

Diplomacy

Good evening Diplomats, Statesman, Ambassadors —

The 20th century is upon us.

With the coming of this new year, we resolutely step into an age completely foreign to our fathers and grandfathers before us. Railways connect the furthest parts of the continent on thundering locomotives; factories churn out mass-market goods previously inaccessible to the general populace; engineers in our nations deploy metallurgical alloys to construct marvels of a kind never seen before.

This revolution accelerates — finds footholds in every industry and into the lives and relationships of every European man. The masses of labor have become the Engine of the industrial market economy.

However, any social upheaval leaves nothing untouched — traditions and old alliances born of global ambitions cannot now be taken for granted; economic competition pens alliances outside of history. All the while, the awesome Engine of progress threatening to careen over the cliffs of War. We — the international class — navigate this new unknown.

So, if you will, a toast — to the new year; to the next century; to life and prosperity; and to a new age of peace for the European peoples!

London — 1 January 1900, 00:01

Please find enclosed —

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DIPLOMACY

SUMMARY OF THE RULES

This introduction contains the most basic rules of Diplomacy. An understanding of all the rules, found in the booklet entitled "Rules of the Game", is, however, important. If any conflict appears between this introduction and the Rules of the Game, the latter controls.

1. Positions. Place the armies (square blocks) and fleets (long blocks) on the board in these positions:

England (dark blue)	Army at: Liverpool	Fleet at: London	Fleet at: Edinburgh
Germany (black)	Berlin	Army at: Munich	Kiel
Russia (white)	Moscow	Warsaw	St. Petersburg (South Coast)
Turkey (yellow)	Fleet at: Sevastopol	Army at: Constantinople	Smyrna Ankara
Austria-Hungary (red)	Vienna	Budapest	Trieste
Italy (green)	Rome	Venice	Naples
France (light blue)	Paris	Marseilles	Brest

2. Selection of Countries. Each player represents one country. To determine who gets what country, put blocks representing each country in a hat or box and draw.

3. Object. The object of the game is to dominate Europe. This occurs when one country has 18 supply centers (identified by black circles).

4. Playing spaces. The board is divided into playing spaces by black lines. A piece may move only into one of the spaces next to the one it is on. A fleet may move only on a space representing water or on a space with a coast line. Armies may not move on a water space. Only one piece may occupy a playing space at one time.

5. Moves. Each country may move any, all, some or none of its forces on a turn. Moves are made in this way: All countries write down secretly the orders for their forces.

Example: Germany writes, "Munich army to Ruhr, Kiel fleet to Holland, Berlin army to Silesia." England writes, "London fleet to North Sea, Edinburgh fleet to Norwegian Sea, Liverpool army to Yorkshire."

The orders of all the countries are then made public at the same time. This is done by each country reading its orders aloud in turn. No country can change its orders after it hears those of another country. The forces of each country are moved as the orders indicate.

6. Standoffs. Suppose France orders its Paris army to Burgundy, while Germany orders its Munich army to Burgundy. The result is a standoff. Neither army may move. The same result follows if one army (or fleet) is ordered to a space already occupied by another and the other does not move out. There is a standoff and neither army moves. The same result also follows if an army is ordered to a space already occupied by another while that army is being ordered to the space the first army occupies.

Example: Austria orders its Trieste fleet to Venice. Italy orders its Venice army to Trieste. The result is a standoff and neither fleet or army moves.

7. Support. How is a standoff prevented? By concentrating forces on the space being attacked. This is called the support order.

Example: Germany has one army in Burgundy and one army in Picardy. It is attacking Paris occupied by a French army. It writes, "Burgundy army to Paris. Picardy army supports Burgundy army in attack on Paris." Germany thus has a superior force attacking Paris. The French army must retreat to neighboring empty space. It cannot retreat to Burgundy because the attack is coming from there. If no other space is empty, the French army is destroyed.

Note particularly that a support order can be written only if the piece ordered to support is next to the space being attacked. An army may not support another army merely because they are next to each other. The supporting piece must be next to the space on which the attack is made.

A support order can also be used defensively. Thus one army can be ordered to support another in a space it already occupies. In the example given above, if France had an army in Gascony it could have ordered this army to support the army in Paris. Then there would have been a German force of 2 armies faced by a French force of 2 armies. The result would be a standoff.

A piece cannot both move and support.

