

RULES

for

Diplomacy[®]

the exciting game

of international intrigue

GENERAL DESCRIPTION

"Diplomacy" is a game of skill and cunning negotiations. Chance plays no part.

In "Diplomacy", each player guides the destinies of one European power through the intricacies of international politics. By negotiating alliances with other players and careful planning, each player seeks control of Europe. "Diplomacy" tests your ability not only to plan a campaign, but also to outwit your fellow players in diplomatic negotiations.

"Diplomacy" is a realistic game of strategy without dice, and nothing left to luck alone. "Diplomacy" pits man against man in an exciting battle of wits. Up to seven can play.

Rules of the Game of Diplomacy

PLAYERS AND COUNTRIES. Diplomacy is best played by seven players, though as few as three may play. Each player represents one of the Great Powers of Europe in 1914: England, France, Germany, Italy, Austria-Hungary, Russia, and Turkey. Each is independent of the others. At the start of the game the players draw lots to determine which Great Power each will represent. This is the only element of chance in the game.

OBJECT OF THE GAME — The ultimate objective of each player is to gain control of Europe. As soon as one player gains a majority of the pieces on the board, he is the winner.

SHORT GAME — Since gaining control of Europe takes a long time, it is generally advisable to set a time limit for the game. The player with the most pieces on the board at that time is the winner.

Diplomacy

Combinations and agreements among the players may affect the course of the game a great deal. These are determined during the diplomacy period which takes place before each move. This period lasts 30 minutes before the first move, and 15 minutes before each move thereafter. These periods may end sooner if all the players agree at the time. During these periods a player may say anything he wishes. Usually the players go to another room or off to a corner in two's and three's. They try to keep the contents of their conversations secret. They may try to overhear the conversations of others. The conversations usually consist of bargaining or joint military planning, but they may include such things as exchanging information, denouncing, threatening, spreading rumors, and so forth. Public announcements may be made, and documents may be written and made public or not as the players see fit. The rules do not bind a player to anything he says; deciding whom to trust as situations arise is part of the game.

Underlying Economic Structure of the Game

SUPPLY. Certain provinces, 34 in all, on the board are designated "supply centers". Each of these produces supplies sufficient to keep an army or fleet in being. A country may have only as many armies and fleets on the board as it controls supply centers. Thus there may never be more than 34 armies and fleets (hereafter called "units") on the board at one time. The only way a country may gain a unit is to capture a supply center, while it will lose a unit if a supply center it previously controlled is captured by another country.

The Board and Set

THE BOARD. The physical features shown on the board, except for the coastlines, are purely decorative. The countries are divided by heavy solid black lines. The Great Powers are also cut into "provinces" by light solid black lines. The smaller countries are each one "province". The seas are divided into "bodies of water" by solid black lines.

MARKERS. "Armies" are square blocks, and represent control of a province by military forces. "Fleets" are long blocks, and represent control of a body of water or a coastal province by warships or by their associated land forces. The set has 112 markers or units: 8 armies and 8 fleets for each Great Power. If any Great Power grows until it runs out of markers of either kind, some other country will probably have been eliminated from the game, and its markers may be used by the growing Great Power.

STARTING POSITION. At the start of the game, each Great Power, except Russia, controls three supply centers and has as many units. Russia controls four supply centers and has as many units. These units begin play, one in each supply center, in the following positions (where A means "Army" and F means "Fleet"):

England (Dark Blue):	A Liverpool	F London	F Edinburgh
Germany (Black):	A Berlin	A Munich	F Kiel
Russia (White):	A Moscow	A Warsaw	F St. Petersburg (South Coast)
Turkey (Yellow):	A Constantinople	A Smyrna	F Ankara
Austria-Hungary (Red):	A Vienna	A Budapest	F Trieste
Italy (Green):	A Rome	A Venice	F Naples
France (Light Blue):	A Paris	A Marseilles	F Brest

The twelve remaining supply centers are not occupied at the start of the game.

