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DIPLOMAFIA

***** BY Evan Jones *****

DIPLOMAFIA has similarities to Diplomacy, but there are also many differences. Although the "army" concept has essentially remained the same, the fleet rules have been changed considerably. There are additions, such as "rackets," designed to produce monetary units which can be used for a variety of things, such as maintenance and bribes to obtain "political pressure" which is sort of an expendable army. (Armies will henceforth be referred to as "short range influence units," and fleets as "long range influence units." (SRU's and LRU's.)) Unless otherwise mentioned above, all rules to DIPLOMAFIA are identical to the rules of Diplomacy as outlined in the most recent edition of the rules. The game map is a facsimile of modern day Manhattan, slightly squashed to accomodate the size of the stencil.

1) The subject of the game is that of a hypothetical conflict of five legendary families of organized crime belonging to the mythical and non-existent organization known as the "Mafia." These five "families" control arbitrarily assigned areas of Manhattan and attempt to gain as much "ground" or "turf" as possible.

1i) Deployment is as follows:

Harlem Area

SRU East Harlem, SRU North Harlem, SRU Washington Heights

Riverside Area

SRU Central Park West, SRU Lincoln Square District, SRU Riverside Park

East Side Area

SRU Plush East Side, SRU Powerhouse, SRU Sutton Place

Wall Street Area

SRU City Hall, SRU Chelsea, SRU Wall Street District

Lower East Side Area

SRU East Village, SRU Greenwich Village, SRU Murray Hill

There are no LRU's on the board at the beginning of the game.

1ii) "Provinces" will henceforth be known as "Districts," and "countries," "areas,"

2) Movement is much the same as in Diplomacy, with the main exception that there are no fleets, and no convoy order. Instead, there are LRU's.

2i) SRU's are ordered to move as in Diplomacy and are ~~are~~ represented by "armies." However, because of the lack of fleets, as such, there is no convoying.

2ii) Political Pressure Units are a special case, and are discussed under a separated section.

2iii) LRU's do not occupy any particular district. Rather, they affect an entire area. They may never move into an individual district, but they may move freely into any area. Eg, an LRU covering Harlem can move to cover the Wall Street Area in a single move. Once covering an area, an LRU can support offensively or defensively any unit in any district in that area. Eg, an LRU covering the East Side area could support any one unit in or unit's move to East End, Plush East Side, Powerhouse, Sutton Place, Turtle Bay, or Yorkville. Note that, unless an SRU or its move is being supported, an LRU is useless: you can't support an empty district to hold. Nor may LRU's cut support of any kind.

2iv) More than one LRU can cover an area and all the LRU's covering one area need not belong to the same family. As well, at no time may any player have more LRU's on the board than SRU's. If by some circumstance, there is an imbalance, proper adjustments must be made after the present turn. SRU's are represented by fleets placed outside of the area they cover.

3) There is another aspect of the game, however. At the start of the game, 50 MU's (monetary units) with which to set up a network of rackets is given to each family. These rackets can consist of: Prostitution, Pawnshops, Loansharking, Bookies, and Narcotics, or any combination thereof. Each racket costs 5 MU's to establish, and starts earning money (or losing it) the turn after establishment. After each turn, all builds and removals are made and pecuniary adjustments are established. The referee determines how much each racket is worth by choosing a number at random between one and ten.

31)	1	2	3	4	5	6	7	8	9	0 (random #)
prostitution	/1	/1	/1	/1	/1	/1	/1	/1	/1	/1
pawnshops	/3	/2	/1	/1	/1	/1	/1	0	0	0
loansharking	/2	/2	/2	/2	/2	0	0	0	0	0
bookies	/3	/3	/2	/2	/1	/1	0	0	-1	-1
narcotics	/5	/4	/3	/2	/1	/1	0	-1	-2	-3

Assume that a player built one of each racket on the first turn. The gamesmaster randomly obtains a 3. He would gain, at the end of the turn, a total of 12 MU's. Each turn, the number would be recalculated. Note that a different number is obtained for each player each turn.

3ii) Rackets may be dismantled by the owning player. He gains 3 MU's for every racket thus dismantled. If a district is captured, at the end of the turn, the new owner may either pay 2 MU's per racket to renew any or all of the captured rackets, or they are permanently removed from play.

