

WORLD VARIANT BANK

U.S. & CANADA

NORTH AMERICAN VARIANT BANK
Dan Gallagher
6425 Kign Louis Dr.
Alexandria, Va. 22312

EUROPE

CONTINENTAL EUROPEAN VARIANT BANK
Walter Luc Haas
Postfach 229
CH-4018, Basel 18 SWITZERLAND

Antigoni Isles by Doug Hayward

Rules

MOVEMENT: Each season has two parts(eg: spring A, Spring B) Orders for both parts must be written at the same time, but are adjudicated seperately.(eg: a player must write both Spring A and Spring B orders. Spring A is adjudicated, the Spring B. So a player must anticipate Spring A developments in Spring B orders.)

Fleets may be ordered in both A and B sections. Armies may be ordered in either A or B , but NOT in both--they must hold in the other season(the one in whihc they are not allowed to move)An army may hold in both seasons, but may not move in both. An army may support in one season, but may not support in both.

LANDABLE PROVINCES: Certain coastal provinces are "landable" and others are not. Fleets may only exist in landable provinces.(landable provinces are indicated on the map.)

CHANGE OF UNIT: a unit in a landable province at the beginning of a move may change to its opposite identity before moving(i.e. fleet to army, army to fleet) The new idenntity must be specified before the move. Sample Order-a Oft=Fleet, f Oft-Malkuth Sea.

GEOGRAPHICAL IRREGULARITIES:BECKS AND LEVI: are double coasted provinces. A fleet may enter by one coast and leave by another, but not in the same session. (It is assumed to take one move period for portage.)

CRISP LAKE: A fleet in Crisp Lake may land in any adjacent province, even if the province is not landablefrom the sea. It may not move into the sea on the next move.(i.e. Oft and Gild are treated as double-coasted provinces in the same way as Becks and Levi.

VICTORY CONDITIONS:Control of 19 centers OR control of all centers on the largest island, OR control of all centers on both the islands of Farot and Canarch.

OPENING POSITIONS:

Upper Farot: F Verna, F Belos, A Solst

Lower Farot: F Tints, F Simea, A Nod

North Canarch: F Levi, F Zebul, A Vorot

South Canarch: F Cape of Hask, F Isis, A Ruby

Tapster: F Breve, F Havoc, A Bourn(may build in Omiter once it is captured)

Peril: F Gild, F Eden, A Escar(may build in Gratia)

