

Auction Diplomacy

By David "Rod" Wheeler

Object: 1) These rules are designed to enable impecunious students and pensioners to play **Diplomacy** for money on equal terms with prosperous business and professional people, the impecunious risking about the amount of the usual game fee and the prosperous as much as they like. It may be good for the men of the future to play a game of potentially high intellectual quality with those of the present and those of the past.

Minor Countries: 2) Minor countries are independently playable. Albania, North Africa, and Switzerland receive supply centers. They become passable when mobilized as in The Balkan War. (1901 X Ray).

The Auction: 3) No Money but bids of 5p or more per supply center of one or more of the 22 countries on the board may now be sent to WDC ((Westminster Diplomacy Circle)), 11 Artillery Mansions, Victoria Street, London SW1 enclosing a SSAE and a further 3p stamp towards the cost of a photostat report. Several countries may be bid for, but the amount of each bid must vary but at least 1p and each bid must be on a separate sheet showing the name and address of the bidder, preferably in capitals. A player may buy only one country. If a player succeeds with more than one bid, only the highest will be effective. There is a minimum bid (5p), but no upper limit. There may be a second round of bidding. A lucky student may pick up a country for 5p per center, but it is expected that most successful bids will be between 10p and £1 per center.

Mobilization: 4) A report of the bidding will be sent to all bidders with a deadline for mobilization (initial build) orders by successful bidders. Either armies or fleets may be built on coastal supply centers. The amount of the bid must accompany the mobilization orders. Sums under £1 should be sent in stamps. 20% will be deducted as game fees. The remainder will be attached as stake money to the supply centers. A stamped reply envelope must be enclosed.

Moves: 5) Move orders must be submitted in the prescribed form accompanied by a SSAE and a further 3p stamp. ALL COUNTRIES ARE OUT OF BOUNDS UNTIL MOBILIZED.

Stake Money: 6) Whenever a supply center changes hands the games master will transfer the stake money from the previous to the new holder. Winnings will be posted in Winter 1915. The game may then be renewed for a further 10 years. Players may sell their places to new players.

Exile armies and fleets: 7) An eliminated country may in any winter build an army or fleet in exile in a vacant non-supply center land or sea space adjacent to the capital of any major power still in the possession of that power with the written consent of the power; who may order its disbandment any subsequent winter, unless it has in the meantime captured a supply center. On capturing the capital a foreign country may order the disbandment of exile forces dependent on it. Turkey may nominate either Constantinople or Ankara as its capital.

Drop outs: 8) If no orders are submitted by the deadline for any campaign by any country that country will at once be put up for auction; but the auction will be invalid if the original player submits orders by the next deadline. A player who misses two deadlines running will be barred and blacklisted. The games master will confiscate the stake money of drop outs.

Rules: 9) These rules may be amended, rescinded or added to as, and when necessary. Except as otherwise provided, the rules in the standard **Diplomacy** rule book (1971) apply.