

# Variants of "Mu"

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V B12

*((These two variants have appeared in the Swedish fanzine Mu. The rules below have been compiled and translated by Per Westling.))*

## Prediction variant

This is a good extension to for example Gunboat II. The idea is that the observers of a game should predict the orders for each country. Anyone might send in a note to the GM on which is written orders for all units for one (or more) powers in the game. NB: Every units of the power(s) that is predicted must be ordered, otherwise the prediction for that power is discarded.

For each correctly predicted order the predictor gets one point, and for each erroneous predicted order the predictor loses one point. The result for each season is added to the total (which might very well end up below zero) and the predictor to have the highest total after the game ends win the prediction game.

The Spring and the retreats for the Spring (which normally is called Summer) is skipped. So if no season separation is used each season will be a complete year.

The starting year is 1901.

No fleets is used. All named areas in the game work as inland provinces.

Russia chooses in which of the home supply centers (NR or SR) hir "army" will start in. This choice is done together with orders for the first year and is made public together with the result for that year. Regardless of start center used Russia may build in any of them if appropriate.

This variant uses the normal 7 powers that start in the home supply center with the same name (exception: Russia, see above).

Soem areas contain two supply centers. The number of armies a power may support depends on the number of supply centers controlled;

0 supply centers	Eliminated
1-2 supply centers	1 army
3-4 supply centers	2 armies
5-6 supply centers	3 armies etc.

## Dagen Efter (The Day After)

This variant uses the normal Diplomacy rules except the changes noted below.

