

GALLIMAUFERY

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EDITORIAL: For my first issue, it would seem apposite to concentrate on filling you readers in on who I am, for those of you who don't know me, and describing to you the purpose of this little, but very promising, but not delivering 'zine.

Marcus Umney-Foote. 33 yrs. old an architectural consultant at present residing at 3, Exeter Place, Guildford Surrey. I have a wife, Audrey and two rather young children. (or should I say she had me? Quote!) I don't mind jokes on my name, but I don't encourage either childishness or stupidity. I enjoy car racing and go to Brands whenever I get the chance. I play Squash and I play Diplomacy. I'm just getting into the swing of Postal Diplomacy, but I've been playing the Naked Confrontation variety for some years.

Cities of Eowhen. 6 months old...a big bouncing variation on the basic theme of Diplomacy. It involves the gradual development of technology on different worlds, which are next to each other between universes. That's the basic theme and the rules get more fanciful as the various powers gather strength to themselves. This is the purpose of this magazine, to provide a showplace for this sparkling new creation.

Included in this issue are the rules and I shall try to get some extra copies out under the nose of the company secretary. (Funny i'n't it!. I can get as many plan drawings out at the moment as I want to, because of the project I'm working on, but as soon as my glance strays toward the photocopier out comes the Account Book and he starts murmuring 'Auditors' etc.....)

Urges: One of my perennial fascinations is urges. Mainly my own urges, I must admit. Urge of the moment is beer. I enjoy drinking in the many pubs that Guildford has to offer and I sincerely hope that I shall get to meet some of you what lives near me. I doubt very much whether I shall get the chance to go to many conventions, as my children are still quite young. I don't feel that it is fair to leave my wife to bring them up without paternal aid.

I will certainly be glad to cater for your less distasteful urges in the pages of this magazine. After all, that's 'what "Callinaufry" is all about! These urges of yours will have to be verbal or two-dimensional visual. If you happen to be 5' 6", 36 - 24 - 36, female, good-looking, rich....ouch!... Audrey.....didn't mean it....

Duplication: Unlike the richer members of the Diplomacy community, or should I say those members of the Diplomacy fraternity who don't have their future salaries committed something like three months in advance, I can't afford to buy a duplicator at the moment.

Yes. Duplication is via. photocopier. (You guessed??) As a consequence the magazine will come out around deadline time, but will tend to vary on which day you receive it during the week. I might run a few standard games, but my interest is in the unusual (see Urges) and the out of the ordinary.

If I get forced out of using the office duplicator I shall have to resort, Richard willing, to the Mad Policy duper. Of course, when Richard reads what a liberty I have taken on such a short acquaintance he'll probably refuse the letter like what I have just writ.

Cities of Nowhen

The normal rules of Diplomacy will apply, except where stated in the rules outlined hereunder. The basic conception is of a series of worlds loosely linked together in the pattern of 'otherwhen'. (In other words, I won't have to worry about such silly inconveniences as reality!) These worlds are linked to their counterparts only loosely, so movement 'in', as opposed to 'through' the fabric of intertime, is much more difficult. I've tried to present the rules in an ascending scale of complexity and also so that each innovation is dependant upon the last. I hope that you will be able to understand these first rules. These rules are still being in the process of being altered, but the rules as set out below will probably be largely unaltered.

RULES.

1. There shall be play upon the normal board, but there will be seven boards in operation, each one linked to the other by an 'intertime' zone. Lateral movement will take place pretty much as normal. 'Intertime' movement is ~~possible only for Units in touch with the ground, and such movement will~~ take a complete season. This vertical movement can only take place in the boards which are numerically adjacent. Therefore you can only move from board 1 to the corresponding place on board 2, but from that space on board 2, you can move to board 1 and 3. The notation for this move is thus: A.Par(1) - Par(2); you can't move A.Par(1) - Pic(2).
2. Support is allowed through 'intertime'.
3. The victory criterion (except where amended by the adoption of an optional rule below) shall be 126 centres in total on any or all of the seven boards.

That's the basic set of rules.....the optional extras add to the interest and I shall be including them in the 'GALLIMAUFREY' version.

OPTIONAL RULES

A.1. Each supply centre produces one Agricultural Unit (AU), one Manpower Unit (MU) and one Economic Unit (EU). The output has different components not entirely related to the terms given to it.

A.2. Each season an Army or Fleet takes $\frac{1}{2}$ AU, $\frac{1}{2}$ MU and $\frac{1}{2}$ EU to maintain and 1AU, 1MU and 1EU to build. (For the purposes of this game, a year is divided into two seasons; although there is an interseason building point corresponding to a Winter Season.) Maintenance takes place at the beginning of each season, prior to any movement. A clear Line of Supply must be available between a unit and its sources of supply. Any unit which has ~~declared itself as being hostile to units of another power will block the~~ Line of Supply for the country declared against.

A.3. Stockpiling of Output units is possible, but no more than 6 of any type of unit may be stacked outside the home country. They may also be stockpiled in created centres (see below). Captured units of Output can be moved towards the home country at a rate of 2 centres per move. The movement must be specified or it does not occur.

B.1. Yields from centres can be increased in the following manner. (N.B. That this also applies to non-supply centres and that such centres take on the status of a 'home' centre when AU, EU and MU output reaches one above that which it had before.)

---Table 1.

	Initial cost	Cost/2 yrs. at end of year
To raise the yield of a land space by 1AU,	2EU, 2MU & 1AU	$\frac{1}{2}$ EU/yr.
To raise the yield of a land space by 1EU,	2EU, 3AU & 1MU	$\frac{1}{2}$ EU/yr.
To raise the yield of a land space by 1MU,	2EU, 1AU & 2MU	$\frac{1}{2}$ AU/yr.

