

DIPLOMACY WORLD #3 (1974)

by LEW PULSIPHER

the other (if he wants it). Naturally if there is a three-way draw, the game is very short. One way of avoiding, or seeming to avoid, the draw is to simply outlaw it, but in a game using regular rules there are times when there is no alternative to a draw. Also, this type of ruling seems artificial and unrealistic.

The following variant is the only new-board game I know of designed specifically for three players. The rotation of doubling is an excellent way to shake up a basically pat situation. Ernie chose a particularly difficult set of objectives and has accomplished them very well.

CAT DIPLOMACY by Ernie Melchoir

Purposes of designing Cat Diplomacy:

(1) I wanted a playable three-man Diplomacy game for those times when only three players are available.

(2) Since these times are usually short, I wanted a quickly-playable game.

(3) I wanted a game that required no tedious memorization of rules. I was willing, as will be seen, to play havoc with the current Calhamer rules, but I wanted the changes to be easily understood and memorized.

(4) I wanted to make the usual three-man bugbear--the game-long two-man alliance--unworkable. Thus each player would have to interact with both other players.

Rules to Cat Diplomacy

(1). All rules of 1971 Calhamer Diplomacy apply, except as modified below.

(2). The three players are Cassiusica, Tel-lahoma, and Andromeda.

(3). The game begins in Cassiusica I, the second year is Andromeda I, and the third Tel-lahoma I. The fourth is Cassiusica II, etc. Players will observe a cycle--Cat I, Cat II, Cat III, etc.

(4). In the years named after a player's country, his units are doubled in strength. These doubled armies and fleets may be divided into two single armies or fleets (the original type must be preserved by both units) by simply giving two different orders to the same province. If, as a result of this splitting, the two units find themselves in different provinces at the end of a turn, they stay single armies/fleets, and may not recombine.

(5). No combining units into a doubled unit is permitted.

(6). At the end of every year, all units are considered single units. Thus a player during "his year" who splits up units but gained no centers will have to remove something. This re-

moveal need not involve one of the units he split up.

(7). Victory is achieved by any player who, after any year, controls all five neutral centers, and his entire home country (centers and neutral province(s)).

(8). Two-way draws are expressly forbidden. If a two-way stalemate results, it is assumed that the partisans of the eliminated country would be able to play a decisive role in the outcome. Thus, such a game is considered a three-way draw.

(9). Builds only are derived from home centers and neutral centers. Ownership of one or more enemy centers does not entitle a power to additional units, though it will obviously cost the involved enemy power his unit.

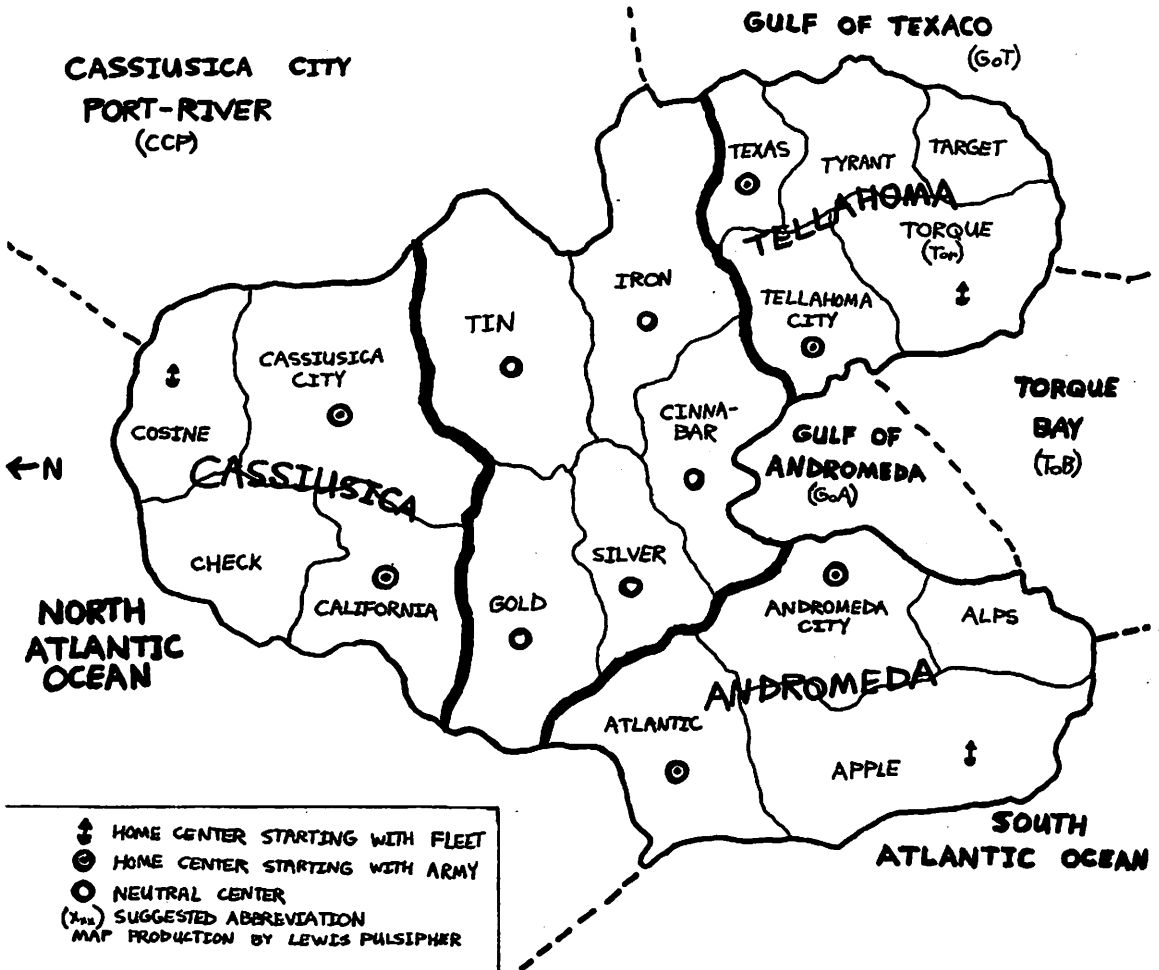
(10). Players may build Coast Guards (CG). Such units can only move to or support along the coast, but when divided as in Rule 4, become one fleet and one army.