The Move Order, and the Mechanics of Writing Orders

THE MOVES OF ARMIES AND FLEETS. Only one unit may be in a province or body of water at a time.

On each move each Great Power may order all its units, or some, or none of them.

A unit may be ordered to do only one thing on each move. An army may be ordered to move, stand, or support; a fleet may be ordered to move, stand, support, or convoy.

An army may move to any *adjacent* province, unless this move causes it to conflict with another unit under the rule that no two units may occupy the same space at the same time. A fleet may move to any body of water or *coastal* province which is *adjacent* to its current location, unless this move causes it to conflict with another unit.

When a fleet is in a coastal province, the warships are assumed to be at any point along the coast of that province. The fleet may move to an adjacent coastal province only if it is adjacent along the coastline, so that

the vessels could move down the coast to that province; for example, a fleet may move from Rome to Naples or Rome to Tuscany, but not from Rome to Venice, because these provinces, although coastal and adjacent, are not adjacent along a stretch of coastline.

Units may not move to islands, except to England, and may not move to Switzerland.

KIEL AND CONSTANTINOPLE. By virtue of the waterways through these two provinces, fleets may enter them along one coast, and, on another move, leave from the other coast. Armies may also pass into and out of these provinces, freely bridging these waterways. Note that this does not mean that pieces may jump over these provinces.

OTHER PROVINCES HAVING TWO COASTS (Bulgaria, Spain, and St. Petersburg). If a fleet enters one of these provinces, it enters along one coast, and may leave only from that coast. It nevertheless occupies the entire province. If a fleet is ordered to one of these provinces, and it is possible for the fleet to move to either coast, the order must specify which coast, or the fleet does not move.

A fleet which may move to one of these provinces may "support" in such province (see below), without regard for the separation of the coastline into two stretches.

SWEDEN AND DENMARK. An army or fleet may move from Sweden to Denmark or vice versa. A fleet moving from the Baltic Sea to the Skagerrak or vice versa must first move to Sweden or Denmark. Note also that Denmark does not border on Berlin.

MECHANICS OF WRITING ORDERS. Each player writes his "orders" on a slip of paper, usually keeping them secret, and these orders to the armies and fleets are all exposed at once. Each player reads his orders while the others check to be sure that he is reading what he actually wrote. An illegal order simply is not followed, and the unit so ordered simply stands in its place. A mistaken order, if legal, must be followed. An order which admits of two meanings is not followed. A badly written order, which nevertheless can have only one meaning, must be followed.

Orders for the first move are dated, "Spring, 1901"; for the second, "Fall, 1901"; for the third, "Spring, 1902", and so on. The space the unit is in should be written first, followed by its order. It is convenient to list your pieces and their places before leaving the board, so that you have it for reference during conferences, then writing your orders on this list. The first three letters are a sufficient abbreviation, except for the spaces beginning with "Nor".

CONFLICTS. If two units are ordered to the same space, neither may move. If a unit is not ordered to move, or is *prevented from moving*, and another unit is ordered to its space, that unit may not move. If two units are ordered each to the space the other occupies, neither may move.

The three situations above are called "stand-offs". Like the other rules governing conflicts, these rules apply whether the units involved are armies or fleets, which are essentially equal in power, and different only

in the places to which they may move. *These rules also apply* (with one minor exception noted later) *whether the units involved come from the same or different countries.*

The Support Order

THE SUPPORT ORDER. A unit may *give up its move* in order to support another unit trying to hold or enter a space. This space must be one to which the supporting unit *could have made a move if not opposed by other units*; that is, the space must be adjacent to that in which the supporting unit is located, and must be suitable for an army or fleet, whichever the supporting unit may be. To order a support, it is necessary to write the location of the supporting piece, the word "supports" or its equivalent, and both the location and destination of the piece receiving support. The letter "S" may be used to mean "supports".

Fleets may support armies, and vice versa, subject, of course, to the above restriction that the space in which support is given "must be one to which the supporting unit could have made a move if not opposed by other units".