B.2. Any space so treated and raised in value by one unit of output in each category will be a 'home' centre and can be built in and used as a source of supply.

C.1. Double units can be built and will take double the requirement of a single unit to build. Maintenance will also be at double the single rate.

C.2. Treble units take three times the amount which it takes to build a single unit, but maintenance costs and the '2 yr' costs are the same as a double unit.

C.3. Multiple units cannot be built above the threefold level.

C.4. Multiple units have an additional movement capability over and above the normal single unit option. On a space, when not involved in movement (by movement, read, voluntary movement!), the unit may split its whole components so that a treble army may specify three separate supports. When attacked, the last-mentioned order will be taken and that support will be broken.

C.5. Multiple units have the capability of moving to a lower or upper board and also moving one space sideways. (A.Par(2)-Par(3) successful, A.Par(2)-Pic(3) is unsuccessful, 2A.Par(2)-Par(3) successful, 2A.Par(2)-Pic(3) successful; but not ~~2A~~ 2A.Par(2) sup GER(3)A.Pic(3).) Multiple units may only support onto an upper or lower level in the square immediately above or below them.

D.1. Treble centres and above provide a power with the capability of building Nuclear Devices (ND). The efficiency of these devices will vary with how many a country/power has built. The costs are also variable!

Table 2.-----

Level of ND	effect of ND	cost of ND	Permanent effect.
1st	halts 2yrs yield	3AU; 3EU; 3EU	any units obliterated
2nd	halts 4yrs yield	4AU; 3EU; 3EU	" " "
3rd	halts 6yrs yield	4AU; 4EU; 3EU	" " "
4th	halts 8yrs yield	4AU; 4EU; 4EU	" " "
5th	devastation permanent.	5AU; 4EU; 4EU	1 radiation factor.
6th	" "	5AU; 5EU; 4EU	3 radiation factors.
7th	" "	5AU; 5EU; 5EU	5 radiation factors.
8th	" "	6AU; 5EU; 5EU	7 " "
9th	" "	6AU; 6EU; 5EU	10 " "
10th	" "	6AU; 6EU; 6EU	13 " "
11th	" "	7AU; 6EU; 6EU	16 " "

D.2 Radiation factors. These exist permanently on any level and move like units. They become more volatile when there are more than 10 on a level.

Their movement is determined in a random fashion. First the GM shakes a dice to see whether they are going to move or not.

Table 3.

No of Radiation Factors:	Chance to move:	Chance of mutating pop./Devastating.
1-----	RF -----CtM	C6MP/D-----
1	nil	nil
2	nil	nil
3	1:6	1:6/nil
4	1:6	1:6/nil
5	2:6	2:6/nil
6	2:6	2:6/nil
7	3:6	3:6/nil
8	3:6	3:6/nil
9	3:6	4:6/nil
10	3:6	4:6/nil
11	3:6	5:6/nil
12	3:6	6:6/nil
13	3:6	6:6/nil
14	4:6	6:5/1:6
15	4:6	6:5/1:6
16	4:6	6:4/2:6
17	etc	6:4/2:6
18		6:3/3:6
19		6:3/3:6
20		6:2/4:6
21		6:2/4:6
22		6:1/5:6
23		6:1/5:6
24		automatic devastation

D.2. (Continued from page 3). Where the chance to move die roll shows that the radiation moves from one space to another, only half of the radiation factors move to a new space; that space being determined by some chance method.

D.3. Mutants can exist without supply and will move randomly. They are formed from units caught in ED. They are moved by the GM in a random fashion, but the first player to drop out of the game, by virtue of being forced out of -it through enemy action, controls all mutants on any one level. Mutants must spend one season per year in a space with radiation factors. Unless being ~~xx~~ controlled by a player, mutants shall be universally hostile. (and not very pretty!).

E.1 Underground shelters and supply. These can be built in huge caverns - the excavation and fitting out of this centre will cost 5AU; 5KU; 5EU. Having been excavated, they can be turned into supply output centres in the normal manner. These underground centres connect only with the centre immediately above them. These centres are secret except to units immediately adjacent to them in terms of movement. i.e. in the space above. It is also possible for ~~an underground centre to be built under a space from one in an adjoining~~ underground centre. Otherboard movement is allowed when there is a known centre for the unit to transfer to. The movement is not allowed if there is no corresponding underground centre. Underground centres (UC) can withstand a total of 30 levels of ED.

Synopsis of sections to come!

F. Sky-forts.

G. Gravity webs and space-flight.

H. Other planets. (This capability is necessary, as I can see players blowing themselves to hell and back very quickly!)

I. Laser Cannon.

J. Airforces.

K. Spies.

L. Personal involvement. (You are in danger of being blown up etc!)

M. Alien warfare.

N. Galactic transport capability. (This galactic transport capability devolves around the possibility of building a Dyson sphere/ring.)

O. Force shields.

P. Towers.

Those of you with an eye for figures will probably realise that it will be quite late in the game before players actually feel that they can divert resources toward the more expensive of projects. But there is no doubt in my mind that the power that gets to build its UC and can keep it a secret will go a long way towards winning the game. It's up to each player to decide what resources are going to be diverted to which project. I've tried to make it as simple as possible. Partially because I wish to be able to GM the game myself.

I would be grateful for advice on this game. I would not be too happy if people said to me 'This has been done before' without giving me some sensible ideas for adjustment, if the previous attempt has been a failure, or giving me the name and address of the designer of the rule what I am unconsciously knocking so that I can ask his permission to use it in Cities of Nowhen.

I shall be sending this to Richard for onposting to those who might be able to help, or who might be interested in playing in GALLIMAUFTRY either in Cities of Nowhen or in a standard game.

see ya. Marcus.

Marcus