


non-Indian player who then in turn loses it to a second non-Indian player. If the center is lost to an Indian player before the restoration period is completed, however, the process is assumed to be disrupted and must be started all anew if the center is ever recaptured by a non-Indian unit. Only non-Indian players may restore devastated centers.

7. Once any North American center has fallen to the FRENCH, a general Canadian rebellion is assumed in the Winter of the same year ("any" also means "the first"). The FRENCH player is thus able to make builds of his choice on any of the following centers not already owned by other players: St. Castin, Beaubassin, Louisburg, Tadoussac, Trois-Rivieres, Quebec, Montreal, and Frontenac.

8. LIMITS ON DOUBLE BUILDS. There may be no more than 8 BR, 7 AMR, 5 FRE, 3 SPA, and 2 IRO/CRE Double Units on the board at any one time. The support of a Double Unit is cut only in $\frac{1}{2}$ if attacked by a regular unit. Attacks by two regular units, or by one supporter by a second, are necessary to cut full support.

9. Regular players may make loans of supplies from up to 3 centers each as a type of foreign aid. The recipient in no way assumes control over such loaned centers, and this aid may be terminated at any time with or without prior notice. The recipient has until the end of the then current game year to secure other means of support if he is so deprived of aid. If units must still be removed, they need not be the same units originally granted the loans (if so specified). One player may not make his loans contingent upon the loans (or lack of them) by other players, nor upon changes in supply center totals due to retreats, nor upon retreats into home centers which would prevent builds which otherwise could have been made. Loans remain in force until they are specifically recalled, or until the centers which are to furnish aid are captured by a third player. Please note that because of technological differences, Indians may not use regular centers for builds. They may, however, loan them to non-Indian players. Recipients of loaned centers may not in turn loan them to a third player. Non-Indian players may loan to anyone both regular and Indian tribal centers, and cities.

10. Bodies of water which can be crossed directly by any unit are marked thusly: 

11. The FRENCH DA/DF at game start is the first of two such units in the game. No other player may have such a combination. These special units are supported by supplies from FRANCE and the West Indies, and are hence "free" units. As noted above, the first DA/DF appears in 1775 game start, and the second is placed during 1777W in any of the following zones: Gulf of Mexico, Florida Keys, Sea of the Bahamas, Middle Atlantic, North Atlantic, or Gulf of St. Lawrence. The DF must disembark its DA either in the Spring or Fall turn of 1775/1778, or else the entire force is removed from the board, and may not appear again before the completion of another year (i.e., if the 1775 DA/DF was repulsed in that year, the earliest it could reappear in any of the outer sea zones would be 1776W, and similarly for the 1778 DA/DF.). Tactical rules are:

- a) The DF may first disembark its DA and then move an additional space, or vice versa, all in the same turn. This is the only time such movement is allowed in the game.
- b) The DF may give up its option in (a) and instead support the landing attempt of its DA.
- c) As long as the DA/DF remains in being, the entire force's

movement is restricted to sea zones.

- d) The combat strength of a DA/DF is not 4 times that of a regular unit, but rather only 2 times regular strength.
- e) If the DA/DF is forced to retreat, it is assumed to be destroyed, and is removed from the board.
- g) All other convoys are conducted in regular Diplomacy fashion. and regular fleets may convoy Double Armies.

12. The first three letters in the name of each space are to be used as for abbreviations purposes, unless otherwise specified.

13. Comments and criticisms are invited by the designer, who may be reached during the 1972/73 school year at: 1450 North Cherry Ave, Tucson, Arizona, 85719, and otherwise at: 11940 Adorno Place, San Diego, Calif. 92128.

The board, laboriously traced by Ye Olde Edde, was printed courtesy of the Albion College History Department. There are a few abbreviations: Ori=Oriskany, FtS=Ft Stanwix. I used asterisks for Indian centers rather than a long house symbol. On one sheet I neglected to use dotted lines for sea borders, but names should make it clear. Also note that NAT and GSL are connected, although this was left off the map.

