

# Capitalist-Dippy II *US08/10n*

This is a revised version of Lukas Kautzsch's *Capitalist-Dippy* influenced by other similar variants like for example Douglas Huskins' *Speculation*.

*Per Westling – constructor (Dec 91)*

1. Any number of players may participate in this game, but 10–15 is recommended. It's up to the GM if the players should be anonymous or not.

2. Capitalist-Dippy (CD) contains two games, the Stock Exchange (SE) and the normal Diplomacy orders. The owner of the most shares (of the power's currency) leads units of this power in the next season. At the beginning each player owns of each of the 7 currencies (Kronen, Pound, Francs, Mark, Lira, Rubel, Piaster) 1000 shares and no ECUs (European Currency Units, this is the base currency). The price of all currencies is 1.00 ECU. ECU is used as this is just an abstract measure of worth.

3. As usual in Diplomacy, a year is divided in 3 seasons (Spring, Fall and Winter), which are played in 3 or 2 rounds (Autumn and Winter together).

In the first round of the game (Winter 1900) there is only action at the SE, in each further round there are military movements and the following orders at the SE.

4. A round consist of the following actions:

i Orders in the Diplomacy game

ii Financial Orders are executed at the SE

iii Resignations and adding of new players

iv Determination of new prices for the currencies

v Determination of Leaders of each Power

During Winter 1900 step *i* is skipped, and during the last round (Winter 1910 or when a power exceeds 17 centers) only step *i* and *ii* take place.

5. At the SE the players can buy and sell currencies based of the prices of the last round. Selling shares is limited up to 500 shares of each currency. You can buy up to your cash. The cash you got by selling shares is converted to ECUs and added to your cash, but you can use it the same round if you like. I.e.: You own 1000 Shares of French Francs at 2.50 ECUs, of which you sell 500 shares. You get 1250 ECUs. If you buy 735 Lira at 1.70 ECUs, you have to pay 1249.50 ECUs. The 0.50 ECUs extra you won by this transaction is lost as the fractions are dropped after transactions are finished.

6. The Financial Orders (FO) are transactions for the SE, and they should be given in a format similar to this:

Crowns	+500
Pounds	+200
Francs	-1000
Marks	N/T
Lira	+100
Rubles	+750
Piastres	-500

Pluses (+) mean buy, and minuses (–) sell. "N/T" mean No Transaction.

As usual a player can't sell more than 500 shares, or more than (s)he's got. If a player tries to buy more than (s)he can afford the biggest buy order in the number of shares (randomly determined if several) will be lowered until the FO is legal.

7. If a player resign all his shares and ECUs will be returned to the bank without affecting the prices.

8. The GM may allow new players to enter the game, for example to always have the prearranged number of players in the game. They will be given shares of each *remaining* currency to the value of 1000 ECUs. Fractions will be dropped and if possible ECUs will be given instead. E.g.: A new player enters the game when the prices are 0.95 ECUs for 1 Pound, 1.10 ECUs for 1

Francs and 1.00 for the rest. This players will get 1052 Pounds (cost 999 ECUs), 909 Francs (cost 999 ECUs), 1000 of each of the remaining currencies and 2 ECUs in "cash".

9. After the Winter adjudications (either separate or together with the Fall orders depending on the House Rules) the GM will determine which power that have changed their numbers of supply centers since the previous adjudication. If a power has lost center(s) the GM will place a sell order under the title "World Events" for 1,000 shares (in that powers currency) for each center lost, and vice verse for gains and buy orders.

10. All the amounts sold in each currency are added, giving the (total) demand. All the amounts bought in each currency are added, giving the (total) supply. If the demand or supply is less than 100, it is raised to 100.

The new price (used for sales and buys in the next SE) is computed by the following formula:

$$newprice = oldprice * \sqrt[3]{\frac{demand}{supply}}$$

The price are rounded to two decimals, towards 1.00, i.e.: 1.323 is rounded down to 1.32 and 0.973 is rounded up to 0.98.

A price may not fall below 0.01 as long as the power remains in the game.

When a power runs out of supply-center, the currency of that power is worthless and may not be traded with for the rest of the game, starting the round the Fall/Winter season the elimination takes place.

11. If there are two or more players with the most amount of shares in one currency, the one of them who had the most amount in the previous round will be the Leader of that power. If this is still undecidable, the round before that will be determine among them, and so on. If still undecidable, the

most recent Leader will remain Leader, or if the first round, random choice will be used.

12. The first time a player fails to send in any transactions for the SE (N/T suffices to avoid this) the GM will sell 500 (or all if less reamins) shares of each currecny the player posses. The player will keep the ECUs from this sale. The player failing to enter any FO wont be chosen as the leader of any power, regardless of the amounts of shares held.

If a players fails to make any transactions for the SE a two seasons in a row, the player will be regarded as resigning, so the GM wont sell any of the players shares, but instead treat him as a resigner.

If a Leader of a power NMRs during the Diplomacy part, all the units will hold (unless the House Rules dictates any other NMR arrangement) and (s)he wont be chosen as the Leader for that power during the next round. The player may be chosen as Leader for another power though, if (s)he makes FOs during the same round as the NMR.

13. The game ends after Fall/Winter 1910 (or the year some power reach 18+ centers). Draws are not allowed.

Victory is decided by the number of Victory Points (VP) each player have. VPs are computed by the multiplying the number of supply centers held by a power by the number of shares held in that currency and divide this by 100. ECUs give no VPs.

E.g.: England finishes a game with 11 centers, Russia with 18 centers and Italy with 7 centers. A player has 2523 Pounds, 1002 Rubles, 302 Francs and 3201 Liras. The Francs are worthless (France has been eliminated) but the other currencies are computed into VPs in the following way:

$$\frac{2523 * 11 + 1002 * 18 + 3201 * 7}{100} = 681.96$$