8. Adding Armies or Fleets. How are additional armies or fleets obtained? By capturing a supply center on a Fall move. The first move of the game is called "Spring 1901." The second move is "Fall 1901." The third move is "Spring 1902", the fourth "Fall 1902", etc. The supply bases controlled by a country at the end of the Fall moves are what count. If a country controls more supply centers at the end of a Fall move than it did on the previous Fall, it can add as many armies or fleets as it won extra supply bases. These extra pieces must be placed each on one of its home supply bases. If a country has lost supply bases in the Fall, however, it must reduce its forces by as many pieces as it has lost supply bases.

Each country is counted as controlling its home supply bases until some other country occupies them. Similarly, once a country has won a new supply base by occupying it in the Fall, it continues to control this base until some other country occupies it in the Fall. Thus a country can move out of a home supply base or a supply base it has won in the Fall, and the base still counts for that country until actual occupation of the base by someone else.

9. Convoys. Armies may move across water by fleet. The army must be on a coastline and the fleet must be in a water space next to the coast. The move is from land to land by sea.

Example: England has an army in Yorkshire, and a fleet in the North Sea. It writes, "Yorkshire army to Holland by North Sea fleet." Its Yorkshire army moves to Holland on this turn.

10. Diplomacy. This is the most important rule of the game. Before each move the countries negotiate with each other. They may agree on moves each will make, attacks they will carry out, support they will give each other, and spaces they will or will not invade, and they may conduct propaganda or espionage. Any agreement is possible. The rules impose no sanction for failure to carry out an agreement. Negotiations may be secret or public. They may take place at the playing table or in another part of the room or house.

Price: \$7.50 postpaid. Additional conference maps available, 7 for \$1.

Questions regarding the game should be sent to Games Research Inc.
48 Wareham Street, Boston, Massachusetts 02118

RULES
for
Diplomacy[®]
the exciting game
of international intrigue

GENERAL DESCRIPTION

“Diplomacy” is a game of skill and cunning negotiations. Chance plays no part.

In “Diplomacy”, each player guides the destinies of one European power through the intricacies of international politics. By negotiating alliances with other players and careful planning, each player seeks control of Europe. “Diplomacy” tests your ability not only to plan a campaign, but also to outwit your fellow players in diplomatic negotiations.

“Diplomacy” is a realistic game of strategy without dice, and nothing left to luck alone. “Diplomacy” pits man against man in an exciting battle of wits. Up to seven can play.

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Rules of the Game of Diplomacy

PLAYERS AND COUNTRIES. Diplomacy is best played by seven players, though as few as three may play. Each player represents one of the Great Powers of Europe in 1914: England, France, Germany, Italy, Austria-Hungary, Russia, and Turkey. Each is independent of the others. At the start of the game the players draw lots to determine which Great Power each will represent. This is the only element of chance in the game.

OBJECT OF THE GAME — The ultimate objective of each player is to gain control of Europe. As soon as one player gains a majority of the pieces on the board, he is the winner.

SHORT GAME — Since gaining control of Europe takes a long time, it is generally advisable to set a time limit for the game. The player with the most pieces on the board at that time is the winner.

Diplomacy

Combinations and agreements among the players may affect the course of the game a great deal. These are determined during the diplomacy period which takes place before each move. This period lasts 30 minutes before the first move, and 15 minutes before each move thereafter. These periods may end sooner if all the players agree at the time. During these periods a player may say anything he wishes. Usually the players go to another room or off to a corner in two's and three's. They try to keep the contents of their conversations secret. They may try to overhear the conversations of others. The conversations usually consist of bargaining or joint military planning, but they may include such things as exchanging information, denouncing, threatening, spreading rumors, and so forth. Public announcements may be made, and documents may be written and made public or not as the players see fit. The rules do not bind a player to anything he says; deciding whom to trust as situations arise is part of the game.

Underlying Economic Structure of the Game

SUPPLY. Certain provinces, 34 in all, on the board are designated "supply centers". Each of these produces supplies sufficient to keep an army or fleet in being. A country may have only as many armies and fleets on the board as it controls supply centers. Thus there may never be more than 34 armies and fleets (hereafter called "units") on the board at one time. The only way a country may gain a unit is to capture a supply center, while it will lose a unit if a supply center it previously controlled is captured by another country.

The Board and Set

THE BOARD. The physical features shown on the board, except for the coastlines, are purely decorative. The countries are divided by heavy solid black lines. The Great Powers are also cut into "provinces" by light solid black lines. The smaller countries are each one "province". The seas are divided into "bodies of water" by solid black lines.