There is a game of 1776 open in the Tangelo Express, Richard Hull 4720 Cloyne Apt. #2, Oxnard, Calif. 93030. I picked this info out of someone else's 'zine and can't find it now, so I don't know what the game fee is.

@ @ @

Miller Numbers (complete player listing delayed due to lack of space: 72AKdk, Slobbovia, James Ritchie. 73Edj, Staples Variant, Dave Stapl 73Ccz, Atlantica, Mark Weidmark. 73Ddl, Scottice Scripti III, John Boyer, 73Et, Middle Earth IV, Chic Hilliker.

@ @ @

72.23h

USA (Eynon), FRA (McHoull), BRI (Caton), and RUS (Van De Graaf); no attacks. GER (Roseman) attacks US and FRA in Als at 2-1, X. GER places control in Als. BRI places Understandings in Russia and Czechoslovakia. FRA places Understanding in Germany. Deadline for 1938 Placements is March 2 at noon at Albion.

73Adi, Spring 1901

Bel-StP-Vie (Sleight) F Bel-Nth, A StP-Nwy, A Vie-Bud
Bre-Con-Swe (Jordan) F Bre-Eng, A Con-Smy, F Swe-Nwy
Den-Par-Sev (Wood) F Den(H), A Sev-Mos, A Par-Bur
Edi-Gre-Ven (Eynon) F Edi (S) F Bel-Nth, A Gre-Ser, A Ven-Tri
Hol-Liv-Tri (Hull) F Hol (S) F Bel-Nth, A Liv-Edi, A Tri-Ven
Kie-Smy-Spa (Schwass ?) F Spa sc, A Smy, A Kie (H)
Mun-Por-Rom (Keller) A Rom-Nap, A Mun-Tyr, F Por-Mid

PRESS: EUROPE, Jan. 3, 1901: It has been noticed that a strange band of Soldiers of Fortune, calling themselves the Michigan Coalition, have recently entered the continent. It seems they are here on a mission of rape and destruction. This gaggle of Philistines must be overcome if the free world ever hopes to see peace restored.

Anyone not already in the game who wishes to submit orders for Schwass' country may do so. I am also looking for volunteers for the standby list. I don't expect another miss since a resigning player must submit moves for his last game season in BI, and NOW member dropouts have unfortunate things happen to them. Deadline for Fall 1901 is March 2 at Albion.

In 73Adi players may name their countries, though I prefer to use the center listing in move reports. Players should give the name of the player whose unit they are supporting.

1972.9h 1940 Placements

USA (Campion) 10-Rom, 10-Pol, 10-Bri (18 coming from home, 12 ch.
 FRA (Hendry) 5-Ita, 5-Rus, 2-Bri, 1-Ger, 2-Pol, 1-Rom (2 from home)
 BRI (Caton) 4-Pol, 5-Ita, 9-Ger
 RUS (Eynon) 4-Rom, 12-Fra, 4-Pol (4 from home)
 GER (Birsan) 8-Bri, 6-Rom, 8-Rus, 14-Ita, 8-Fra, 4-Pol (16 from home)

The 1-1 attack in Poland by Russia on Britain last turn was an error by the GM. Britain has an Understanding with Russia. Players were notified.

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Ro	Ru	US
USA				10					17		10		
FRA	C			U+2			U+4	5	U+2		U+1	5	
BRI						U	9	5	5			U+9	U+3
RUS			C	U+2		12	U+4		5		5	20	
GER		C	C	8	C	8		14	18	C	10	8	

Attacks on this last turn are due March 2 at Albion. With your attack please let me know whether you want your \$1 position deposit 1) refunded 2) applied to your sub 3) applied to another game.

Game openings: Anonymity III needs three more players. Rules, such as there are, will be in next issue. 4000AD has enough players interested that it should begin in BI 17. BI 16 will include a page or two concerning rules and procedures. I am thinking of setting a time limit to the game. The game deposit will probably be \$2-3.

