

Product Price List

Battle Plan - For rules of Battleplan & WWBattlePlan download

www.rickloomispbm.com/download/BattlePlan.pdf/

Type: Military Strategy - World Domination

Diplomacy/Interaction: Lots

Difficulty: Difficult (a first-time player should play a "practice game" first.)

Game Length: Fixed

Number of Players: 4 to 8

Rules for Battle Plan and World Wide Battle plan are the same, the prices differ: - Set up fee \$5.00/game

Practice game free – Because of the difficulty it is recommended that you play a practice game first.

For battle Plan - \$3.50 for each of the first ten turns, \$4.00/turn after the first ten turns.

Covert Ops. - for rules of Covert Ops download

www.rickloomispbm.com/download/CORules.pdf/

Type: World Domination as CEO of a mega-corp.

Diplomacy/Interaction: Moderate

Difficulty: Easy

Game Length: Fixed

Number of Players: 5 or more.

\$5 setup fee. 50 cents per day (charged weekly). Or you can pay for an entire game in advance for \$25.

(no matter how many turns it lasts.)

Feudal Lords – for rules to Feudal Lords download

www.rickloomispbm.com/download/feudalrls.pdf/

Type: Beat the rest, become King

Diplomacy/Interaction: Lots

Difficulty: Easy

Game Length: Fixed

Number of Players: 8 – 17

Price: Rules are online (Suggest you download and print your own copy of the rules) \$5.00 set-up Fee & \$3.50 per turn.

Galactic Conflict – for rules for Galactic Conflict download

www.rickloomispbm.com/download/galacticrls.pdf/

Type: SciFi - a strategic space game

Diplomacy/Interaction: Some

Difficulty: Easy

Game Length: Fixed

Number of Players: 6 – 15

Prices: Setup fee is \$5. Turns are \$3.50 each.

Mobius – for rules of Mobius download

www.rickloomispbm.com/download/mobiusrules.pdf/

Type: SciFi - A combination of science fiction, grand strategy, diplomacy, exploration, and role-playing

Diplomacy/Interaction: Some

Difficulty: Hard

Game Length: Fixed

Number of Players: 6 - 15

Nuclear Destruction – for rules of Nuclear Destruction download

www.rickloomispbm.com/download/nuclestrules.pdf/

Type: Diplomacy - a strategic missile game

Diplomacy/Interaction: Some

Difficulty: Easy

Game Length: Fixed

Number of Players: 6 - 15

Rift Lords - for rules of Rift Lords download

www.rickloomispbm.com/download/riftlordsrules.pdf/

Type: SciFi - a space trading game

Diplomacy/Interaction: Lots

Difficulty: Easy

Game Length: Indefinite

Number of Players: Hundreds

Starweb -for rules of Starweb download

www.rickloomispbm.com/download/starwebrules.pdf/

Type: SciFi - stellar empires clashing over 255 worlds

Diplomacy/Interaction: Lots

Difficulty: Moderate

Game Length: Fixed

Number of Players: 15

+++++

World Wide Battle Plan was nominated at Origins 1988, 1989 and 1999 for best pbm game of the year, and won the Gamers Choice award at Gencon in 1988 for best pbm game. Cold War WWBP was nominated for best new pbm game of 1997 at Origins 1998.

WW Battle Plan has a number of variations:-

Slow World War (one month between turns)

Equal Forces WW – everyone starts with equal forces like in Battle Plan

Real Forces WW – Start with forces available in 1982, turn fees differ depending on country you play. See list of countries and prices in rules pdf

1939 WW - A real forces variant where the players start with what the countries had just before WWII. (See 1939wwrls.pdf) For 1939 WW Rule variations.

Anonymous WW- same as "Equal Forces" except the players are not allowed to communicate with each other. (cuts down on phone bills).

Anonymous Partners WW – Same as above but with a partner you can communicate with.

Lesser Forces - same as "Real Forces" except the super powers are not played by players. All players play one of the small countries.

Although the players are not allowed to communicate directly, nor exchange addresses & phone numbers, certain specified messages can be caused to be printed out on your opponent's turn by giving certain orders. These messages are listed for you on the first turn of the game, but a copy of them can also be examined by going to:

www.rickloomispbm.com/bpanon.html/

When you sign up for a WW game, please specify what sort of game you want a "real world forces" game, a "1939" game, or an "equal forces" game, and specify whether or not you want your name, address and phone number, published on turn one for the other players.

Contact us:

RickLoomisPBM.com
POBox 8467
Scottsdale, AZ 85252

Phone: 480-945-6917

E-mail: games at rickloomispbm dot com

Fax: We no longer have a Fax

We no longer answer the phone anytime day or night. There is usually someone to answer the phone 7 days a week, but please call during business hours, 8 am to 4 pm MST. *Arizona does not have Daylight Savings Time, Please note: if you've lived through one of our Summers, you'd KNOW why we don't try to "save daylight".*