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1. The 1976 Diplomacy rules are used except as follows.
 2. The game begins in Spring 1895. Player countries and initial units are as follows:
 - AUSTRIA: F Zara, A Vienna, A Budapest, A Pana
 - FRANCE: F Brest, A Paris, A Lyon, A Marseilles
 - ENGLAND: F London, F Edinburgh, F Plymouth, A Liverpool
 - GERMANY: F Kiel, A Berlin, A Munich, A Posen
 - ITALY: F Naples, F Sicily, A Rome, A Venice
 - RUSSIA: F St. Petersburg, F Sevastopol, A Moscow, A Warsaw, A Archangel, A Urals
 - TURKEY: F Ankara, A Constantinople, A Symrna, A Baghdad
 - SPAIN: F Cadiz, A Madrid, A Leon, A Spanish Morocco
 3. Kiel, Denmark, and Constantinople act as Kiel, Denmark, and Constantinople, respectively, in standard Diplomacy for movement purposes.
 4. Cadiz and Spanish Morocco, Sicily and Naples, and Alexandria and Sinai, These six spaces act as Land bridges for movement of armies and fleets.
 5. Bulgaria is the only country with two coasts.
 6. Western Med borders on Mid Alantic and South Alantic, and Visa Versa.
 7. English Channel does border Beligum.
 8. Fleets may move into the Red Sea, which borders directly on the Eastern Med. They do not have to stop in Alexandria or Sinai.
 9. Russia may build a fleet in the Caspian Sea. Turkey may build a fleet for the Persian Gulf.
 10. The total amount of supply centers are 52. The victory criterion for 1895 is 27 supply centers.
 11. Red Sea borders on Persian Gulf.
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 = crossing arrows

 = supply centers

 = impassable