A unit *moves* with the strength of itself and all its supports. Unless it is opposed by a single unit equally well or better supported, it may make its move, the rules under "Conflicts" above notwithstanding. Equally well supported units which conflict in the situations described under "Conflicts" above, follow those rules. A unit which otherwise would have remained in the province thus occupied is dislodged and must "retreat". The exception mentioned under "Conflicts" is that an order to move, with support, against a unit belonging to the same country as the moving or supporting unit is of no effect; that is, a country may not force one of its own units to retreat.

ATTACK. A move order, correctly given, will sometimes hereinafter be called an "attack" on the province or body of water to which the unit has been ordered to move.

CUTTING SUPPORTS. If a unit ordered to support in a given province is attacked from a *different* province the unit *disregards its order* to support, "turns to face its attacker", and defends its own position. The unit that was to have received support then, of course, does not receive it.

Example I. Germany: Army Prussia to Warsaw, Army Silesia supports Prussia to Warsaw. Russia: Army Warsaw stands, Army Bohemia to Silesia. No pieces move. The army in Silesia defends itself from the attack from Bohemia, leaving the Prussian army unsupported in its attack on the Warsaw army.

Example II. Germany: same as above. Russia: Army Warsaw to Silesia. The Prussian army moves to Warsaw, and the Russian army must retreat. The unit ordered to support (the Silesian army) in a given province (Warsaw) was not attacked from a *different* province (from Warsaw). There is no way the single Russian army can hold Warsaw against this supported attack.

Note that it is only a *support* order which is nullified by attack from the side. A unit ordered to move, even if unsuccessful, still may cut a support or stand off a single unit, even though its own position is attacked with support and it is consequently dislodged.

Note that a unit does not have to be next to the unit it is supporting; it must be next to the space in which it is delivering support.

STANDING AND RECEIVING SUPPORT. A unit not ordered to move may be supported in its position to resist attacks of equally well supported units. Such a unit may give support as it stands, if so ordered; but a single attack will still cut the support it gives.

If a piece is ordered to move, and another piece is ordered to support the first piece in its original position "provided it fails to move", the support order is void. The player must elect whether to attempt a move or to stand and receive support.

THE RETREAT. After all the orders have been read, the conflicts resolved, and the moves made, any dislodged unit makes its retreat. It must move to a space to which it could ordinarily move if unopposed; that is, to an adjacent space suitable to an army or to a fleet, as the case may be. The unit may not retreat, however, to any space that is occupied, not to the space the attacker came from, not to a space which was left vacant due to a stand-off on the move. If there is no such place, the retreating unit is annihilated and its marker removed from the board. An army may not be convoyed during a retreat.

The Convoy Order

CONVOYING AN ARMY ACROSS A BODY OF WATER. A fleet in a body of water may convoy an army from any province on the coast of that body to any other province on the coast of that body. To do this, the army must be ordered to the province and the fleet must be ordered to convoy it. The letter "C" may be used to mean "convoys". The order to the fleet must give both the location and the destination of the army being convoyed.

If the fleet is dislodged on the move, the army may not move; but an attack on the fleet, which does not dislodge it, has no effect on the convoy.

The fleet may not move or support during the convoying move.

If two or more fleets control adjacent bodies of water, the army may be convoyed through all these bodies on one move.

Gaining and Losing Units

OCCUPYING SUPPLY CENTERS. Occupation of a supply center by a Great Power occurs when one of its units is located in that supply center immediately after a Fall move, complete with retreats, if any, has been played.

Once occupation has been established, the center may be left vacant as long as the player sees fit, and it will still supply one of his units, unless another Great Power establishes occupation of it.

