
((This variant, Purest Diplomacy, was designed by Roland Prevot in 1975 and published first in the Belgian zine Logenbeek #14. The name's a good selection, as diplomacy is all there is in this game. Certainly the "tactics" won't be too difficult, as you shall see...))

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1. All regular rules of Diplomacy are used, except as noted below.
2. There are seven spaces: Churchill Land (Chu), Tulipe (Tul), Eccles (Ecc), Maseru (Mas), Eden (Ede), Imryrr (Imr), Calhameria (Cal).
3. Each space is the home center of one of the seven players.
4. Each space is adjacent to every other space.
5. Each player begins with one army on his own home province. There are no fleets.
6. Retreats are not allowed. A dislodged unit is annihilated.
7. Victory criterion is ownership of 4 supply centers.
8. First game year is 01.

((That's it. Raw negotiations, and somewhat brutal penalties for failure. How can you resist?

I'm opening up one section of this game in JIHAD. It won't take up much time to GM, and I think that the game has some nasty potential not readily apparent. No fee; just write if you feel like experimenting.))

This has been a long, hard issue to type for this poor two-finger typist. If my befuddled brain simply won't come up with good filler for these darn little spaces this time, please forgive me...

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