The Tangelo Express game fee is a \$2 position deposit and a sub to the 'zine (7/\$1 first class, 6/\$1 air mail). By the way, TE 4 includes a very instructive editorial concerning the SICL and Russell Powell. I am a player in the SICL Dippy tourney (which, by the way, finally went one game year less than promised, with extremely annoying results from my point of view), and am still having problems with Powell. You should see the letter I got from Powell the other day, Rick. I'm beginning to think he's cracking under the pressure.

Lewis Pulsipher
 329 Twin Towers
 Albion, Michigan 49224

FIRST CLASS

FIRST CLASS

Return Requested.

you see the next RENAME with my own invention, The Battle for (where else?) jamul! (Before you blanch, I'm not belittling Mike's game. His explanation of the origin of the name makes it quite rational, in fact.) Another scenario with a similar rationale would be Los Angeles, where the police department has equipped itself with tanks, anti-tank guns, bazookas, armored helicopters and other such paraphernalia, and mapped a riot-control plan based on sealing off areas by zones to be attacked, zones to be held as staging bases, etc...

"(Anyway, Bartnikowski's scene makes sense with the explanation for its origin, but without it I think it might be described as a 'riot!' I wonder; to what extent was his design tongue-in-cheek?)"

((Perhaps Mike, or Paul Wood or John Van De Graaf, who were mixed up in this somewhere, will tell us a little more about Stress))

"PS: To summarise what I believe to be the common attitude on Diplomacy variants, I dredge up and slightly rewrite the well-known old Donald Duck line:

"Variant games are exactly like regular games, only different!"

4000AD

Algol: Steve Langs, 7711 So Quad, 600 E Madison, Ann Arbor, MI 48104

Antares: Todd Roseman, 66 Montbello, Chula Vista, Calif. 92010

Pavo: Howard Stump, 149 Atlantic St., NW, Warren, Ohio 44483

Regulus: Paul Wood, 24613 Harmon, St. Clair Shores, MI 48080

Wood and Langs know each other, but so far as I know they are in any game together. The others do not know each other. Country assignment was made by putting both players' names and home planets in alphabetical order and matching them up.

Unordered countries will be in civil disorder, not surrender. Replacements will be used if they can be found, though I hope they won't be needed. The game will continue until all survivors agree to terminate, by concession or whatever. I reserve the right to overrule someone who is just delaying the inevitable, because that's relatively easy to do in this game.

Spring 4001 moves are due May 1 at noon at 329 Twin Towers, Albion, Michigan 49224. If everyone submits Fall 4001 moves those will be adjudicated also. I hope everyone will do so, since usually the first year involves capture of one or two planets close to home. Fall orders can be made conditional on Spring orders so that no one will be able to put 15 ships in warp in hopes of catching someone else off guard.

1776 Additions

Dick Vedder has sent me a list of errors and additions to the 1776 rules. Unfortunately I no longer have his copy to see how many of them are mine -- it'd be interesting. There are just too many things to do with a game that large to get it all right the first time, I'm afraid.

- a. Lower Ohio should have the abbreviation LOh.
- b. Boonesborough doesn't have a supply center dot.
- c. Tuscaloosa should have the abbreviation Tuc.
- d. Chattahoochee " " " " Cht.
- e. Kettle Creek " " " " KCr.
- f. Gallipolis " " " " Gpl.
- g. Cherokee " " " " Cke.
- h. Charles Town " " " " Chr.
- Salisbury " " " " Slb.
- Staunton " " " " Stn.
- Richmond " " " " Rch.

(over)

- l. There is an open province in South Carolina which should be labeled Winnsboro and abbreviated Wbo.
- m. FTi is Fort Ticonderoga
- n. Re Rule #3, the six loans which are available for the Spanish player to use come from supply centers which are off the board
- o. Re Rule #5, it's Indian units may be built only on the home Indian tribes."
- p. Re Rule #8, double units are supplied by either a city or two regular centers. Indian double warparties are supplied by two Indian tribes.
- q. Re Rule #11, part f is missing: "The failure of a landing of itself does not harm a DA/DF, but if the DF was ordered to move after disembarkation, that order is voided."