After the Fall moves have been played, and the retreats, if any, made, each player's number of units is adjusted to *equal the number of supply centers* his country controls. If he has to remove units, he chooses which ones to remove. If he gains units, he may place them, one in each unoccupied supply center in his home country only (provided such supply centers are still under his control). He must specify a fleet or an army in a coastal supply center. (If Russia builds a fleet in St. Petersburg,

she must specify on which coast it is to appear.) If his home supply centers are all occupied by his own units or under foreign domination, a player must wait until the next Fall move on which this situation can be corrected to raise any unit to which he may be entitled; though by occupation of supply centers he may reduce the forces of some other country. (From this it should be clear that if he has lost all his home supply centers, he may still fight on with the units and supply centers remaining under his control, but he may not gain units until he recaptures a home supply center, and leaves it vacant at the close of a Fall move.

Retreats should be written and exposed all at the same time and read in the same fashion as moves; but there may be no diplomacy preceding them.

Likewise gains and losses should be written, and exposed all at the same time and read in the same fashion as moves; but there may be no diplomacy preceding them.

MISCELLANEOUS

LENGTH OF GAME. It is wise to set aside about four hours for the game. No more than five minutes should be allowed for writing the moves. Diplomacy and other conversation should not be allowed during the reading of the moves.

It is wise to instruct newcomers in the rules in a half hour or hour session before the players assemble. They should each play a country, without diplomacy, for a few moves, to become familiar with the rules before their first game.

RULES FOR FEWER THAN SEVEN PLAYERS. With six players, eliminate Turkey and Bulgaria. Players may not move to these spaces. Fleets may move directly from the Black Sea to the Aegean Sea. With five, eliminate Russia and Rumania as well. With four, drop Greece and Serbia and the following parts of Austria-Hungary: Budapest and Galicia. Trieste and Vienna are considered neutral supply bases the same as Holland, Belgium, etc. With three, drop out the rest of Austria-Hungary and Italy and Tunis.

If a player leaves during the game, it is assumed that civil government in his country has collapsed. His units stand in position and defend themselves, but do not support each other. If they have to retreat, they are routed and removed from the board. No new units are raised for this country. If the country has to remove units because it has lost supply centers, the unit farthest from home comes off first, and the fleet before the army.

Moves in a Sample Game with comments on the Interpretation of Rules

Spring, 1901

England: A Liv.—Yor. F Lon.—North Sea F Edi.—Norw. Sea
Germany: A Ber.—Kiel A Mun.—Ruhr F Kiel—Den.
Russia: A Mos.—Ukr. A War.—Gal. F St. P.—Both. F Sev.—Bla.
Turkey: A Con.—Bul. A Smy.—Con. F Ank.—Bla.
Austria-Hungary: A Vie.—Tri. A Bud.—Gal. F Tri.—Alb.
Italy: A Ven.—Pie. A Rome—Ven. F Nap.—Ion.
France: A Par.—Bur. A Mar.—Spa. F Bre.—Pic.

All these moves succeed, except that the two pieces ordered to the Black Sea and the two ordered to Galicia do not move. As the moves are read, it is a good idea to move each block so that an end or corner projects into the space to which it has been ordered. As soon as the proper result is clear, the piece should be pushed over into its new position or back to its old one.

Retreats: none.

Fall, 1901

England: A Yor.—Norway F North Sea C A Yor.—Norway F Norw. Sea—Bar.

Germany: A Kiel—Hol. A Ruhr—Bel. F Stands

Russia: A Ukr S F Sev.—Rum. A War.—Gal. F Both.—Swe. F Sev.—Rum.

Turkey: A Bul.—Ser. A Con.—Bul. F Ank.—Bla.

Austria-Hungary: A Tri. Stand A Bud.—Ser. F Alb.—Gre.

Italy: A Ven. Stands A Pie.—Mar. F Ion.—Tun.

France: A Bur.—Mar. A Spa.—Por. F Pic.—Bel.

All of these moves succeed, except that the two pieces ordered to Belgium, Marseilles, and Serbia do not move, and the move Con. - Bul. does not succeed.

Retreats: none.

England builds F Edi., Germany builds F Kiel and A Mun., Russia builds A St. P. and A Sev., Turkey builds A Smy., Austria-Hungary builds A Vie., Italy builds F Naples, France builds F Marseilles.

