

Rules for NUCLEAR DESTRUCTION. Copyright ©1970 by Richard F Loomis (rev. 1975) Price 15¢

This is a game for any number of players and a computer. Each player will have a country with a population between 25 and 99 million people. There will be a number of minor countries (minors) also, with a population of 20 million each. The object of the game is to destroy the population of all the other players while keeping at least one million of your own alive.

#### STARTING

Each player will have \$100 million in cash, 9 factories, 20 missiles, and 10 antimissiles (ABM's). Minors will have 1 factory, 5 missiles (msls), and a popularity index(index) for each player(which starts at zero).(During a war, the minor will fire its msls wherever directed by the player whose index is highest in that country at that time.) Beginning each normal turn, the moderator will give each player a list of his present assets (including \$5 income), a list of all the minors where his index is either 1st or 2nd (Note: you will only be told the names of these countries - to find out whether you are 1st or just 2nd, you will have to send a spy there), all diplomatic messages (msgs) sent to him by other players last turn, and the results of his spies.

#### PLAYING(NORMAL TURN)

When you receive this information, you must do two things and may do any of six other things. You must:

(1) Say what to build with your factories. Each turn a factory will produce either a msl, an ABM, or 1/3 of another factory. You may not spend more than  $\frac{1}{2}$  (rounded up) of your factory production on ABMs. You must build with the number of factories that you had at the beginning of the turn, even if you are selling one, or giving some away. There are 3 spaces for building on the turn sheet. In each space, fill in the number of factories that are doing the building. If you want to build 3 new factories on turn one, write NINE in the "factories" space. If you write THREE, you will have six factories unused. Fractions of factories do not build anything.

(2) Say where to send your spies. You get 3 spies per turn. These may be sent to 3 different minors, or 1 to a player and 2 to minors. (You may not send more than one spy to player countries on the same turn). A spy to a player will tell you how many missiles and ABMs that player has at the end of that turn. A spy to a minor will tell all of the indices there. You may not save up spies.

You may:

(1) Give any amount of cash to any minor(s).(You may not go in debt). Each million given to a minor makes your index go up one point in that country.(\$1 represents one million.) You may only give away the amount of money you have at the start of the turn. You may not give away money you expect to get for selling a factory, nor may you give away the \$5 income you are going to get for next turn. There is a space on the turn sheet that says "Give \_\_\_ to every minor in the game." Leave this space BLANK unless you want to give the same amount of money to EVERY MINOR IN THE GAME. You may NOT use this space to give money to "every minor except..."

(2) Give any number of your msls to any minor(s). Each msl given to a minor increases your popularity there by 10 points. You may give away the msls you are building this turn. Under NO circumstances will ABMs ever be given away or sold.

(3) Give things to players. You may give money or missiles or factories to player countries. You may give one or two factories to any player, but you may not give more than two factories to the same player on the same turn. You cannot give factories to minors.

(4) Offer a factory for sale. Minors will each bid all the cash they have been given(including the cash they received this turn). The minor with the most cash will get the factory, and the player will get the cash. If 2 players offer factories, they will each receive the 2nd highest bid, and so on. A minor can buy more than one factory on the same turn if it has more than twice as much cash as the minors bidding against it. You cannot sell a factory to a particular minor, nor can you sell or give away a fraction of a factory, nor can you sell more than one factory per turn to minors.

(5) Send diplomatic msgs to other players. They should be on 3x5 index cards or on a piece of paper folded to 3x5 size. (We reserve the right to reject msgs written on odd sized cards or paper). They must be addressed to a country (From Nigeria to Egypt). They will be delivered to those players next turn. You may say anything you want in a message (even lie) but profanity and obscenity are strongly discouraged. You may send your name & address, in order to correspond directly. You may send unsigned messages, but you may not sign another player's country name to a msg. Msgs that claim to be from a country other than the one who actually sent it will be thrown away, or perhaps delivered with the correct country name added! Players caught trying to cheat are subject to expulsion from all games.



