

cause I had to play out the first few moves a number of times. This is one occasion when it helps immensely if the designer is also a good player.

I decided also to set up a five player situation using the parameters of the YOUNGSTOWN VARIANT. While the YV is overrated, there are elements which contribute to its success which can be transferred to other variants. Two of these are the increased number of home centers and the larger number of neutral centers, per player. The larger number of units/centers results in greater flexibility for the player and, more importantly, greater resilience under the stab or simple attack, especially the former.

The "average" player has 4.9 units early in a Diplomacy game; he has 7.2 in a YV game. A player who loses two units in an initial stab/attack is left with 3 in standard Diplomacy, on the average, and 5.2 in YV. Generally this means that a player has more time to respond diplomatically to an attack before he is reduced to impotence. It also means that in the later stages of the game a player will have more time to form a coalition against a leader, both because the "lead" will become more obvious earlier because the numbers are higher, and because it takes the leader longer to reach the victory criterion (though this is more important in a ten player game than in a five player game).

Finally, I've provided a neutral array for use with various forms of ANARCHY. This can result in some very interesting games quite unlike the normal front vs. front warfare of the typical variant, and it also provides a situation for numbers of players other than five through seven.

#### BETWEEN GALAXIES II by Lewis Pulsipher

1. The 1971 rules of Diplomacy are used with the following changes.

2. The board represents a cluster of galaxies of various types--irregular, elliptical, and regular or barred spiral. The hexagonal grid is included to regularize movement. The only type of unit in the game, the space fleet,

| Homes   | 7 Players  | 6 Players   | 5 Players   | 5 Players   |
|---------|--|---|---|---|
| A       | 59, 69, 85   | 55, 68, 85  | 42, 56, 59  | 67, 77, 80, 82  |
| B       | 62, 63, 71   | 62, 63, 87  | 63, 73, 87  | 31, 40, 42, 53  |
| C       | 66, 76, 77   | 65, 76, 77  | 16, 18, 33  | 11, 17, 18, 33  |
| D       | 31, 40, 84   | 17, 32, 33  | 05, 19, 25  | 04, 23, 24, 26  |
| E       | 09, 12, 14   | 19, 23, 28  | 41, 67, 81  | 60, 62, 63, 71  |
| F       | 04, 18, 35   | 09, 30, 31  |   |   |
| G       | 23, 26, 36   |   |   |   |
| Neutral | 05, 21, 30,<br>15, 32, 43,<br>34, 48, 53,<br>60, 73, 81,<br>37, 52 | 52, 14, 57,<br>60, 81, 45,<br>48, 03, 05,<br>36, 39 | 76, 31, 01,<br>32, 24, 85,<br>60, 03, 46,<br>48, 65 | 59, 43, 46, 48,<br>84, 38, 27, 05,<br>09, 85, 70, 02,<br>12, 65, 74 |

Array for use with ANARCHY set-ups: 03, 06, 09, 10, 14, 17, 20, 21, 25, 29, 30, 34, 35, 38, 41, 43, 47, 49, 53, 57, 58, 62, 63, 65, 67, 70, 71, 73, 75, 78, 79, 82, 84

may only occupy numbered galactic hexes (spaces) and no others. In one case--35--the number is adjacent to the galactic hex. The hex containing the galaxy is the playable space. Each playable space is numbered. The hubs of the three giant regular spirals, where there was no room for a number, are numbered nevertheless. You can easily see from numbers of adjacent spaces that these spaces are numbered 56, 48 and 22.

3. A fleet may move up to three hexes in a straight line. It must stop at the first intervening playable space in its path. If its move fails, it returns to its space of origin--it does not remain in a clear hex next to the space it was ordered to. For example, a fleet in 43 may move to 32, 44 or 61. If it is ordered to one of these spaces and its move fails, it returns to 43. Combat rules operate just as in standard Diplomacy. If one unit is ordered F 43-61, and another is ordered F 61-43, they bounce each other--they do not pass by each other. Another example of movement: F 57 may move to 54, 56, 59, 60 or 69. It may not move to 42, which is three hexes away, because the path is not straight. It may not move to 55 because 56 intervenes--it must first move to 56, and then the next turn to 55. Similarly, in order to get to 70 it must first move to 69. Retreats are taken in the same manner--a fleet may not retreat to an unnumbered space (hex)!