Dorina: A Strand, F Shawl, F Andro

ANTIGONI ISLES
WVB

OUTER EDGE SEA

ANTAR
ISLE

CANNON SEA

PYREAW
SEA

SEA OF
SHEIN

AIRY
SEA

MATES

LEVI

LIONA

STICH
COVE

ZEBU

RISCH
SEA

XYLOM
SEA

SYCOM
SEA

AIM
SEA

TIROM
SEA

ISLE
OF
DOOM

CLERC

SAMECH
SEA

ENOCH

SIMEO

STEMU

BELLOWS
SEA

LAME
SEA

AIMTORS

NOD

COSIM

TINTS

CAUSIM
SEA

LATEN

EAST
BALA

WEST
BALA

DI VIN

DOMIN

VERNA

FAROT'S
SEA

BOTEN
SEA

BALAN

SOLST

BELOM
SEA

BUMPOL
SEA

CAPON
SEA

KAAN
SEA

TETLEY

BELOS

AXIOM
SEA

BREVE

LOWLIN

HAUC

ARROW
SEA

TETH
SEA

MARKIM

PHITO'S
SEA

HORPT

BOURN

LO-
IOS

ISLE
OF
YOD

YOP'S
SEA

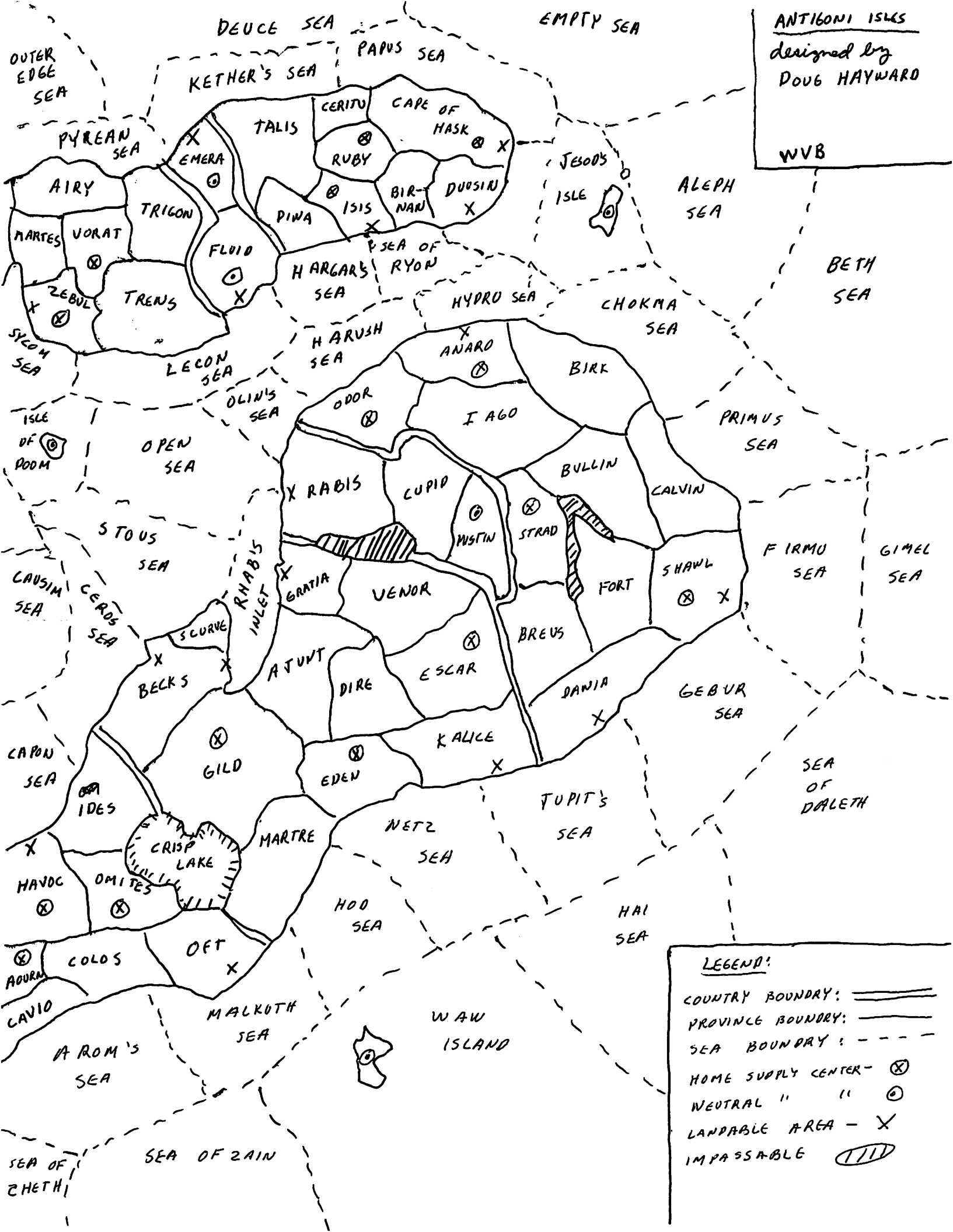
CLOY

CAVIA

SALADIN

AROM'S
SEA

SEA OF CHETH



ANTIGONI ISLES
 designed by
 DOUG HAYWARD

WVB

ALEPH
 SEA

BETH
 SEA

PRIMUS
 SEA

FIRMO
 SEA

GIMEL
 SEA

GEBUR
 SEA

SEA
 OF
 DALETH

HAI
 SEA

WAW
 ISLAND

LEGEND:
 COUNTRY BOUNDARY: =====
 PROVINCE BOUNDARY: —————
 SEA BOUNDARY: -----
 HOME SUPPLY CENTER - ⊗
 NEUTRAL " " - ⊙
 LANDABLE AREA - X
 IMPASSABLE (||||)

DEUCE SEA
 EMPTY SEA
 PAPHUS SEA
 KETHER'S SEA
 TALIS
 CERITU
 CAPE OF HASK
 RUBY
 EMERA
 TRIGON
 AIRY
 PYREAN SEA
 BIR-NAN
 DUSIN
 JESOO'S ISLE
 ALEPH SEA
 HARGAR'S SEA
 SEA OF RYON
 HIRUSH SEA
 HYDRO SEA
 CHOKMA SEA
 ANARO
 BIRK
 ODOR
 I AGO
 BULLIN
 CALVIN
 RABIS
 CUPID
 MUSTIN
 STRAD
 FORT
 SHAWL
 VENOR
 BREUS
 DANIA
 GILD
 EDEN
 KALICE
 TUPIT'S SEA
 NETZ SEA
 HOO SEA
 HAI SEA
 WAW ISLAND
 MALKOTH SEA
 CRISP LAKE
 MARTRE
 COLOS
 OFF
 A ROM'S SEA
 SEA OF ZAIN
 SEA OF CHETHI
 CAUSIM SEA
 CERDS SEA
 S TOUS SEA
 OPEN SEA
 ISLE OF DOOM
 SYCOM SEA
 ZEBUL
 TREN'S
 LECON SEA
 OLIN'S SEA
 RHAB'S INLET
 SCURVE
 BECK'S
 A TUNT
 DIRE
 ESCAR
 CAPON SEA
 IDES
 HAVOC
 OMITES
 AOURM
 CAVIO