

II

Another thing I would like to try if this gets off the ground is to try to run a game or two of Cosmic Diplomacy. This game allows each player a special power which allows him to in some way alter the normal rules of Diplomacy to his advantage. Unless otherwise affected by a power the regular rules of Diplomacy are followed. Following is a list of the powers and how they affect their players. If anyone can think of any others that would lend themselves to this type of game I would be very interested in seeing what you come up with.

Amoeba This allows the player to channel his total or partial strength wherever he feels that he needs it most. Basically the person playing this power can transfer strength from one unit to another at will, this allows him to have the most powerful unit on the board at any given time. Whenever power is transferred from one unit to another the unit transferring the power must hold and if it is attacked it is automatically eliminated since it has no strength to defend itself or to retreat. Should the unit receiving the power be destroyed any unit donating power to that unit is also removed from the board.

Terrorist You delight in sabotage and explosives and as a result you are constantly setting bombs throughout the game. At the beginning of the game you set three bombs in non-supply center areas and as people move into these spaces they are automatically annihilated. Each winter you set a bomb for every bomb that has exploded during the game year however they cannot be set in any occupied territory, supply center, or any territory where a bomb has exploded in the previous two game years.

Chameleon During the warmer weather you can blend in with the scenery moving sight unseen. Therefore during the spring and summer no one can find out where you are unless they happen to bounce off of you or should you happen to set off a bomb. In short your winter position is reported to the board however your spring moves, summer retreats, and fall starting positions are not published. Your fall moves will be published with the other fall moves however they will not be published in time for anyone to use the information.

Filth You are the most vile and disgusting race ever to take its place in the universe. No other living being can stand to be near you and it is extremely difficult for anyone to live where you have once lived. As a result once you take a center and hold it for a winter season, no player may gain credit for that center until it has been fumigated. Therefore the invading unit must sit dormant (it cannot even offer support) until the following winter. Thus if you lose a center in 1902, the invading unit must hold until winter of 1903. Also the invader does not get credit for the center until 1903 even though you must remove a unit in 1902. Also if any of your units are dislodged the attacker must sit dormant for the following year until it can recover from the stench your unit has left behind.

SEASON

Zombie Yours is an army of the dead and as a result you do not need supply centers to maintain your units as the others do. You need supply centers only to build units, once the units are on the board they cannot be removed unless they are annihilated. In short you can have no supply centers to your name and still be as strong as you were at the peak of your power.

Liberal Yours is a race of bureaucratic thieves that use red tape and taxes to steal the hard earned benefits of others. Whenever you lose a center you may impose a tax on anyone gaining a center that season which allow you to take credit for his center for the first year. After the year is up the person then gets credit for the center he would normally have taken credit for the previous year. Needless to say you cannot impose the tax on the person that took your center in the first place however if he has gained from someone else as well you can tax him on that one.

Hypnotist You can basically create a great psychic power after a year of concentration. As a result on every fall move you can write an order for any other unit on the board as well as all of your own. Naturally of course there is no way for anyone on the board other than the person that you have controlled to know that it was you that wrote the order. You cannot control the same unit two fall seasons in a row.

Warmonger Your race has been brought up on the joys of war and as a result you are the fiercest race on the board. Whenever you dislodge a unit the unit is automatically destroyed. Also when you are in a defensive struggle your skill becomes so advantageous that your support is worth 1.5 to a unit that is supporting or otherwise holding during that season.

Timelord You have the power to go back into time due to a lost technology that takes constant maintenance and care. As a result once every two game years you can reverse time by six months and force everyone to live those six months over with you. In short should you decide that a particular season held to many surprises for you or for a friend you can decide to take it over provided you have not used your power within the previous two game years.

Bully If you defeat an opponent you can decide where he must retreat or what unit he must remove should you be the direct cause of his losing a supply center. Put bluntly if you take a center or support a successful attack upon a center that results in someone being forced to remove a unit you decide which unit he must remove. If you are directly responsible for a person being forced to retreat you decide where he must retreat. You cannot force someone to retreat off the board.

Although I have outlined 10 powers there obviously is room for only seven. The other three simply are not used. I also realize that there most likely are others that I have not thought of and I would welcome other people dropping me a note about what other powers they think might lend themselves to postal diplomacy.

As I stated there is one game presently running in Irksome which has gone fairly well so far. Also we have played a few times at ftf's at my home and almost everyone involved has seemed to enjoy the game. I am very anxious to start another one. If you have any questions about the game you could feel free to ask since I would be very happy to answer them. Also if you are just interested in speaking with others who have played, here are the people to ask: Andy Lischett, Eric Ozog, Mark Frueh, James Wall, Scott Hanson, Paul Rauterburg, Chuck Kaplan, Mark Luedi, Marc Peters, Bill Becker, and probably a couple that I don't remember at this point. In the ftf games played it seemed that the most powerful alliance seemed to be the Terrorist & the Hypnotist. Together they worked very well at destroying enemy units by sending them toward bombs however they are still stoppable. Even should this zine fail at getting off the ground I would still be interested in running a game as a guest somewhere or in hearing about any other powers someone might come up with. Come to think of it I am interested in standbys for the game that is presently running in Irksome.

Just in case anyone is interested another power that would seem to lend itself to ftf play would be the Silencer. Basically the Silencer has the power to totally isolate a player while negotiations are in progress. This would do wonders in an ftf game if you could isolate an enemy or even someone that is causing problems. I'm sure there are other powers that would lend themselves to ftf only as well and I would be very interested in any ideas anyone might care to offer on these as well.

Once again anyone interested in either playing or simply curious about what might happen in certain situations is free to call or write and I will do my best to answer any questions or accommodate any requests.