3iii) MU's saved from the beginning or earned in the rackets may be used in various ways. Costs are as follows:

New racket	5
Renew captured racket	2
Maintain each SRU and/or LRU (per turn)	2
Purchase Political Pressure Unit	50

If an SRU or LRU is not maintained, it may not be ordered for the turn following the build turn that it was not maintained. N.B. it is prudent to keep some sort of cash reserve. It is easy to get caught short, especially in the early part of the game.

3iv) Any new rackets that are built must be spread as thinly as possible. EG, if you own six districts and build 9 rackets, there may not be more than two nor less than one racket in each district. If any imbalance is caused by the capture of a new district or the disbanding of any existing rackets, it must be balanced again as soon as possible, as closely as possible.

3v) If by some misfortune, you are in debt and have dissolved all of your holdings, money may be borrowed from the bank. This must be paid back at the rate of 25% per turn until 150% of the debt has been repaid, ie 50% interest. MU's may also be borrowed from another player on any terms both parties deem reasonable. However, the gamesmaster must have a statement signed by all involved. No transference of ownership of any political pressure, influence or rackets may be made except under the rules regarding capture of rackets as outlined above. If a family is unable to make payments, all its units are in civil disorder. No debts are collectable.

4) Political pressure units are obtained by expending 50 MU's, and are used as a sort of "instant support" unit. They do not occupy any space on the board. They can be assigned to support any unit or unit's move as if they were an SRU or LRU. However, once they have been used once they are permanently expended. Of course, a player may build as many as he can afford. Once they are built, they may not be dissolved, for a refund, as can rackets. They may also never be captured, as may not LRU's.

5) Sequence of play. Note that Step 1 applies only on the first turn.

1) Each player is given 50 MU's. He establishes his rackets, and does not have to maintain his SRU's.

(more)

- 2) Moves are carried out in accordance with the above rules. Political Pressure may be allocated, if applicable.
- 3) Income from the rackets is ascertained. Rackets that are captured during Step 2 of the turn are ignored as far as income is concerned.
- 4) New units are built (SRU's in home supply centers, LRU's in home areas); new rackets established, captured rackets renewed or removed, and political pressure bought.
- 5) Return to Step 2 (NOT Step 1) and repeat the cycle until there is a victor, concession, draw, or stalemate.

Note: If this is played by mail, Steps 2&3 can go in one issue, and 3&4 in the next. A separate issue is required for Step 1.

[What are the conditions of victory, Evan? More than half of the supply centers?]

FIRST ILLEGAL GAME OF DIPLOMACY ANNOUNCED!

That's right, Urf Durfal has openings in the first illegal game of Diplomacy.

GAMBLING? DIPLOMACY??????

Vj02

- 1) Before the game begins, each player will pay the Croupier (Gamesmaster) two dollars for every supply center that that player begins with.
- 2) All forms of ending the game are permitted; concessions, draws, wins, and so on, with any number of players being permitted to participate in the end result.
- 3) At the end of the game, all remaining players will be paid \$1 for every supply center they own.
- 4) If a player wins, either through a concession or through a straight win, he will be paid \$1.50 for every supply center he owns, and all remaining players will be paid 50%.

A player can make a maximum gross of \$27 and a net of \$21, by winning with 18 supply centers. (18 time \$1.50 minus \$6 for home supply centers.) The house makes an automatic \$9, (\$44 gross for 22 home supply centers, 35 supply centers at the end for \$35) unless a win of some sort occurs. If the win is to someone with 18 supply centers, the house will make \$8.50 and to someone with less, it will make more than \$9.

Well, why not? Urf Durfal now has a game open in Gambling Diplomacy. I suppose it'll get a Boardman number instead of a Miller. Is it a variant or not? Ghu only knows.

Think; in effect, the gamefee is \$6 plus sub except if you're Russia, if which case it's \$8. Somewhat more than most subs, but one can remake, several times, ones gamefee.

Anyone interested? What? Oh, well-----

Piels Lager on red rum did murder no regal sleep.
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(Palindrome. They make wonderful spacefillers.)