

A Diplomacy variant by Joe Chambers & Jon Miller

1. The standard Rules of Diplomacy apply except as where noted below.

2. Starting positions for the six powers are as follows :

- a) CELENE (Red) : F. (Lor), A. (Hom), A. (Bel).
- b) ALMOR (Blue) : F. (Rel), A. (Vol), A. (Mil).
- c) VELUNA (Pink) : F. (Hel), A. (Mik), A. (Arr).
- d) KEOLAND (Green) : F. (Fre), A. (Nes), A. (Eru).
- e) NYROND (Purple) : F. (Len), F. (Res), A. (Pel).
- f) PERRENLAND (Yellow) : F. (Rho), A. (Ori), A. (Arg).

3. Victory Conditions : The first power to control 18 supply centres wins.

4. Starting year : 2001.

5. KEY :

Ada - Adamfort	Hel - Helium	Sea - Seaton	DAR - Darokin Ocean
App - Apperdi	Hom - Homalet	She - Sheldomar	DEN - Densac Sea
Arg - Argenta	Jer - Jerlea	Spe - Specularum	DRE - Dremar Sea
Arr - Arrakis	Jor - Jorrich	Spi - Spindriff	EAS - East Azure S.
Ast - Astigar	Ker - Kerlep	Tak - Taki	FAS - Fasstal Sea
Avr - Avriogne	Len - Lendore	Tar - Tarantis	GEA - Gearnat Sea
Bar - Barova	Lor - Lo Reltarma	Tir - Tirandor	GOS - Gulf of Stones
Bel - Belen	Mik - Mikor	Tus - Tusman	HEL - Heldarn Bight
Bla - Blazzan	Mil - Milrik	Ven - Vendare	HER - Herzog Bay
Bur - Burle	Nar - Narvik	Ver - Verbobona	KAR - The Karemeikos
Cha - Chamat	Nes - Nessir	Ves - Vestarg	OLM - Olmo Sea
Col - Colvin	Orl - Orlane	Vol - Volorn	ORA - Orakhan Sea
Cor - Corusk	Paz - Pazar	Xer - Xerbol	PAL - Palantine Gap
Eru - Eru-Tovar	Pel - Pelitar	Yla - Ylarum	RDG - Radigast Ocean
Eth - Ethengar	Qui - Quist	Zod - Zodanga	SAF - Safeton Sea
Far - Farmin	Rad - Radu		SKE - Skeis Channel
Fre - Fremen	Rel - Relmann	SEAS	VOO - Voormin Sea
Gar - Garrotten	Res - Restenford	ADR - Adric Ocean	WAS - West Azure Sea
Gla - Glantri	Rho - Rhoona	BIS - Bissal	
Gra - Grayling	Sai - Saltmarsh	CAL - Calypso Sea	

6. Notes.

There are no special rules except that Pel, Pelitar, touches Heldarn, Adric and Herzog seas and Narvik. A. (Pel) can move to Narvik (i.e. A. (Pel) - Nar).

7. Possible variants on the theme.

i) 'Liberty' : the players can decide placement for themselves at the gamestart (i.e. placement and ratios of armies and fleets is optional).

ii) 'Empire' : the players can build on any supply centre he owns, providing it is free (of course).

Note that Liberty and Empire could be combined.

This game is totally fictitious, and since you all play D&D (etc) you might recognise some of the names...