MARKERS. "Armies" are square blocks, and represent control of a province by military forces. "Fleets" are long blocks, and represent control of a body of water or a coastal province by warships or by their associated land forces. The set has 112 markers or units: 8 armies and 8 fleets for each Great Power. If any Great Power grows until it runs out of markers of either kind, some other country will probably have been eliminated from the game, and its markers may be used by the growing Great Power.

STARTING POSITION. At the start of the game, each Great Power, except Russia, controls three supply centers and has as many units. Russia controls four supply centers and has as many units. These units begin play, one in each supply center, in the following positions (where A means "Army" and F means "Fleet"):

England (Dark Blue):	A Liverpool	F London	F Edinburgh
Germany (Black):	A Berlin	A Munich	F Kiel
Russia (White):	A Moscow	A Warsaw	F St. Petersburg F Sevastopol (South Coast)
Turkey (Yellow):	A Constantinople	A Smyrna	F Ankara
Austria-Hungary (Red):	A Vienna	A Budapest	F Trieste
Italy (Green):	A Rome	A Venice	F Naples
France (Light Blue):	A Paris	A Marseilles	F Brest

The twelve remaining supply centers are not occupied at the start of the game.

The Move Order, and the Mechanics of Writing Orders

THE MOVES OF ARMIES AND FLEETS. Only one unit may be in a province or body of water at a time.

On each move each Great Power may order all its units, or some, or none of them.

A unit may be ordered to do only one thing on each move. An army may be ordered to move, stand, or support; a fleet may be ordered to move, stand, support, or convoy.

An army may move to any *adjacent* province, unless this move causes it to conflict with another unit under the rule that no two units may occupy the same space at the same time. A fleet may move to any body of water or *coastal* province which is *adjacent* to its current location, unless this move causes it to conflict with another unit.

When a fleet is in a coastal province, the warships are assumed to be at any point along the coast of that province. The fleet may move to an adjacent coastal province only if it is adjacent along the coastline, so that

the vessels could move down the coast to that province; for example, a fleet may move from Rome to Naples or Rome to Tuscany, but not from Rome to Venice, because these provinces, although coastal and adjacent, are not adjacent along a stretch of coastline.

Units may not move to islands, except to England, and may not move to Switzerland.

KIEL AND CONSTANTINOPLE. By virtue of the waterways through these two provinces, fleets may enter them along one coast, and, on another move, leave from the other coast. Armies may also pass into and out of these provinces, freely bridging these waterways. Note that this does not mean that pieces may jump over these provinces.

OTHER PROVINCES HAVING TWO COASTS (Bulgaria, Spain, and St. Petersburg). If a fleet enters one of these provinces, it enters along one coast, and may leave only from that coast. It nevertheless occupies the entire province. If a fleet is ordered to one of these provinces, and it is possible for the fleet to move to either coast, the order must specify which coast, or the fleet does not move.

A fleet which may move to one of these provinces may "support" in such province (see below), without regard for the separation of the coastline into two stretches.

SWEDEN AND DENMARK. An army or fleet may move from Sweden to Denmark or vice versa. A fleet moving from the Baltic Sea to the Skagerrak or vice versa must first move to Sweden or Denmark. Note also that Denmark does not border on Berlin.

MECHANICS OF WRITING ORDERS. Each player writes his "orders" on a slip of paper, usually keeping them secret, and these orders to the armies and fleets are all exposed at once. Each player reads his orders while the others check to be sure that he is reading what he actually wrote. An illegal order simply is not followed, and the unit so ordered simply stands in its place. A mistaken order, if legal, must be followed. An order which admits of two meanings is not followed. A badly written order, which nevertheless can have only one meaning, must be followed.

Orders for the first move are dated, "Spring, 1901"; for the second, "Fall, 1901"; for the third, "Spring, 1902", and so on. The space the unit is in should be written first, followed by its order. It is convenient to list your pieces and their places before leaving the board, so that you have it for reference during conferences, then writing your orders on this list. The first three letters are a sufficient abbreviation, except for the spaces beginning with "Nor".

CONFLICTS. If two units are ordered to the same space, neither may move. If a unit is not ordered to move, or *is prevented from moving*, and another unit is ordered to its space, that unit may not move. If two units are ordered each to the space the other occupies, neither may move.

