

GENERAL RULES FOR POSTAL DIPLOMACY BOURSE

YS #03

5

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I. Object of Game -- To have in one's possession, at the completion of the individual Postal Diplomacy game around which the Bourse is being run, the largest percentage of the currency of the country which won (or the countries which drew) the game. (See also Section V: B.)

II. The Bourse Players --

A. Anyone may participate, whether playing in the Diplomacy game around which the Bourse is being run or not.

B. There should be a minimum of 10 Bourse players, with an even larger number preferable.

III. To Begin the Game --

A. Each Bourse player begins the game with 200 units of the currency of each of the seven Great Powers in the Diplomacy game.

B. The market "bid price" (see Section IV: C, below) for the currency of each country at the start of the game shall be an approximation of the expectation of a win for that country, based upon the outcomes of Postal Diplomacy games concluded up to that point.

IV. Method of Play --

A. The Gamesmaster acts as "broker" for the Bourse, receiving "buy" and "sell" orders from the Bourse players, keeping track of the changing market levels and the holdings of the players, and periodically publishing the market levels for all players to see.

B. The Bourse players buy and sell the currencies of the Great Powers in units of 100 and multiples thereof, with all prices expressed in "Diplodollars" (Dd).

C. Buying and selling prices are determined as follows:

1. The "market" is considered to be a point between two consecutive multiples of five, with the "bid" price being the lower multiple, and the "asked" price being the higher multiple. (The "bid" price is the price at which the next 100 units of a given currency will be sold; the "asked" price is the price at which the next 100 units of a given currency will be purchased.) Thus, the market for a given currency would be published as a function of both the "bid" and the "asked" prices (e.g., "105 bid, 110 asked", or simply "105/110").

2. The market of a currency rises and falls in units of five. For each 100 units of a currency which are sold, the market of that currency falls five Diplodollars. For each 100 units which are bought, the market for that currency rises by five Diplodollars.

3. To clarify: If, say, the market for German Marks were pegged at 105/110, a player could buy 100 Marks at 110, or sell at 105. If he bought at 110, the market would immediately rise to 110/115. Or, if he sold at 105, the market would drop to 100/105. If he sold at 105, and another player then sold another 100 Marks at the new level of 100, the market would drop to 95/100. And so on. (Note that if a player sold, say, 300 Marks at one time, the market would drop five Dd for each 100 Marks sold. Thus, the seller would, if the starting level were 105/110, get 105 Dd for the first 100 Marks, 100 for the next 100, and 95 for the third 100, or a total of 300 Dd for his 300 Marks.)

4. If a "bid" price falls to zero, further sell orders are ignored until the price goes up again (market would stay at 0/5 until someone bought at 5).

D. "Buy" and "sell" orders may be sent to the GM as frequently as a player wishes, subject to the condition that a player may not sell more than he has, or buy more than he has Diplodollars to cover.

E. Orders from a single player are executed in the following order:

1. All "sell" orders, in the order in which they are listed by the player.

2. All "buy" orders, in the order in which they are listed by the player (except that if a player runs out of Dd, his remaining "buy" orders are not executed),

F. Orders from different players are executed in the order in which they are received. When two or more sets of orders are received at the same time, the order of execution will be determined by chance.

G. Players may send in simple "conditional" orders, such as "Buy at 60 or below", or "Sell at 80". These orders are executed whenever the specified conditions are met, with the proviso that if the market should pass through the level specified in the conditional orders while the GM is executing the orders of another player, the conditional order is executed next at whatever level the market then happens to be.

H. The only limitation upon a person who is playing in the Diplomacy game around which the Bourse is being run is that he may not sell his own currency.

I. If a country is eliminated from the Diplomacy game while the market for his currency is above 0/5, the market in his currency is immediately closed.

V. Completion of Play --

A. At the end of the game a fund of 10,000 New Diplodollars (N.Dd) is exchanged for the currency of the winning or drawing countries on a percentage basis. Thus, e.g., if a Bourse player ended the game with 30% of the currency of the winning country, his score would be 3,000 N.Dd; or, if the Diplomacy game ended in a two-way draw, and a Bourse player had 30% of the currency of one of the survivors and 10% of the currency of the other, his score would be 2,000 N.Dd (1,500 / 500).

B. Calhamer notes that: "The Bourse does not play quite right if every body is trying to finish first at any cost. Thus in several games, the point scores should be totalled or averaged, rather than the number of first places counted." This we will do in successive Bourses.

VI. Credits -- These rules are based upon the proposals put forth by Alan B. Calhamer in John McCallum's SERENDIP #10, with modifications as proposed by John McCallum in the same issue.

SUPPLEMENTAL RULES FOR USE WITH DIPLOPHOBIA GAME QAC

1. The Bourse shall be run in DIPLOPHOBIA, with revised market quotations published in each issue of DIPLOPHOBIA and distributed to all Bourse players.
2. The Bourse shall be open to anyone who is receiving DIPLOPHOBIA -- players, traders, subscribers -- for as long as they are entitled to receive the magazine. (which means that subscriptions must be kept current, etc.).
3. There is no fee for participation in the Bourse.
4. The Bourse is also open to players in Postal Diplomacy game QAC.
5. Deadline for entry into the Bourse is 10 p.m. on Tuesday, Sept. 16, 1969. Entrants may begin sending "buy" and "sell" orders at any time thereafter, with the first set of market quotations to be published, along with QAC SPRING, 1901 moves, in the issue of DIPLOPHOBIA due out the week of Sept. 23rd.
6. Starting "markets" shall be as follows:

Austrian Crowns -- 80/85	German Marks -- 80/85	Turkish Piastres --
English Pounds -- 125/30	Italian Lira -- 50/55	125/130
French Francs -- 80/85	Russian Roubles -- 155/160	
7. All Bourse orders sent to the GM must be fully written out (no abbreviations). Orders received by telephone or telegram will not be considered by the GM.
8. The only information to be published by the GM concerning the Bourse is: (a) The number of players participating; (b) The number of transactions (bids/sales); (c) The "markets" as of date of publication of the issue containing the quotations.
9. The GM will inform each player individually of the results of his bids/sales and of his holdings with each issue of DIPLOPHOBIA.
10. As players join, please vote either: "(a)" to retain rule #9, or, "(b)" to drop rule #9 and publish the results/holdings in each issue of DPBA for all to see.
11. Comments, questions, and suggestions concerning the Bourse and the General and/or Supplemental Rules are requested.
12. If there is sufficient interest, a second Bourse will be run around DIPLOPHOBIA game QBG when that game has been formed.