

ASIAN DIPLOMACY

ea 01/07

BOARD CREATED BY S. LATOURETTE AND K. ROBISON (1986)

ISLAM (GREEN)

FLEET ARABIA  
ARMY TEHRAN  
ARMY BAGDAD

INDIA (BLACK)

FLEET BOMBAY  
ARMY CALCUTTA  
ARMY DELHI

INDO-CHINA (RED)

FLEET SAIGON  
FLEET RANGOON  
ARMY BANGKOK

JAPAN (DK. BLUE)

FLEET SAPPORO  
FLEET KIUSHIU  
ARMY TOKYO

RUSSIA (WHITE)

FLEET VLADIVOSTOK  
ARMY NOVOSIBIRSK  
ARMY SVERDLOSK  
ARMY TASHKENT

CHINA (YELLOW)

FLEET SHANGHAI  
FLEET CANTON  
ARMY PEKING  
ARMY CHUNGKING

POLYNESIA (LT. BLUE)

FLEET BORNEO  
FLEET NEW GUINEA  
ARMY JAKARTA

There are 38 Supply Centers. The Victory Criterion is 20.  
OPEN SUPPLY CENTERS

AUSTRALIA	ISLAMABAD	KENYA	MONGOLIA	PYONG YANG
CAUCASUS	KABUL	KUALA LUMPUR	PALESTINE	SEOUL
CEYLON	KAMCHATKA	LHASA	PHILIPPINES	TAIWAN

OTHER PROVINCES

AFGHANISTAN	DACCA	INNER MONGOLIA	MALAY	SULAWESI (Celebes)
ARMENIA	EASTERN SIBERIA	IRKUTSK	MANCHURIA	SUMATRA
ASSAM	EGYPT	MALAY	MECCA	SZECHUAN
BALUCHISTAN	ETHIOPIA	KARSU	MADHYA PRADESH	TURKEY
BALI	HANOI	KAZAKH	NEPAL	TURKMAN
BYELORUSSIA	HIMALAYA	LARISTAN	SINKIANG-UIGUR	URAL
CENTRAL SIBERIA	HONSHU	MADRAS	SOMALIA	YUNAN

THE SEAS

ADAMAN SEA	CORAL SEA	KARMATA STRAIGHT	SEA OF JAPAN
ARAFURA SEA	EAST CHINA SEA	KOREAN STRAIGHT	SEA OF OKHOTSK
ARABIAN SEA	EAST INDIAN OCEAN	NORTH PACIFIC	SOUTH CHINA SEA
BAY OF BANGAL	FORMOSA STRAIGHT	PERSIAN GULF	TATAR STRAIGHT
CASPIAN SEA	GULF OF THAILAND	PHILIPPINE SEA	TERRITORY OF THE
CELEBES SEA	GULF OF TONKIN	RED SEA	PACIFIC TRUST
CENTRAL PACIFIC	JAVA SEA	RYUKYU SEA	WEST INDIAN OCEAN
			YELLOW SEA

NOTE OF UNIQUE FEATURES

THE CASPIAN SEA IS NAVIGABLE  
TUNNELS CONNECT ISLANDS OF THE SAME NATION  
KASHMIR IS IMPASSABLE

MALAY  
PYONYANG }  
MANCHURIA } HAVE TWO COASTS

The play in ASIAN DIPLOMACY is identical to "Classical" DIPLOMACY with one addition. That is the Tunnels. Originally we called them Bridges but players became confused (I don't know why) and the re-naming to tunnels seemed clearer to the people we have played with. Tunnels allow any unit, Army or Fleet, to move from one island to another in a single season.

For example: A Jakarta to Borneo is a legitimate move, it would be legitimate even for a fleet. The Tunnels also mark borders between bodies of water, but cause no obstacle to units moving "over" them.

Because the map I'm sending you is so small the tunnels are not very clear. I have outlined them in red to make it easier I hope. There are no tunnels connecting Islands to the Mainland. Tunnels only connect islands of the same country.

Having the Caspian Sea be navigable had two major reasons: Why not? and It might be fun.

We welcome your questions and comments.