The three situations above are called "stand-offs". *Like the other rules governing conflicts, these rules apply whether the units involved are armies or fleets, which are essentially equal in power, and different only*

in the places to which they may move. *These rules also apply* (with one minor exception noted later) *whether the units involved come from the same or different countries.*

The Support Order

THE SUPPORT ORDER. A unit may *give up its move* in order to support another unit trying to hold or enter a space. This space must be one to which the supporting unit *could have made a move if not opposed by other units*; that is, the space must be adjacent to that in which the supporting unit is located, and must be suitable for an army or fleet, whichever the supporting unit may be. To order a support, it is necessary to write the location of the supporting piece, the word "supports" or its equivalent, and both the location and destination of the piece receiving support. The letter "S" may be used to mean "supports".

Fleets may support armies, and vice versa, subject, of course, to the above restriction that the space in which support is given "must be one to which the supporting unit could have made a move if not opposed by other units".

A unit *moves* with the strength of itself and all its supports. Unless it is opposed by a single unit equally well or better supported, it may make its move, the rules under "Conflicts" above notwithstanding. Equally well supported units which conflict in the situations described under "Conflicts" above, follow those rules. A unit which otherwise would have remained in the province thus occupied is dislodged and must "retreat". The exception mentioned under "Conflicts" is that an order to move, with support, against a unit belonging to the same country as the moving or supporting unit is of no effect; that is, a country may not force one of its own units to retreat.

ATTACK. A move order, correctly given, will sometimes hereinafter be called an "attack" on the province or body of water to which the unit has been ordered to move.

CUTTING SUPPORTS. If a unit ordered to support in a given province is attacked from a *different* province the unit *disregards its order* to support, "turns to face its attacker", and defends its own position. The unit that was to have received support then, of course, does not receive it.

Example I. Germany: Army Prussia to Warsaw, Army Silesia supports Prussia to Warsaw. Russia: Army Warsaw stands, Army Bohemia to Silesia. No pieces move. The army in Silesia defends itself from the attack from Bohemia, leaving the Prussian army unsupported in its attack on the Warsaw army.

Example II. Germany: same as above. Russia: Army Warsaw to Silesia. The Prussian army moves to Warsaw, and the Russian army must retreat. The unit ordered to support (the Silesian army) in a given province (Warsaw) was not attacked from a *different* province (from Warsaw). There is no way the single Russian army can hold Warsaw against this supported attack.

Note that it is only a *support* order which is nullified by attack from the side. A unit ordered to move, even if unsuccessful, still may cut a support or stand off a single unit, even though its own position is attacked with support and it is consequently dislodged.

Note that a unit does not have to be next to the unit it is supporting; it must be next to the space in which it is delivering support.

STANDING AND RECEIVING SUPPORT. A unit not ordered to move may be supported in its position to resist attacks of equally well supported units. Such a unit may give support as it stands, if so ordered; but a single attack will still cut the support it gives.

If a piece is ordered to move, and another piece is ordered to support the first piece in its original position "provided it fails to move", the support order is void. The player must elect whether to attempt a move or to stand and receive support.

THE RETREAT. After all the orders have been read, the conflicts resolved, and the moves made, any dislodged unit makes its retreat. It must move to a space to which it could ordinarily move if unopposed; that is, to an adjacent space suitable to an army or to a fleet, as the case may be. The unit may not retreat, however, to any space that is occupied, not to the space the attacker came from, not to a space which was left vacant due to a stand-off on the move. If there is no such place, the retreating unit is annihilated and its marker removed from the board. An army may not be convoyed during a retreat.

The Convoy Order

CONVOYING AN ARMY ACROSS A BODY OF WATER. A fleet in a body of water may convoy an army from any province on the coast of that body to any other province on the coast of that body. To do this, the army must be ordered to the province and the fleet must be ordered to convoy it. The letter "C" may be used to mean "convoys". The order to the fleet must give both the location and the destination of the army being convoyed.

If the fleet is dislodged on the move, the army may not move; but an attack on the fleet, which does not dislodge it, has no effect on the convoy.

The fleet may not move or support during the convoying move.

If two or more fleets control adjacent bodies of water, the army may be convoyed through all these bodies on one move.

Gaining and Losing Units

OCCUPYING SUPPLY CENTERS. Occupation of a supply center by a Great Power occurs when one of its units is located in that supply center immediately after a Fall move, complete with retreats, if any, has been played.