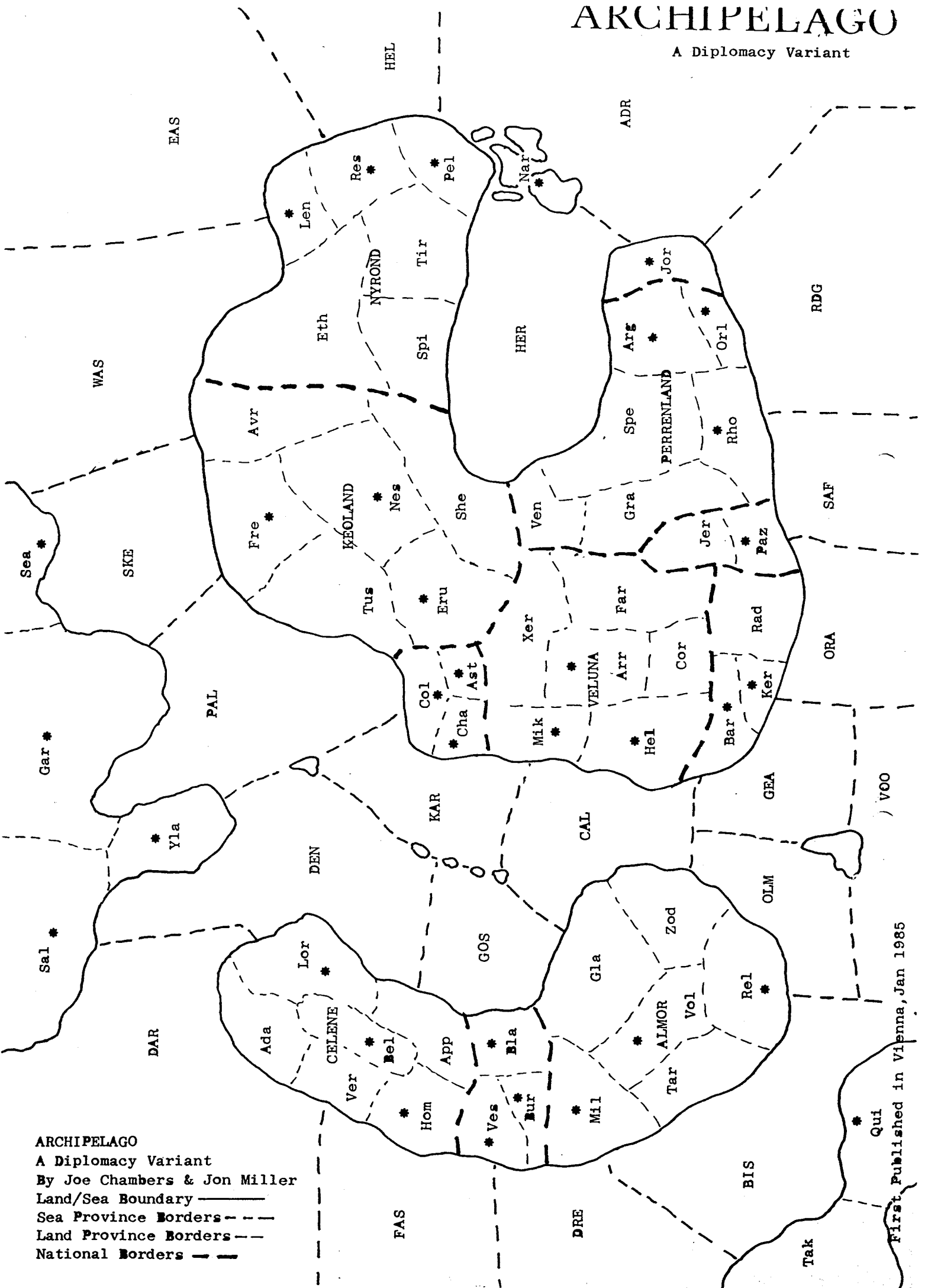
((ARCHIPELAGO offers an obviously much more Fleet-orientated game, with only a handful of centres located out of reach of a fleet unit - Bel, Vol, Nes, Ast, Arr and Eru being the only ones I can see. Convoys will obviously be of far greater significance as a result of this, though I should think, from the look of it, that Celene and Almor would get the better of the situation given the four-power concentration on the eastern island. Nyronnd seems to be rather isolated, a minimum of two provinces separating his nearest centre from a Keoland one.

Joe and Jon have offered to run a game of this, their creation, and a waiting list has been open since the last VIENNA, with names already down. Given that there are only six places, you'll have to hurry, hurry up if you want to join it - R)).

LATE ADDITION FROM JOE : At any time players can orders a fleet to change into an army or vice versa instead of moving, etc - e.g. A. (Nar)-F. (Nar). See BACK PAGE.

ARCHIPELAGO

A Diplomacy Variant



ARCHIPELAGO
 A Diplomacy Variant
 By Joe Chambers & Jon Miller
 Land/Sea Boundary ———
 Sea Province Borders - - - -
 Land Province Borders - - -
 National Borders - - - -

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