1973Adi Spring 1902.

Bel-Stp-Vie (Sleight) A StP-Mos, F Nth-Nwy, A Bud-Rum
 Bre-Con-Swe (Jordan) F Eng-Bre, F Con-Ank, A Smy (S) F Con-Ank,
 F Swe-Nwy
 Den-Par-Sev (Wood) A Sev-Arm, F Den (S) Eynon F Edi-Nth, A Kie (H),
 A Bur (H), A Mos-StP
 Edi-Gre-Ven (Eynon) A Bul-Ser, A Gre (S) A Bul-Ser, F Edi-Nth, A Ven
 Tri
 Hol-Liv-Tri (Hull) A Ser (S) Sleight A Bud-Rum, A Tri (S) Keller
 A Rom-Ven, A Lpl-Edi, A Yor (S) A Lpl-Edi, F Bel-Eng
 Kie-Smy-Spa (Schwass?) NMR A Ank (H), A Ber (H), F Spa sc(H)
 Mun-Por-Rom (Keller) A Rom-Ven, A Nap-Apu, A Tyr-Mun, F Mid (S)
 Hull F Bel-Eng

A Ank is dislodged and annihilated. F North is dislodged and may retreat to Lon, Bel, Hol, Hel, Ska, or Nwg. A Ven is dislodged and may retreat to Tyr, Tus, or Pie. A Ser is dislodged and may retreat to Bud, Alb. All retreating units may also be eliminated. Rick Brooks is asked to submit standby moves for Schwass, and John Cleaveland may back up Rick. I saw Schwass at MSU; maybe the PO screwed him. Deadline below.

72.23h 1939 Pla.

USA (Eynon) 1-Pol, 3-Cze, 10-Bri (4 from US) Nomoves from Gac. Any-
 FRA (McHoull?) NMR 12-Fra one interested is asked
 BRI (Caton) 12-Ger, 3-Rus, 1-Fra to submit standby attacks
 RUS (Van De Graaf) NMR 14-Rus for France (and Russia,
 GER (Roseman) 5-Ita, 5-Bri, 18-Ger though VDG should stay in).
 I failed to note last time that Germany placed a U in France.

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Ro	Ru	US
USA				10	9				9				
FRA					2	12	U+10		2				
BRI					U	5	U+20		U			U+8	
RUS			C				U+5				C	29	
GER	C	C		5		U+10	18	5		C		U+4	

Deadline is May 1 at noon at 329 Twin Towers, Albion, MI 49224.

Lewis Pulsipher
 329 Twin Towers
 Albion, Mich 49224

First class

return requested

First class

CORRECTIONS TO PULSIPHER ED. OF 1776

1. Boonesborough needs a supply center dot.
2. Winnsboro is the open province south of Cowpens.
3. Re Rule #6, the 6 loans which are available to the Spanish player come from supply centers which are off-board (i.e., the Spanish Empire).
4. Re Rule #5, Indian units may be built only in the home Indian centers.
5. Re Rule #8, DA's or DF's are supplied by either a city or two regular supply centers; DW's are supplied by two Indian centers, or by "white" Power supply center loans (2 centers, or a city).
6. Re Rule #11, part "f" is missing: "The failure of a landing does not of itself harm a DA/DF, but if the DF was ordered to move after Debarkation, that order is voided."
7. There are 62, not 64, total centers on board; adjust the victory criteria accordingly.
8. Re Rule #5, players may build on any s.c. which they own in any given Winter season. However, in order to build thusly, or at all, a player must still own at least one (1) of his original home supply centers (France, having no on board home supply centers at game start, is exempt from this provision).