(6) Start Nuclear War. This starts the battle portion of the game.

#### BATTLE TURN

At the beginning of the next turn(after war is declared), each player will be informed that nuclear war has been started (and who started it). Also, each player will be given a list of the minors which will follow his orders on where to fire their missiles(and how many msls they have). You will then instruct these countries on where to fire, and also say where you want your msls fired. (You do not have to fire any msls unless you were the one who declared war. That player **MUST** fire at least one missile from his **OWN** country. If he does not, one missile will be fired at himself.) You may fire at minors. You may divide up your missiles any way you wish.(The only other thing done on battle turns is send msgs. You do not build or send spies on battle turns.) After all the players have fired their msls, the computer will add up the number of msls fired at each player, and subtract the number of ABMs that player has. The remainder is the number of msls that got through. For each msl that gets through, you lose 1 million population and 1/3 of a factory. Minors only lose population, not factories(20 msls, though, will wipe out a minor and thus all its factories.) ABMS are only used once each. Each player will be given a list of who fired at whom, and a list of the remaining populations of all the countries which were damaged. Then all of the players who still have at least 1 million people left will have another normal turn, then another battle turn, and so on as long as there are at least 2 players left. If, in one turn, all the remaining players are wiped out, no one wins. Note that once someone has declared the war, turns alternate normal/battle/normal/battle until the game is over. War is only declared once per game.

The player(s) who starts war has a slight advantage of surprise. To allow for this, on the first battle turn he is given 5 extra missiles to fire. These must be fired on the first battle turn, or they disappear. These will be added to your total missiles by the computer, so the total msls shown on your printout includes the five msl bonus. Also, if a player loses all his factories, but is still in the game, each normal turn that he has less than one complete factory, he receives 1/3 of a factory free. Minor countries always build msls with their factories. If all the minors in a game are destroyed, the moderator will add five new minors.

You do not fire msls on the turn you declare war. You wait until the battle turn. The only time anyone is ever required to fire msls is the first battle turn, and then only the player who declared war is required to fire at least one. War may not be declared on the first turn.

To start a game, write a letter asking to be included in a regular game of ND, and enclose a dollar, and tell me whether you need a copy of these rules. Please allow up to 6 weeks before asking why your game hasn't started yet. When you send in your first turn, include another dollar for the first four turns. The game fee is \$1 per game plus 25¢ per turn (subject to increase if the postal rates go up over 10¢ per letter). We prefer that you pay for at least four turns in advance. We will remind you when your payment has run out. If you lose before your money is used up, we will start you in another game or send you a refund, whichever you request. If you want to play in the same game with a friend, you must ask for a partners game, and you must have a request from both players in the same letter. We will give you each a country in a game where every player has joined with a friend. If you are the impatient type, you may join a "Blitz" game. The fee is 30¢ per move, and all turns are sent airmail. The time limit is shortened to one week instead of the usual two.

Time limit for regular games is two weeks (but get them in early; if all the moves are in early, I will run the game early). If your turn is not **HERE** on the day of the time limit, you miss a turn. If it is a normal turn, all your factories build msls. If it is a battle turn, you don't fire any msls. And you still owe us the 25¢. If your turn gets here late, but we have not run the game yet, we will include your turn. But we will not wait for you. Missed turns are an important factor in all games. You may phone your turn in (602-994-9104) but we will not take diplomatic msgs over the phone. Best time to call is afternoon or late at night.

If you have an address change, put it on a separate card. Tell us your **OLD** address, your **NEW** address, and say whether you subscribe to any of our magazines. Be **SURE** and include your zip code. One last comment--anyone can make a mistake. If you spot a mistake in your game, tell us about it(but send your turn in anyway--if it was **YOUR** mistake, we will **NOT** wait for you) and we will correct it if possible. But we reserve the right to declare an "Act of God" and leave it as it stands.(I am not claiming to be God. Look it up in your dictionary.)

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