

Asian Diplomacy II

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(This is a modification of Asian Diplomacy © 1986 by Steve Latourette and Kate Robison.)

The Seven Great Powers, Their Colors, Their Home Centers, and The Initial Set-Up

China	Yellow	A Chungking, A Peking, F Canton, F Shanghai
India	Green	A Calcutta, A Delhi, F Bombay
Indochina	Red	A Bangkok, F Rangoon, F Saigon
Indonesia	Light Blue	A Jakarta, F Borneo, F New Guinea
Japan	Dark Blue	A Tokyo, F Osaka, F Sapporo
Persia	Black	A Bagdad, A Tehran, F Arabia
Russia	White	A Astrakhan, A Novosibirsk, A Tashkent, F Vladivostok

Neutral Supply Centers

Australia	Kamchatka	Palestine
Ceylon	Kenya	Philippines
Georgia	Kuala Lumpur	Pyongyang
Islamabad	Lhasa	Seoul
Kabul	Mongolia	Taiwan

- 1) Unless stated otherwise, the 1976 Rules for Diplomacy are in effect.
- 2) The game begins in Spring 2001.
- 3) "Bridges" connect several islands in Japan and Indonesia. Armies and fleets can move directly from one island to another via a bridge. Fleets can move from one sea space to another by passing "under" a bridge, which demarcates the two spaces.
- 4) The Caspian Sea is navigable by Persia and Russia. Persia can build fleets in Tehran, and Russia can build fleets in Astrakhan.
- 5) The following spaces each have east and west coasts: Malay, Manchuria, Pyongyang, and Tokyo. If Japan builds a fleet in Tokyo, the player must specify on which coast the fleet is being built.
- 6) Victory Condition: To control 20 of the 38 total supply centers.

Designer's Notes

I discovered Asian Diplomacy first in the catalog of the NAVB (North American Variant Bank). After getting a copy of the rules and map, and after a little playtesting, I thought that some changes were needed to improve the variant—in some cases simplifying matters, in other cases opening new avenues for competition among powers. Asian Diplomacy II differs from Asian Diplomacy only in the map. Several Russian provinces were redrawn to allow for better defense in the northwest (as well as making it easier for Persia to attack Russia from the northwest). Mainland China saw some changes too, improving defense and travel across the country. Japan and its nearby waterways were altered to better compete with China.

Some of the border and name changes hopefully reflect some kind of geographical reality. What really counts, however, is the play of the game—has it been improved? I think so. I am not a historian or a political scientist, although I would claim to be a decent game designer. A bit of playtesting makes me conclude that, in general, all powers are on more equal footing in Asian Diplomacy II than in the original version. Only time and continued playtesting will reveal if this is, in fact, true.

Some of these countries are not major powers today. I don't expect Asia and the Pacific Rim will have a continental war in a decade, but the year "2001" is easy to remember, so it has been chosen somewhat arbitrarily. A lot can happen in a decade, though. . . .