ABBREVIATION LIST FOR '1776'

Sea Zones

NAt - North Atlantic
GSL - Gulf of St. Lawrence
USL - Upper St. Lawrence
LSL - Lower St. Lawrence
MEy - Massachusetts Bay
BFu - Bay of Fundy
LIS - Long Island Sound
CpC - Cape Cod
GeB - Georges Bank
WeB - West Bank
EmB - Emerald Bank
DEy - Delaware Bay
CpH - Cape Hatteras
CpF - Cape Fear
CBy - Chesapeake Bay
MAt - Middle Atlantic
SEa - Sea of the Bahamas
CpR - Cape Roman
CpS - Cape Sable
FKy - Florida Keys
GMe - Gulf of Mexico
MbB - Mobile Bay
CpG - Cape George

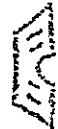
Indians

Apa - Apalachee
Cat - Catawba
Cay - Cayuga
Chi - Chickasaw
Cho - Choctaw
Chr - Cherokee
Cre - Creek
Eri - Erie
Hur - Huron
Ill - Illinois
Mah - Mahican
Mia - Miami
Mic - Micmac
Moh - Mohawks
Neu - Neutral
One - Oneida
Sen - Seneca
Sha - Shawnee
Sus - Susquehanna
Tus - Tuscarora
Yam - Yamasee