Once occupation has been established, the center may be left vacant as long as the player sees fit, and it will still supply one of his units, unless another Great Power establishes occupation of it.

After the Fall moves have been played, and the retreats, if any, made, each player's number of units is adjusted *to equal the number of supply centers* his country controls. If he has to remove units, he chooses which ones to remove. If he gains units, he may place them, one in each unoccupied supply center in his home country only (provided such supply centers are still under his control). He must specify a fleet or an army in a coastal supply center. (If Russia builds a fleet in St. Petersburg,

she must specify on which coast it is to appear.) If his home supply centers are all occupied by his own units or under foreign domination, a player must wait until the next Fall move on which this situation can be corrected to raise any unit to which he may be entitled; though by occupation of supply centers he may reduce the forces of some other country. (From this it should be clear that if he has lost all his home supply centers, he may still fight on with the units and supply centers remaining under his control, but he may not gain units until he recaptures a home supply center, and leaves it vacant at the close of a Fall move.

Retreats should be written and exposed all at the same time and read in the same fashion as moves; but there may be no diplomacy preceding them.

Likewise gains and losses should be written, and exposed all at the same time and read in the same fashion as moves; but there may be no diplomacy preceding them.

MISCELLANEOUS

LENGTH OF GAME. It is wise to set aside about four hours for the game. No more than five minutes should be allowed for writing the moves. Diplomacy and other conversation should not be allowed during the reading of the moves.

It is wise to instruct newcomers in the rules in a half hour or hour session before the players assemble. They should each play a country, without diplomacy, for a few moves, to become familiar with the rules before their first game.

ALTERNATIVE RULES FOR SIX AND FIVE PLAYERS: With six players, eliminate Italy. Italian units stand in position and defend themselves, but do not support each other. They may be supported by units belonging to the players, like any other units ordered to stand. If they are forced to retreat, they are removed from the board instead of retreating.

With five players, eliminate both Italy and Germany on the basis above. The first year be thought of as 1870 in the six-player game and 1801 in the five-player game.

If a player leaves during the game, it is assumed that civil government in his country has collapsed. His units stand in position and defend themselves, but do not support each other. If they have to retreat, they are routed and removed from the board. No new units are raised for this country. If the country has to remove units because it has lost supply centers, the unit farthest from home comes off first, and the fleet before the army.

Moves in a Sample Game with comments on the Interpretation of Rules

Spring, 1901

England: A Liv.—Yor. F Lon.—North Sea F Edi.—Norw. Sea
Germany: A Ber.—Kiel A Mun.—Ruhr F Kiel—Den.
Russia: A Mos.—Ukr. A War.—Gal. F St. P.—Both. F Sev.—Bla.
Turkey: A Con.—Bul. A Smy.—Con. F Ank.—Bla.
Austria-Hungary: A Vie.—Tri. A Bud.—Gal. F Tri.—Alb.
Italy: A Ven.—Pie. A Rome—Ven. F Nap.—Ion.
France: A Par.—Bur. A Mar.—Spa. F Bre.—Pic.

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All these moves succeed, except that the two pieces ordered to the Black Sea and the two ordered to Galicia do not move. As the moves are read, it is a good idea to move each block so that an end or corner projects into the space to which it has been ordered. As soon as the proper result is clear, the piece should be pushed over into its new position or back to its old one.

Retreats: none.

Fall, 1901

England: A Yor.—Norway F North Sea C A Yor.—Norway F Norw. Sea—Bar.

Germany: A Kiel—Hol. A Ruhr—Bel. F Stands

Russia: A Ukr S F Sev.—Rum. A War.—Gal. F Both.—Swe. F Sev.—Rum.

Turkey: A Bul.—Ser. A Con.—Bul. F Ank.—Bla.

Austria-Hungary: A Tri. Stand A Bud.—Ser. F Alb.—Gre.

Italy: A Ven. Stands A Pie.—Mar. F Ion.—Tun.

France: A Bur.—Mar. A Spa.—Por. F Pic.—Bel.

All of these moves succeed, except that the two pieces ordered to Belgium, Marseilles, and Serbia do not move, and the move Con. - Bul. does not succeed.

Retreats: none.

England builds F Edi., Germany builds F Kiel and A Mun., Russia builds A St. P. and A Sev., Turkey builds A Smy., Austria-Hungary builds A Vie., Italy builds F Naples, France builds F Marseilles.

