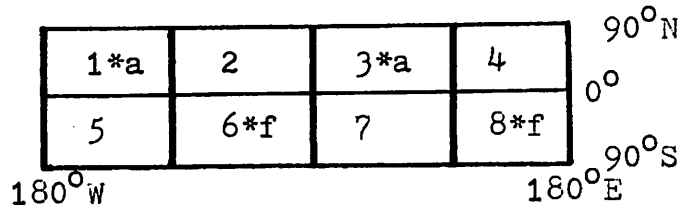


# QUANTUM SPACE

DIPLOMACY

© 1975 by T. A. McCloud

1. The 1971 rules of DIPLOMACY are used with the following changes.
2. The board represents any number of planets, associated orbital space, and an infinite number of quantum spaces. (May be limited to those designated by fewer than 20 digits by the gamesmaster.) Players name their own planets, and there are no neutrals. Each planet is a great power.
3. Each planet is a sphere divided into 8 spaces according to the following map.



Note that 1 borders on 4 etc. Spaces meeting at a point (1 and 6, 2 and 4, 1 and 8,...) do not border one another. "\*a" designates a homeland supply center that contains an army in the opening position; "\*f" one which contains a fleet.

4. Associated with each planet is a single space called planetary orbit (abbreviated "O"). Each planetary orbit borders every surface space of its own planet, and every quantum space, but no others.

5. There are an infinite number of quantum spaces each of which is adjacent to every other quantum space and to every planetary orbit but to no others. These spaces are designated Q1, Q2, Q3, . . . No planet may be given a name which begins with Q.

6. Every reference in the rules to a land space or a coastal space shall be interpreted as a reference to a planetary surface space. All references to inland spaces shall be deleted. Every reference to a sea space shall be interpreted as a reference to a non-surface space: orbit or quantum space.

7. Fleets may not move directly from one planetary surface space to another. (E.g. at a planet named "Auerbach", to move from Auerbach 1 to auerbach 2 a fleet would have to move Auerbach 1 to Auerbach Orbit (A1-AO), then on the next move, Auerbach Orbit to Auerbach 2 (AO-A2))

8. Game begins winter 2500 AD.

9. Victory criterion is a majority of units and a majority of centers.

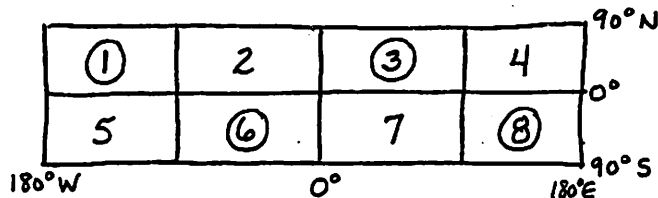
Editor's notes: The original name for this game was Hyperspace Diplomacy, but the designer changed it to avoid confusion with two standard-board variants of that name. Players may find it easier to give names to quantum spaces in order to avoid inadvertent errors which often strike when a series of numbers is typed or written. Finally, the designer notes that the universally necessary opening move is of a fleet to orbit, since this is the only space that gives access to quantum space, and consequently to other planets through their orbits. The opening move gives players extra negotiating time which they will probably need in this game.

# QUANTUM SPACE: 3001

by Glenn Overby, May 1989

based on T.A. McCloud's 1975 variant, Quantum Space Diplomacy

- 1. General.** Quantum Space: 3001 is an abstract, science-fiction variant of Diplomacy for any number of players. The 1976 edition of the Rules of Diplomacy are used, with the following changes.
- 2. The "Board".** The board represents any number of planets (one per player), associated orbital spaces, and an infinite number of quantum spaces. (The gamesmaster may limit this to spaces designated by 10 digits or less!!) Players name their own planets. There are no neutrals; each planet is a Great Power.
- 3. Set-Up.** Each player starts with armies in home centers 1 and 3, a fleet in home center 6, and a fleet in the planet's Orbit space.
- 4. Planetary Surface Spaces.** Each planet is a sphere divided into eight spaces, according to the following map:



Note that 1 borders on 4, and 5 on 8. Spaces meeting only at a point (1 and 6, 2 and 4, 1 and 8, etc.) do not border one another. Circled space numbers designate supply centers.

- 5. Orbit Spaces.** Associated with each planet is a single space called Orbit (abbreviated O). Each orbit space borders every surface space of its own planet, and all quantum spaces, but no others.
- 6. Quantum Spaces.** There are an infinite number of quantum spaces, each of which is adjacent to every other quantum space and every planetary Orbit, but no others. These spaces are designated Q1, Q2, Q3, ... Planets should not be given names starting with Q.
- 7. Equivalencies.** Every reference in ordinary rules to a land space or a coastal space shall be interpreted as a reference to a planetary surface space. All references to inland spaces shall be ignored. Every reference to a sea space shall be interpreted as a reference to a non-surface space: an Orbit or quantum space.
- 8. Restriction on Fleets.** Fleets may not move directly from one planetary surface space to another. E.g. to move from Octagon 1 to Octagon 2 takes two moves for a fleet: O1-OOrbit, then OOrbit-O2 next season.
- 9. Army/Fleet Operations.** Armies may board fleets, forming army/fleets. These A/Fs operate according to the Overby Standard Army/Fleet Module, considered a part of these rules.
- 10. New Players.** New players may join any time, even after the start of play, with a standard planet set-up. They move normally in the turn after the game report announcing their entry into play.
- 11. Game Time.** The first turn is Spring 3001.
- 12. Victory.** A player wins by owning a majority of all supply centers, or 17 or more centers if the game has more than eight players.