I am not worried about depicting a real situation with this variant, but the victory condition can be justified in terms of history.

(more)

CAT DIPLOMACY

by ERNIE MELCHOIR



Generally major powers accept a fait accompli-- which the taking of the five neutral centers would certainly be. The rules make clear that the goals of these fantasy-rules do not include conquering each other.

EXAMPLES. (A) In Tellahoma I, Tellahoma orders DCG (double Coast Guard) Iro S Cin, DCG Iro Stand. Thus the army half of DCG Iro supports Cinnabar, while the fleet half stands.

(B) Above example is the same, except Casiusica fleet CCP is ordered to Iron. This move cuts any support coming out of Iron, so the DCG S Cin fails.

(C) Tellahoma (in Tellahoma I) writes "DCG Iro S Cin." Unless there is another order to the unit, this order fails as a CG cannot move inland.

(D) Andromeda's Coast Guard (if it has one) cannot split up at all in non-Andromeda years. It may receive only one order.

(E) Tellahoma writes "DCG Iron-Silver, DCG Iron Stand." Tellahoma, if this succeeds, has Army Silver and Fleet Iron. They may not combine, and are no longer doubled.

(F) Tellahoma writes "DCG Iron-Tin, DCG Iron Stand." This fails, as it isn't clear which unit is the fleet, and which is the army. Properly written: "DCG Iron (army)-Tin, DCG Iron (fleet) Stand."

(G) A double army example: "DA Cinnabar to Silver, DA Cinnabar S Cinnabar-Silver" is a legal order, resulting in a single army moving from Cinnabar to Silver with one support. This support may be cut without affecting the move order.

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Regular Board Variants

Some people apparently think that the only "legitimate" variants are ones using a new board. Perhaps this is a result of a superficial difference between having a new board and having new rules. New rules must be memorized, something many people just won't do, and they usually have an obvious impact on the game. A new board does not have this obvious impact, an attraction to the cautious player. Perhaps also people feel that a variant isn't "legit" without a new board because there's not much visible. There is a tendency to look at a regular-board variant, all of half a page of rules, and say, "there's nothing to it," even though a single rule can substantially change the game.

Despite all this, there are many regular-board variants (see my "Simple Diplomacy Variants" in Hoosier Archives #105 or the MGA Variant Package #1.) These variants are particularly good for face-to-face play, since there are no problems with hard-to-see and unfamiliar province names and boundaries. The following variant was first drafted over a year ago; since then, I've been obtaining suggestions and play-test results. One group said that it was the best Dippy game they'd ever played, so I suppose it's not an unworthy representative of the regular-board type. If I had any particular objective which I can state, it was to design a regular-board variant which would be more realistic than regular Diplomacy, and which used the Leader unit.

MILITARISM III

by Lewis Pulsipher

1. The 1971 Rules of Diplomacy are used except as follows.
2. Before Spring 1901, a Winter 1900 turn occurs. If a player gives no build orders, the customary units are built.
3. Each country also receives one Leader unit (L) which is built in Winter 1900 in a home center. L may not otherwise be built. L are ordered as A and F. An A or F which is accompanied by an L (LA or LF) operates with the strength of two units. A single attack on such a unit cuts one unit of its two units of support. An L is eliminated only when its country is eliminated or when it is forced to retreat with no legal retreat route available; it does not require supplies for support.
4. An L may accompany only units of its own country. An L may move alone; it has no strength when alone. An L may retreat into a space containing one of its own units. An L may be convoyed in the same manner as an A, or as part of an LA. L's of different countries may occupy the same space so long as no A or F occupies it. An L may move on sea or land when alone. Thus, an L may move from Bel to Eng, for example, alone or to join a fleet.