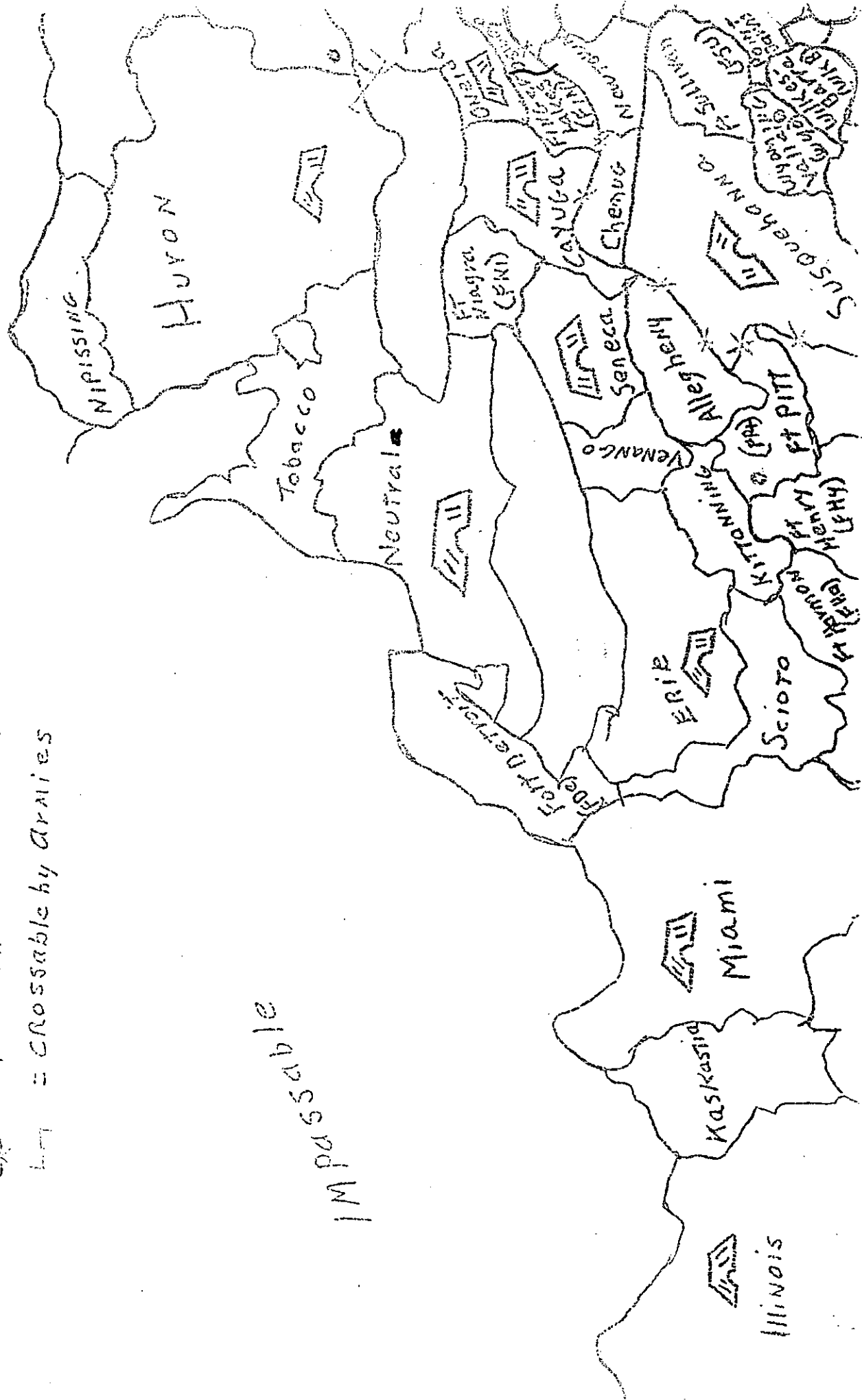
Land Spaces

Aba - Abanki ("Me")
Adi - Adirondack (NY)
Alb - Albany (NY)
Ale - Alexandria (Va)
ALL - Allegheny
Ana - Anapolis (Md)
And - Androscoggin ("Me")
Aug - Augusta (Ga)
Bal - Baltimore (Md)
Eea - Beaubassin ("Me")
Ele - Bledsoe's
Eco - Eenesborough
Eos - Boston (Ma)
Eoy - Eoyd's (Va)
Eri - Briar Creek (Ga)
Euf - Beaufort (SC)
Cam - Camden (SC)
CER - Carolina Blue Ridge (NC)
CGp - Cumberland Gap
Cha - Charlotte (NC)
Che - Chemung (NY)
Chl - Chilhowie
Cnt - Chattahoochee
Chu - Chaudicre R.
ChV - Cherry Valley (NY)
Cob - Cobequiel ("Me")
Col - Coldwater
Cow - Cowpens (SC)
Cro - Cross Creek (NC)
Cw - Cheraw (SC)
Ctn - Charlestown (SC)
Cum - Cumberland
Cvl - Charlottesville (Va)
Del - Delaware (De)
Edi - Edisto (SC)
Fal - Falmouth ("Me")
FDe - Fort Detroit
FFi - Fort Finney
FHa - Fort Harman
FHe - Fort Henry
Fin - Finger Lakes
FJe - Fort Jefferson
Fli - Flint
FMo - Fort Motta (SC)
FMI - Fort Niagara
FPI - Fort Pitt
Fro - Frontenac