4. The board is toroidal. If the map comes out right, you will be able to see (with a little effort) the following connections, which go both ways of course: 1-69, 1-85, 2-72, 2-87, 3-71, 5-78, 6-77, 6-83, 7-30, 15-70, 31-40, 53-68, 55-84.

5. Number identification is used for convenience. Players may wish to name galaxies and parts of galaxies as they "explore" them.

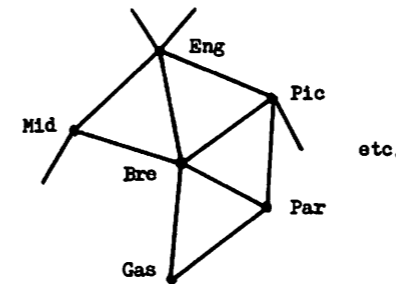
The table below lists supply centers (including home centers) for various numbers of players. Victory criterion is a number of units equal to a majority, plus two, of the total number of centers in the game. I suggest that you mark centers with upside down wargame counters.

## VARIANT DESIGN

by LEW PULSIPHER

Although the following game doesn't look much like Diplomacy, you'll find that it is really the old game on a new and somewhat unusual board. A much more radical version with a different board was designed earlier, and will be included in the SF & F Variant Package I am working on.

In BG II the supply center economic structure, single unit per space, and movement-combat rules have been retained. The difference comes in the board. The standard Diplomacy board could be presented as a series of dots connected by lines, each dot representing a space and the lines indicating connections between spaces, thus:



The BG board could also be presented in that manner (and it would make movement easier if you drew in the lines, though it would ruin my "beautiful artworks"!). You'll find that the BG configuration cannot be represented in a two-dimensional contiguous-space array like that of the usual Diplomacy-type board. Lines of connection often cross, and spaces which look farther away may connect to a space while closer spaces do not.

The BG board is also toroidal, that is, the top connects with the bottom and the left side connects with the right side. This eliminates the center positions which are usually a disadvantage in Diplomacy (Austria, Italy, Germany). Every player must worry about enemies on all 4 sides, not just one or two. The number of connections per space is somewhat lower than for the standard board, also. This is a result of the straight line movement rule, which was deliberately added in order to avoid a very large number of connections per space which would make the game almost unplayable. If there are too many connections, forming and holding a line becomes very difficult, and lines are an essential part of conservative Diplomacy.

While the board is an interesting (to me,

at least) departure from standard Diplomacy, I did not design the game solely, or even primarily, to use this type of board. As many of you know, I am as interested in science fiction and fantasy wargames as I am in Diplomacy variants. I considered designing a wargame using a board depicting galaxies, and it struck me that such a board might look attractive in DIPLOMACY WORLD. From there I moved to the following objectives:

1. Design a game that would be a visual experience (of sorts) in itself, through use of a galactic array. It would be ideal if the board could be printed negatively so that the galaxies are white and the background is black, but I doubt that Walt can swing that.

2. Remain conservative (which means "unrealistic" in a space warfare context--after all, only one fleet per thousands of cubic light years?).

3. Don't restrict the game to any particular number of players. This is always desirable in a variant if you can do it without reducing the overall quality.

4. Make the map large enough for face-to-face play as printed. If you use Risk pieces (see DIPLOMACY WORLD I, 5) or wargame counters (see "Variant Info" this), then this board ought to be large enough.

I want to say a few things about selection of center positions. This was the most difficult part of the design, really, because I'm a stickler for balance. That doesn't necessarily mean that I was able to balance the various "scenarios," but I think I did reasonably well. The first question I encountered was, how many centers shall I give to each player? In general I stick with three, not only because this is the "traditional" number which works well in standard Diplomacy, but because three initial units gives a player flexibility and a reserve of sorts without putting more units on the board (and therefore increasing complexity) than is absolutely necessary.

I first tried to fit nine players into the board, but this did not work satisfactorily. I have found that I like to avoid having home centers within one space of each other in order to give players some diplomatic flexibility. I also try to give each player approximately equal chances for expansion early in the game. This means an approximately equal number of neutral centers within one move, and an approximately equal number of neutrals and enemy homes within two moves. There is just not enough room for nine players. I then worked out boards for seven, six and five players with three centers each. This took a long time in each case be-

