costikyan) A Rae S Ger A Mar-TiL A Etr-Cis F Ion-Cyr A Cap-  
Ant, A Cis-Dal F Afr-Num, A Gal-Cil

Gaul-Lugd, Nar LGe, FTa Bri Five; build 1  
 Palmyra-Ant Pal Mes, AgY Cyp Five; build 1  
 Goths-Ama, Bas, Hun Ala, Bit, Sog, LDa Seven, Build 3  
 Germans- Lom Sue, Bur, Qua TiL Five, build 1  
 Persia-Ecb Sus Per Ged Four, build 1  
 Rome-Rom, Cis, Dal Afr Ach Asi, Cyr, Biz Seven, even  
 Winter 260 builds due Thursday, August 28

WESTERN ROMAN EMPIRE AND LEON & CASTILE JOIN BYZANTINE COMMONWEALTH; THE OLD  
 ROMAN EMPIRE IS REBORN Spring, 1100

Almoravids (Landauer) F Fez-Hammadites, A Saragossa-Barcelona, A Cordova-Ucles  
 Byzantium (Grossman) F Cherson-Pontus, A Constantinople-Epirus, A Trebizond-  
 Khazars, F Greece-Aegean  
 Cairo (Goldman) A Tunis-Hammadites, F Alexandria-Ionian, A Cairo-Alexandria  
 England (Edwards) A Chester-York, F Canterbury-English Channel, A Normandy H  
 France(Polsky) A Avignon-Aragon, A Bordeaux S A Avignon-Aragon A Paris-  
 Avignon. NMR--neutral moves provided.  
 Leon & Castile (Gildroy) F Leon-Bay of Biscay, A Burgas-Navarre, A Toledo-Burg  
 Holy Roman Empire (Muchnik) F Pisa(ec) H, F Genoa-Massilian Gulf, A Salzburg-  
 Verona, A Bohemia-Hungary, A Saxony-Pmerania  
 Russia (Sacks) NMR--neutral moves provided. F Novgorod-Norway(lc), A Smolensk-  
 Estonia, A Minsk-Poland A Kiev-Patzinaks  
 Seljuk Turks (Gilinsky) F Chalcedon-Pontus A Bagdad-Persia A Antioch-Armenia  
 A Iconium-Angora



