

1901-Shareholders

Rules of Play

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Introduction. 1901 is a Diplomacy variant in which each country is owned by a collection of players rather than by only one. Players may purchase shares in one country or in all seven. The largest shareholder(s) directs the country, following, for the most part, the standard rules for Diplomacy. A player may win either an Economic or a Military victory.

Prepare for play. Set out the map with no units on it. Divide \$12,600 evenly among 3-10 players. You do not need exactly 7 players for a good game.

Sequence of play. The game begins in 1901. Each year contains a January turn, a February turn, a Spring turn, and a Fall turn.

January turn. Players sell and buy shares.

February turn.

A. Countries collect \$80 for each Supply Center owned.

B. The income from A. may be paid to shareholders.

C. Maintain units, dissolving if desired.

D. Build new units if desired.

Spring turn. Conducted as usual, paying costs for orders.

Fall turn. Just like Spring turn. Determine ownership of Supply Centers at the close of the Fall

turn.

Shares. Country ownership is determined by the purchase and sale of shares, with the largest shareholder(s) directing the country. At the start of the January turn, each player secretly writes down a number of shares (up to 5) in any one country to sell, and a number of shares in each of any number of countries to buy. The number of shares available in a country is unlimited, and purchases are limited only by cash available.

The price of a single share in a country varies with the country's fortunes. Count the number of Supply Centers owned by the country and add to that the number of units. Multiply the sum by \$100. In 1901, or if revenue was earned but no dividend was paid in the preceding year, add a further \$100. (This \$100 is not cumulative—in a given year you either get \$100 or nothing, depending on whether the above condition holds.) Thus in 1901 shares cost \$400, except for Russian shares, which cost \$500. Shares in countries with no units and no Supply Centers are worthless.

A player may sell up to 5 shares owned in any one country, and adds the corresponding amount to his or her cash. Next any selection of shares may be bought, subtracting the price for cash. Proceeds from the preceding sale may be used to buy new

shares. If the cost of shares ordered exceeds cash on hand, no purchase is made for the year.

Purchase and sale orders are written together, secretly, and revealed simultaneously. Following share dealing, a player's share holding and cash are public knowledge.

Determining Directors. After share dealing, the largest shareholder in a country becomes Director, and makes all decisions for the country for the year. In case of a tie, the tied player who was Director last year retains office. If there is still a tie (in 1901 or because either none or more than one of the tied players were Directors the last year), all the remaining candidates serve as Codirectors. Each makes all decisions independently, and unanimity is required for action.

Ownership of Supply Centers. Ownership is determined as usual, changing when a Center is occupied after the Fall turn. (At the beginning of the game, though there are no units on the board, each country owns the usual 3 Centers—4 for Russia.) At the start of the February turn, a country earns an income of \$80 for each Center owned. A country may keep the money to build, maintain, and use units, or may pay a dividend to shareholders, as decided by the Director(s). If the money is kept, add the total to the country's cash.

If a dividend is declared, divide the total income for the turn by the total number of shares held, and pay each shareholder that amount per share, rounding down to the nearest dollar. Any amount not distributed is added to the country's cash. (Example: In 1901, three shares are sold in Russia. An income of \$320 is earned, and the Director declares a dividend. Dividing \$320 by 3, we see that \$106 per share is paid to shareholders, and \$2 is retained by Russia as cash.)

Maintaining and building units. Each existing unit costs \$40 each February to maintain. A Director may decline to maintain a unit, thus dissolving it. New units may be built on home Supply Centers at a cost of \$200, following the usual rules. Note

that armies or fleets may be built without regard to the initial forces in the usual game.

The February turn is conducted in one step. Each Director secretly writes down three things—whether to pay a dividend, whether to dissolve any units for lack of maintenance, and what new units to build where. These decisions are revealed at once, and all are carried out in order.

Disagreeing Codirectors. Codirectors must agree unanimously on any decision. In case of disagreement, no dividend is paid, no units are dissolved, no unit is built, and each unit receives a hold order. This is also the result if a Codirector fails to submit orders. In case of partial agreement, only those steps agreed upon are taken. If a lack of cash requires more dissolutions than are agreed upon, units will be selected for removal in the usual way.

Orders. Orders are written by the Director(s) in the usual way. A fee must be paid for non-hold orders: \$20 for a move order and \$10 for a support or convoy. The costs are deducted from cash. If cash is insufficient to pay for the orders made, eliminate in turn all move orders, then all convoy orders, and then all support orders, converting eliminated orders to hold orders, until no deficit remains.

Retreats. Retreats are made simultaneously, as usual. If a unit does not receive a unanimous retreat order, it is dissolved instead.

How to win. A player may win in one of two ways.

1. After the Fall turn, if any player is sole Director of countries controlling among them at least 18 Supply Centers (not 18 units!) that player wins a Military victory.

2. After this, and before the start of the next year, if any player's net worth (total share value plus cash on hand) exceeds \$20,000, the game is over and the player with the greatest net worth wins an Economic victory. Note that if a Military victory has already been won, no Economic victory is then possible.