FSA - Fort St. Andrews (Ga)
 FSt - Fort Starnix (NY)
 FSu - Fort Sullivan (Pa)
 FTi - Ft. Ticonderoga
 Gal - Galineau
 Gas - Gaspe Peninsula
 Geo - Georgetown (SC)
 Gil - Gillespie's
 Gpl - Gallipolis
 Gre - Green Mountains (Vt)
 Hal - Halifax
 Har - Harrod's Town
 Hil - Hillsboro (NC)
 Hrt - Hartford (Ct)
 Hud - Hudson (NY)
 IBG - Indian Burial Grounds
 ISJ - Ile St. John
 Jam - James River (Va)
 Jon - Jonquiere
 Kas - Kaskaskia
 Ken - Kentucky
 Ket - Kettle Creek (Ga)
 Kit - Kittanning
 Kno - Knoxville
 LCh - Lake Champlain
 Lev - Levis
 LOh - Lower Ohio
 Lou - Louisberg ("Me")
 Lvl - Louisville
 Lyn - Lynchburg (Va)
 Mar - Maryland (Md)
 Mas - Massena
 Mgh - Monongahela
 Min - Minisink (NY)
 Mob - Mobile
 Mon - Montreal
 Mor - Morristown (NJ)
 Nas - Nashville
 New - Newtown (NY)
 Nip - Nipissing
 NLo - New London (Ct)
 Nor - Norfolk (Va)
 Nri - Norridgewick ("Me")
 NbB - New Bern (NC)
 NYk - New York (NY)
 Ocm - Ocmulgee (Ga)
 Oco - Oconee (Ga)
 Oke - Okefenokee
 Ori - Oriskany (NY)
 Osw - Oswego
 PeD - Pee Dee River (NC)
 Phi - Philadelphia (Pa)
 Por - Portsmouth (NH)
 Pot - Potomac (Md)
 Pow - Powell's
 PtJ - Point Jarvis (Pa)
 Que - Quebec
 Ram - Ramsay's (NC)
 Reh - Richmond (Va)
 Rho - Rhode Island (RI)
 Roa - Roanoke (NC)
 Sag - Saguenay
 Sal - Salem (NC)
 Sar - Saratoga (NY)
 Sav - Savannah (Ga)
 Saw - Sawnee
 Sci - Scioto
 SCR - St. Croix River ("Me")
 Slb - Salisbury (NC)
 Sor - Sorel
 Spr - Springfield (Ma)
 Srm - Saramac Lakes
 StA - St. Augustine
 StC - St. Castin
 StJ - St. John's
 StM - St. Mark's
 Sta - Staunton (Va)
 Tad - Tadoussac
 Ten - Tennessee
 Tob - Tobacco
 Tre - Trenton (NJ)
 Tro - Trois-Rivieres
 Tuc - Tuscaloosa
 Ust - Ustally
 VBR - Virginia Blue Ridge (Va)
 Ven - Venango
 Vin - Vincennes
 Whi - Whitehead ("Me")
 Wil - Williamsburg (Va)
 Wlk - Wilkes-Barre (Pa)
 Wim - Wilmington (NC)
 Wns - Winneboro (SC)
 Wyo - Wyoming Valley (Pa)
 Win - Winchester (Va)
 Yor - York (Pa)

-  = Indian Centers (Eastern Tribes used long hoes or huts instead of teepees)
- ⊕ = Double S. C.'s (Cities)
- ⊙ = Regular S. C.'s
- ~ = Proclamation Line (1763)
- = Crossable by Armies

IMPASSABLE



Ft. Ticonderoga - FTI

UNPASSABLE

GOLF OF ST. LAWRENCE (L.S.)