France builds one for Portugal, but none for Spain, which her army passed through in the Spring.

Spring, 1902

Germany: A Hol.—Bel. A Ruhr S Hol.—Bel A Mun.—Bur. F Den. Stands F Kiel—Hol.

Russia: A Ukr. S F Rum. A Gal.—Bud. A St. P.—Norway A Sev. S F Rum. F Swe. S St. P.—Norway F Rum. Stands

Turkey: A Bul.—Rum. A Con.—Bul. A Smy.—Arm. F Bla. S Bul.—Rum.

Austria-Hungary: A Tri.—Bud. A Vie.—Bud. A Bud.—Ser. F Stands

Italy: A Ven. Stands A Pie.—Mar. F Tun.—W Med. F Nap.—Tyr.

France: A Bur. S F Pic.—Bel. A Por.—Spa. F Pic.—Bel. F Mar. Stands

England: A Nor.—St. P. F North Sea—Norway F Bar. S Nor.—St. P F Edi.—North Sea

Only the following moves take place: Hol.—Bel., Kiel—Hol., Smy.—Arm., Bud.—Ser., Tun.—W. Med., Nap.—Tyr., Por.—Spa.

Note that Norway and St. Petersburg are adjacent by land at the extreme north. Here two armies clashed, each with one support. Since they have equal strength behind them and each is trying to occupy the

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position of the other, the result is a stand-off. Note also that Sweden and Norway are adjacent along a coast line at the south, thus the fleet in Sweden can support an attack on Norway. The supporting move Bur. S F Pic. - Bel. was "cut" by the attack of the German piece in Munich. The Austro-Hungarian fleet could not have supported the action in Serbia, because the fleet cannot move to an inland province, therefore cannot support in such a province.

Retreats: none.

Fall, 1902

Germany: A Ruhr—Bur. A Mun. S Ruhr—Bur. A Bel. S Ruhr—Bur.
F Den.—Swe. F Hol. S A Bel.

Russia: A St. P.—Norway F Swe. S St. P.—Norw. F Rum. S A Sev.
A Sev. S F Rum. A Gal. S F Rum. A Ukr. S A Sev.

Turkey: A Bul.—Rum. A Con.—Bul. A Arm.—Sev. F S A Bul.—Rum.

Austria-Hungary: A Vie.—Gal. A Tri.—Bud. A Ser. S Turk. A Bul.
Rum. F Stands

Italy: A Ven.—Pie. A Pie.—Mar. F W Med.—Mid. F Tyr.—Gulf of L.

France: A Bur.—Bel. F Pic. S Bur.—Bel. A Spa. S F Mær. F Mar. S A
Spa.

England: A Norw.—St. P. F Bar. S Norw.—St. P. F North Sea—Norway
F Edi.—North Sea

The following moves take place: Norw.—St. P., North Sea—Norway,
Edi.—North Sea, Ruhr—Bur., Bul.—Rum., Con.—Bul., Tri.—Bud., W.
Med.—Mid., Tyr., Gulf of L., Russian F Rum. is annihilated.

Retreats: Russia, St. P.—Mos.; France, Bur.—Gas.

Germany builds F Kiel, Russia removes A Gal., Turkey builds F Smyrna,
Austria-Hungary builds A Tri., Italy does not change, France builds A
Paris, England builds F Lon.

Although Russia lost two supply centers she has to remove only one
unit, because one was annihilated during the year. Note that the capture
of a supply center permits the raising of only one new unit altogether, not
one every year.

The result in the North was different from that of the previous move
because of the German intervention F Den.—Swe., which cut the Russian
Support.

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Sample Orders (Playing as Germany)

Hold

A MUN H

Movement (Army)

A RUH—HOL

Movement (Fleet)

F KIE—HEL

Support (Movement)

F HEL S A RUH—HOL

Support (Hold / Convoy / Support)

F HEL S F NTH

Support (Foreign Unit Movement)

A HOL S A FRA PIC—BEL

Support (Foreign Unit Hold / Convoy / Support)

A HOL S A FRA BEL

Convoy

A HOL—DEN

F HEL C A HOL—DEN

Convoy (Multiple Fleets)

A HOL—NWY

F HEL C A HOL—NWY

F NTH C A HOL—NWY

Retreat (after Fall turn)

A HOL—KIE

Build (after Fall turn)

F BER

Errata

Game schedule

Each game lasts about two months from first to last turn. Players are assigned the country they will represent one week before the first turn, and can begin negotiations at that point. After the two month limit is reached, the player with the most units wins.

