

1.0 Two Ways to Play:

The 'Master' game encompasses all of your games and gaming. Each time you sit down to play a game, the results count in advancing the big outer game. Even if you play at a friend's house or a gaming group location, your playing for Points in the outer game. Your opponents don't need to know it, but you could let them in on what you are doing.

My rules indicate, at various points, that die roll modifiers be added to your game play to reflect previous results or determined conditions like weather. You do not need to include this when playing against another human. That is, unless they are aware of your big outer game and agree.

A second way to play with these rules is to use them instead of, or to replace, game types that you do not own. Rules are included here for those who do not own any naval or air games. If you own just air or just navy games, my rules fill in for land battles.

You can even play using my rules all alone. Switch back to tabletop play at any time, and simply record all results in your records.

It is even possible, if you are a lucky person, to use these rules in a group setting. All of the games played by the group or club can be part of a big 'Master' game.

2.0 Game Turns:

When using my big game rules, turns are monthly and there is a Strategic Level phase at the beginning of each when Leaders make decisions.

Tabletop games in play normally represent ONE game turn in the 'outer' game.

If the tabletop game in play includes multiple month play, you can choose to pause the game at the end of each turn to do 'outer' game administration. Then advance the 'outer' game timeline by one month. Return to the tabletop game and resume play.

You may choose not to pause play and let the whole tabletop game represent just one game turn in the 'Master' game. In that case, you are playing for the win only. Do not count cities captured in play. It would take more than a month of battle each. Instead, let your whole game represent the fight for one of the listed 'Activated' cities.