

~~Aussie Diplomacy is a six person variant designed on a symmetrical game board, figuratively representing Australia and three "local" islands. The goals and play are otherwise similar to regular diplomacy.~~

Chaos Diplomacy is played on a regular Dip board with regular rules except, no one knows which country they are and must order each unit on the board, and builds. In Democratic version the order given to a unit the most is what that unit does. If 3 order A Mun to Tyro, and 2 elsewhere and one each otherwise then it goes to Tyro. Ties are randomly settled by the GM. In the Autocratic Version, your countries' units are ordered by you. However, to start with no one knows which is their country. Figuring out and making good orders is part of the strategy. Therefore, after a few years everyone knows what country they control and the game then resembles regular diplomacy.

Please let me know what you'd like to play (one or more than one game). Send the subscription fee and the NMR insurance money. The subscription starts when your game starts.

First deadline is the bass by Phil, oops, the first DEADLINE IS WEDNESDAY, MAY 27, 1992.

SECOND DEADLINE IS WEDNESDAY, JUNE 24, 1992.

I hope to have some games up and running or negotiating by then. If you are interested in playing one game but not sure exactly which, or would be flexible to help start a game, please so indicate it on what you send me (besides the money orders!).

RS48107

Richard Weiss