Turn schedule

Orders are submitted twice per week, and due for all players at 12:00 midnight (PT) on Wednesday and Sunday. Players must submit orders to the Game Master on Slack before that time for them to be accepted. Orders will then be adjudicated at 12:30 PM (PT) the following day (Mondays and Thursdays).

If any units are successfully dislodged, retreat orders must be submitted within two hours of move order adjudication. Any unit that has been forced to retreat and is not issued a retreat order in this timespan will be disbanded.

After Fall turns, an additional two hours are granted after retreat orders have been submitted for each player to submit unit adjustment orders (building or disbanding).

Diplomatic communication

Players will provide and be provided the contact information by which the game will be played — though communication between players should and can be conducted by any means agreeable between allies.

Submitting Conditional Retreats and Adjustments

Players may choose to submit their retreats and adjustments with their Fall orders. As both retreats and adjustments depend on what the result is of all players orders, conditions may need to be attached to cover several possible scenarios. For example, a player might submit “If MUN is dislodged, retreats (in order of preference): BER, KIE” — in this case, if MUN is dislodged, it will retreat to BER if that territory is a legal retreat, and failing that will retreat to KIE. Similarly, a player may submit “If two Supply Centers are gained, build A LON and F EDI; if only one is gained, build F LON”. If a player submits conditional retreats and/or adjustments and the adjudication of orders results in a scenario not accounted for, that player will still need to submit valid orders within the time window allotted.

Required player involvement

You do not need to be “present” at the moment that orders are executed. The online board and scoreboard will be updated with the new positions. However, some turns may result in units needing to retreat or units being added or removed from the board; if you anticipate needing to issue a retreat order or adjust your units, please make yourself available after the turn is executed to send in those additional instructions. The Game Master will contact you by your primary contact method in either case.

Errata

Ending the game in a draw

It is possible that the game can end in a draw, but this must be agreed upon by all remaining players in consensus. To end the game in a draw, each player must include DRAW along with their normally issued orders. If all players include DRAW, the game is over and declared a draw split between remaining powers. If any player does not include DRAW with their orders, the vote for ending the game fails and gameplay proceeds. Any votes for a draw will be reported to all players when orders are executed. Powers that have resigned from the game or that are in Civil Disorder for any reason are not considered when determining a draw vote. These powers do not share in a successful draw even if Supply Centers are still controlled by that power at the end of the game.

Ending the game in surrender

Players may opt to issue a formal surrender, by writing SURRENDER when submitting orders secretly. A player that surrenders cannot submit further orders in the game, and is considered under civil disorder. If all players but one issue SURRENDER orders, the last remaining player is considered the winner by solo victory. If for some reason all players issue SURRENDER orders, the game ends in a tie

Ending the game in surrender to an alliance

If powers wish to surrender to an alliance — such that the allied players agree to a joint victory (a draw) — it is possible to do so by submitting a combination of SURRENDER and DRAW orders on the same turn. For instance, if Italy and Austria-Hungary wish to cede the game to a Russo-German alliance in Fall 1910, the former two

could submit SURRENDER orders, while the later two submit DRAW orders. In this case, the draw would be legal, and the Russian and German players would be victorious. In the previous scenario, if only one of the two SURRENDER orders are issued, that player is still considered to have surrendered, and is out of the game. If only one DRAW order is issued, the draw vote fails. In both scenarios, the game continues without the surrendering players.

Prematurely leaving the game

The success of the game depends on active participation and conviction for the duration of the game. That being said, you may need to exit before the game is complete. If that is the case, please make this known to the Game Master, and make whatever attempts possible to secure a replacement player for your Power. Bowing out with a suitable replacement is far more preferable than failing to issue move orders — if you fail to issue orders at any point, it will be assumed that you have abandoned the game and you will be replaced.

The Judge Judy Rule

In-game negotiations may be coercive, but anything that might land you in Judge Judy's courtroom is forbidden. Please do not damage, threaten to damage, or otherwise deprive another player of their property. Physical violence, or the threat thereof, is also forbidden. Disputes should be elevated to the Game Master. Violators of the Judge Judy Rule will be penalized accordingly, and may be reprimanded, expelled from the game, or otherwise.