France builds one for Portugal, but none for Spain, which her army passed through in the Spring.

Spring, 1902

Germany: A Hol.—Bel. A Ruhr S Hol.—Bel. A Mun.—Bur. F Den. Stands F Kiel—Hol.

Russia: A Ukr. S F Rum. A Gal.—Bud. A St. P.—Norway A Sev. S F Rum. F Swe. S St. P.—Norway F Rum. Stands

Turkey: A Bul.—Rum. A Con.—Bul. A Smy.—Arm. F Bla. S Bul.—Rum.

Austria-Hungary: A Tri.—Bud. A Vie—Bud. A Bud.—Ser. F Stands

Italy: A Ven. Stands A Pie.—Mar. F Tun.—W Med. F Nap.—Tyr.

France: A Bur. S F Pic.—Bel. A Por.—Spa. F Pic.—Bel. F Mar. Stands

England: A Nor.—St. P. F North Sea—Norway F Bar. S Nor.—St. P F Edi.—North Sea

Only the following moves take place: Hol.—Bel., Kiel—Hol., Smy.—Arm., Bud.—Ser., Tun.—W. Med., Nap.—Tyr., Por.—Spa.

Note that Norway and St. Petersburg are adjacent by land at the extreme north. Here two armies clashed, each with one support. Since they have equal strength behind them and each is trying to occupy the

position of the other, the result is a stand-off. Note also that Sweden and Norway are adjacent along a coast line at the south, thus the fleet in Sweden can support an attack on Norway. The supporting move Bur. S F Pic. - Bel. was "cut" by the attack of the German piece in Munich. The Austro-Hungarian fleet could not have supported the action in Serbia, because the fleet cannot move to an inland province, therefore cannot support in such a province.

Retreats: none.

Fall, 1902

Germany: A Ruhr—Bur. A Mun. S Ruhr—Bur. A Bel. S Ruhr—Bur.
F Den.—Swe. F Hol. S A Bel.

Russia: A St. P.—Norway F Swe. S St. P.—Norw. F Rum. S A Sev.
A Sev. S F Rum. A Gal. S F Rum. A Ukr. S A Sev.

Turkey: A Bul.—Rum. A Con.—Bul. A Arm.—Sev. F S A Bul.—Rum.

Austria-Hungary: A Vie.—Gal. A Tri.—Bud. A Ser. S Turk. A Bul.
Rum. F Stands

Italy: A Ven.—Pie. A Pie.—Mar. F W Med.—Mid. F Tyr.—Gulf of L.

France: A Bur.—Bel. F Pic. S Bur.—Bel. A Spa. S F Mar. F Mar. S A
Spa.

England: A Norw.—St. P. F Bar. S Norw.—St. P. F North Sea—Norway
F Edi.—North Sea

The following moves take place: Norw.—St. P., North Sea—Norway,
Edi.—North Sea, Ruhr—Bur., Bul.—Rum., Con.—Bul., Tri.—Bud., W.
Med.—Mid., Tyr., Gulf of L., Russian F Rum. is annihilated.

Retreats: Russia, St. P.—Mos.; France, Bur.—Gas.

Germany builds F Kiel, Russia removes A Gal., Turkey builds F Smyrna,
Austria-Hungary builds A Tri., Italy does not change, France builds A
Paris, England builds F Lon.

Although Russia lost two supply centers she has to remove only one unit, because one was annihilated during the year. Note that the capture of a supply center permits the raising of only one new unit altogether, not one every year.

The result in the North was different from that of the previous move because of the German intervention F Den.—Swe., which cut the Russian Support.

Extra Conference Maps are available — 10 for 50c or 25 for \$1.00.
Send check or money order to:

GAMES RESEARCH INC.

48 Wareham Street
Boston, Mass. 02118

Made in U.S.A. by

GAMES RESEARCH INC.

48 Wareham Street

Boston, Mass. 02118