TOHU

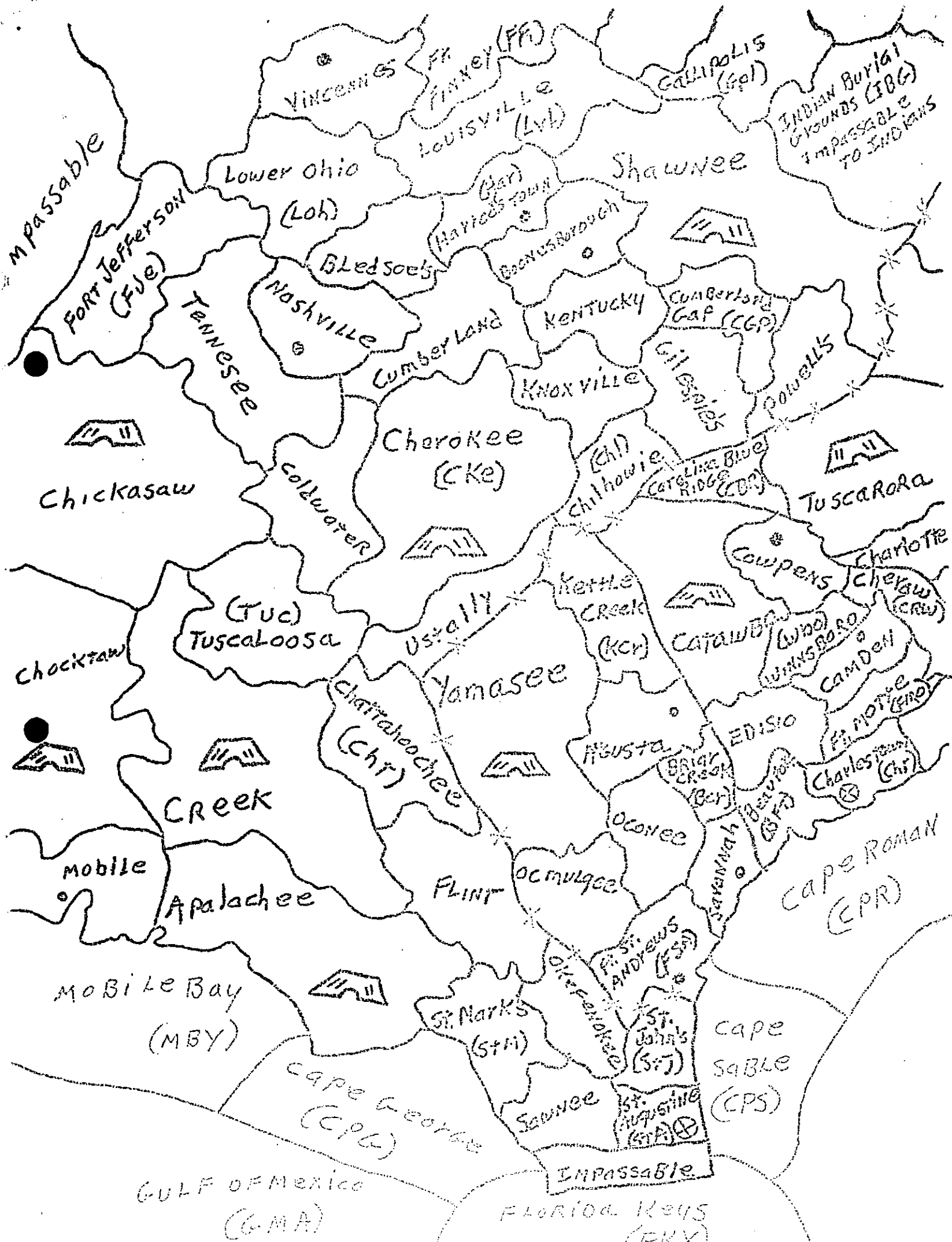
15th ST. (L.S.)

NORTH ATLANTIC



NYC

MOYIS-TOWN



IMPASSABLE

INDIAN BURLAI
GROUNDS
IMPASSABLE
TO INDIANS

Fort Jefferson
(FJE)

VINCENNES
LOUISVILLE (LV)
FINNEY (FF)

Callipolis (Col)

Lower Ohio (Loh)

Bledsoe's

Harvis's town

Bacon's Burrough

Shawnee

Tennessee

Nashville

Cumberland

KENTUCKY

Cumberland Gap (CGG)

KNOXVILLE

Gilbert's

POWELL'S

Chickasaw

Cherokee (CKE)

Caldwater

Chilhowie (CH)

Catawba Blue Ridge (CBR)

TUSCARORA

Chocktaw

Tuscaloosa (TUC)

Usally

Kettle Creek (KCR)

Campens

Charlotte

Cheraw (CRA)

WINDSOR

CAMDEN

MOBILE

CREEK

Chattahoochee (CHR)

Yamasee

Catawba (CAT)

PIOTRE (PIOT)

CHARLESTON (CHR)

EDISTO

MOBILE

Apalachee

FLINT

NEUSTA

SAVANNAH

EDISTO

CAPE ROMAN (EPR)

MOBILE BAY (MBY)

ST. MARK'S (STM)

OC MULGEA

OCONEE

CAPE SABLE (CPS)

CAPE GEORGE (CPG)

SAVANNAH

ST. JOHN'S (SJJ)

ST. AUGUSTINE (STA)

GULF OF MEXICO (GMA)

FLORIDA KEYS (FRV)

IMPASSABLE

