

Logenbeek

E4

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CONFESHUN

(This variant has been published in THE RIGOT 12, by David STAPLES, RR: Box 120, FARGO, ND, 58102, USA. Copyright 1973 by David Staples. As far as I know, it has no Miller number letters, as no game has yet been played postally. David Staples has openings, though...)

Confeshun was invented at one dull Wes: Fargo Simulations Society meeting. After three other meetings, we had finished an in-person game (Austria won in 1919) and had 45 minutes to go. No other games were available and we didn't want to start another Dip game. Those of us who had transportation left, the rest of us stayed and amused ourselves with chalk fights for half an hour. Finally the bright idea for Confeshun was brought up; it was never tried out, unfortunately. All you need is a Diplomacy set and a bowl, if the latter is not available, one of the empty parts trays ((or an ash tray -- e.)) will do.

You count the starting units out into the bowl, stir them up real good, and dump them out about half an arms length above Silesia. Units which are and evenly between provinces, two in the same space, armies in sea or fleets in inland provinces should be replaced and dumped over. Don't be too fussy, or you'll be dumping all night -- after three or four spills, you should straighten up the pieces and start. Everyone should be more or less satisfied (unless a neutral party does the dumping - in which case they must be satisfied) with the positions on the board before starting. Once this is done, you should draw lots to determine who plays which country. For obvious reasons, never decide who's who before setting up the board. Rules are the same as in the regular game with one other exception: you may build on ANY owned center that is vacant, no limit on how many new units may be built. Between this, and the haphazard starting up - you should have not only an intriguing game, but a shorter one.