

~~SECRET~~
YG 03/04-10

Colour diplomacy

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1. This is a variant for (about) 4-10 players.
2. Each player select a colour and recieves a number.
3. The board consist of a number of concentric circles equalling the number of player. Furthermore, each circle is divided into as many fields as there are players. Every field in a circle borders two fields in the next circle (outer or inner). In the middle of the board there is one little field, called the center, to which all fields in the innermost circle border. All fields, except the center, gets a number. All circles also have a number. The players start at the field with the corresponding number on circle one, the outermost circle.
4. In the beginning of the game each circle gets one of the players' colours, randomly until every circle has gotten a different colour.
5. Each player can do one of three different things each move:
 - a) Move: You move either towards the center or away from the center to an adjacent field. You cannot move sideways. If the circle you are on, doesn't have the same colour as you, you have to move. If two players move to the same field, both bounce back to their starting position in the outermost circle. If you move outwards, when you are on the outermost circle (Circle no. 1) you fall off the board, and leave the game.
 - b) Hold: If you with a move reach the circle with your own colour, you have to hold the next move. Should someone try to move to your field, he instead moves to the field with the same number, but the circle outside the one from which he tried to move. If he came from circle 1, he thus falls off the board.
 - c) Support: If you are on your colour, and aren't required to hold, i e you just did hold or support, you have the possibility to support another player into an adjacent field of the same colour as you. This protects him from being forced to move to circle one, should another player also move to that field. If another player also tries to move to that field he bounces back to his starting position, circle one.

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6. Whenever anyone reaches the center, the colours of the circles are changed, so that the colour of the innermost circle become the same as the player who reached the center. The colour that were at the innermost is moved to the circle that is outside of the innermost circle and so on until the change has been made on the circle who had the (now) innermost colour earlier (you fill the hole that appeared when the colour was removed to the innermost circle). Also all players (including the one at the center) are forced to move one step away from the center, thus making those who happened to be at the outermost circle falling off the board. The moves are adjudicated with circle one first, and the center last.
7. Should two players reach the center at the same time, the outermost color moves to the innermost circle, all players moves one step away from the center, except the two at the center, who bounces to their starting position at circle one.
8. The last one on the board win.