

CONTINENT II - Original design by R. Perkins, 1971. This Revision by Fred C. Davis, Jr., for the North American Variant Bank, 1986

0. The Regular rules of Diplomacy will apply, except as noted in these rules.
1. Continent is a six-player game based on the South American continent and adjacent seas. Argentina and Brazil start with five Home SC's each, and all other Powers begin with four Home Centers. These Centers are: (Capitals under-scored)
ARGENTINA: Buenos Aires (81), Cordoba (74), Bahia Blanca (84), Mendoza (79) and Rosario (73).
BRAZIL: Brasilia (55), Belem (40), Recife (41), Rio de Janerio (59) and Sao Paulo (60).
CHILE: Santiago (78), Antofagasta (67), Concepcion (86) and Valparaiso (77)
COLOMBIA: Bogata (19), Barranquilla (8), Cali (11) and Medellin (12)
PERU: Lima (47), Callao (46), Arequipa (49) and Trujillo (45)
VENEZUELA: Caracas (24), Ciudad Bolivar (26), Maracaibo (9) and Valencia (23).

(See Optional Rule 1 for possible inclusion of a 7th Power).
2. There are 34 Supply Centers. The Victory Criterion is control of 18 SC's, the same as in the Regular game.
3. The game begins with Winter 1990. During this period, players may build units in any provinces within their Home countries, with the following restrictions:
 - a. Argentina and Brazil must build two Fleets.
 - b. All other countries must build at least one Fleet.
 - c. Brazil may not build in South Amazonas (36), and Chile may not build in Magallanes (91). (These spaces are marked with an "X" on the map).
4. The first move season will be Spring 1991.
5. Costa Rica (1) and Panama (2) are neutral and impassable. The Canal Zone (3) may be entered only by Fleets. Any Fleet which remains in the Canal Zone for more than two consecutive move seasons will be "interned" and annihilated. (i.e. A F entering in Spring 1992 must move out no later than Spring 1993). Note a F in the Zone may move out to any of four spaces, Gulf of Darien (4), Caribbean (5), North Pacific (13) or Golfo de Panama (14).
6. Cartagena (7) is the only two-coasted province.
7. All future Builds must be made in Home Supply Centers, or in any of the eight Neutral Supply Centers under a player's control. To build in a Neutral SC, the player must have obtained control of the Center at least one game year prior to the Winter in which he builds there, and this control must not have been interrupted by a "Spring raid."
8. Rosario (73) touches the Rio de la Plata sea space (82). This does not affect the Direct Passage of all units between Buenos Aires (81) and Uruguay (72).
Cape Horn (93),
9. Falkland Is. (94) and Trinidad (22) are both land and sea spaces. They may be occupied by an Army, but the Army may only move out by convoy. Cape Horn is not considered a part of either Argentina or Chile for game purposes.

Provinces and Sea Spaces in Continent II

Supply Centers are indicated by asterisks. Provinces belonging to the six Great Powers are indicated by letter code. "*" indicates provinces which would be used by the United Kingdom in a 7-player game.

1. Costa Rico (Imp.)
2. Panama (Imp.)
3. Canal Zone
4. Gulf of Darien
5. Caribbean Sea
6. Golfo de Maracaibo
7. Cartagena (Co)
8. Barranquilla (Co)*
9. Maracaibo (V)*
10. Bucharamanga (co)
11. Cali (Co)
12. Mendellin (Co)*
13. North Pacific
14. Golfo de Panama
15. Galapagos Is.
16. Grayaquil*
17. Quito*
18. Caquata (Co)
19. Bogata (Co)*
20. Vaupes (Co)
22. Trinidad #
23. Valencia (V)*
24. Caracas (V)*
25. Camana (V)
26. Ciudad Bolivar (V)*
27. El Dorado (V)
28. Guyana* #
29. Surinam*
30. French Guiana*
31. North Atlantic
32. Mid Pacific
33. Piura (P)
35. Iquitos (P)
36. South Amazonas (B)
37. North Amazonas (V)
38. Amapa (B)
40. Belem (B)*
41. Recife (B)*
42. Para (B)
45. Trujillo (P)
46. Callao (P)*
47. Lima (P)*
48. Cusco (P)
49. Arequipa (P)*
50. Desert Coast
52. La Paz*
54. Mato Grosso (B)
55. Brasilia (B)*
56. Brazilian Coast
57. Mid Atlantic
58. Minas Gerais (B)
59. Rio de Janeiro (B)*
60. Sao Paulo (B)*
62. Asuncion*
63. Gran Chaco
64. Sucre*
65. Tarapaca (Ch)
66. South Pacific
67. Antofagasta (Ch)*
68. Salta (A)*
71. Rio Grande do Sul (B)
72. Uruguay*
73. Rosario (A)*
74. Cordoba (A)*
75. Catamarca (A)
76. Guasco (Ch)
77. Valparaiso (Ch)*
78. Santiago (Ch)*
79. Mendoza (A)*
80. La Pampa (A)
81. Buenos Aires (A)*
82. Rio de la Plata
83. South Atlantic
84. Bahia Blanca (A)*
85. Neuquen (A)
86. Concepcion (Ch)*
87. Roaring 40's
88. Patagonia (A)
89. Valdivia (Ch)
90. Antarctic Waters
91. Magallanes (Ch)
92. Straits of Magellan
93. Cape Horn
94. Falkland Is. #
95. Falkland Sea
38. Amazon Delta

OPTIONAL RULES:

1. A seventh Power from "Outside" may be added to the game. For game purposes, this will be referred to as "United Kingdom." (Any resemblance to countries living or dead is purely coincidental).
 - a. UNITED KINGDOM starts with three Home Supply Centers on the Board, in Trinidad (22), Guyana (28) and Falkland Is. (94). There will also be two Off-Board SC's. Fleets from these O-B SC's may enter the board ^{ON THEIR FIRST MOVE} in spaces 5, 31, 57, 83 or 90. All initial units must be Fleets, except there will be a choice of a F or A in Guyana. There are 36 SC's on the Board, but the Victory Criterion remains unchanged.
 - b. After the Fall 1992 season, U.K. will have only one Off-Board SC to support units on the board. After Fall 1993, the U.K. loses all Off-Board SC's. It will be necessary for the U.K. player to remove any units which cannot be sustained by his Off-Board SC's in Winter 1992 and W 1993 respectively.
 - c. In addition to the usual Neutral SC's, the U.K. may build new units in Patagonia (88), Cape Horn (93) or French Guiana (30), if under its control. All other players may also build in French Guiana.
 - d. In 1991 only, the U.K. Fleet in Trinidad may move directly to El Dorado (27) or Guyana (28), or support its unit Guyana into El Dorado.
 - e. U.K. fleets may not move back to an Off-Board SC once on the board, unless dislodged between 1991 and Spring 1993. (Thus, all units built O-B must be fleets). No other country's fleets may move O-B at any time. The dislodged U.K. fleet must have been in spaces 5, 31, 57, 83 or 90. It must leave the O-B SC by Fall 1993, or it will be annihilated.
2. In a six-player game, players may elect to use Trinidad (22) and Falkland Is. (94) as Neutral Building Centers, under the same controls as outlined in Rule 7.

This Rule may be adopted in a game if 5 out of 6 players agree to it. In a FTF game this should be voted upon before countries are selected. In Postal games, the GM should call for a vote with the Winter 1990 Builds.

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Note that certain space numbers are no longer used in Continent II, as a few ordinary spaces have been eliminated. (Trinidad, Brazilian Coast and Desert Coast have been added, and given numbers that had otherwise been "retired.").

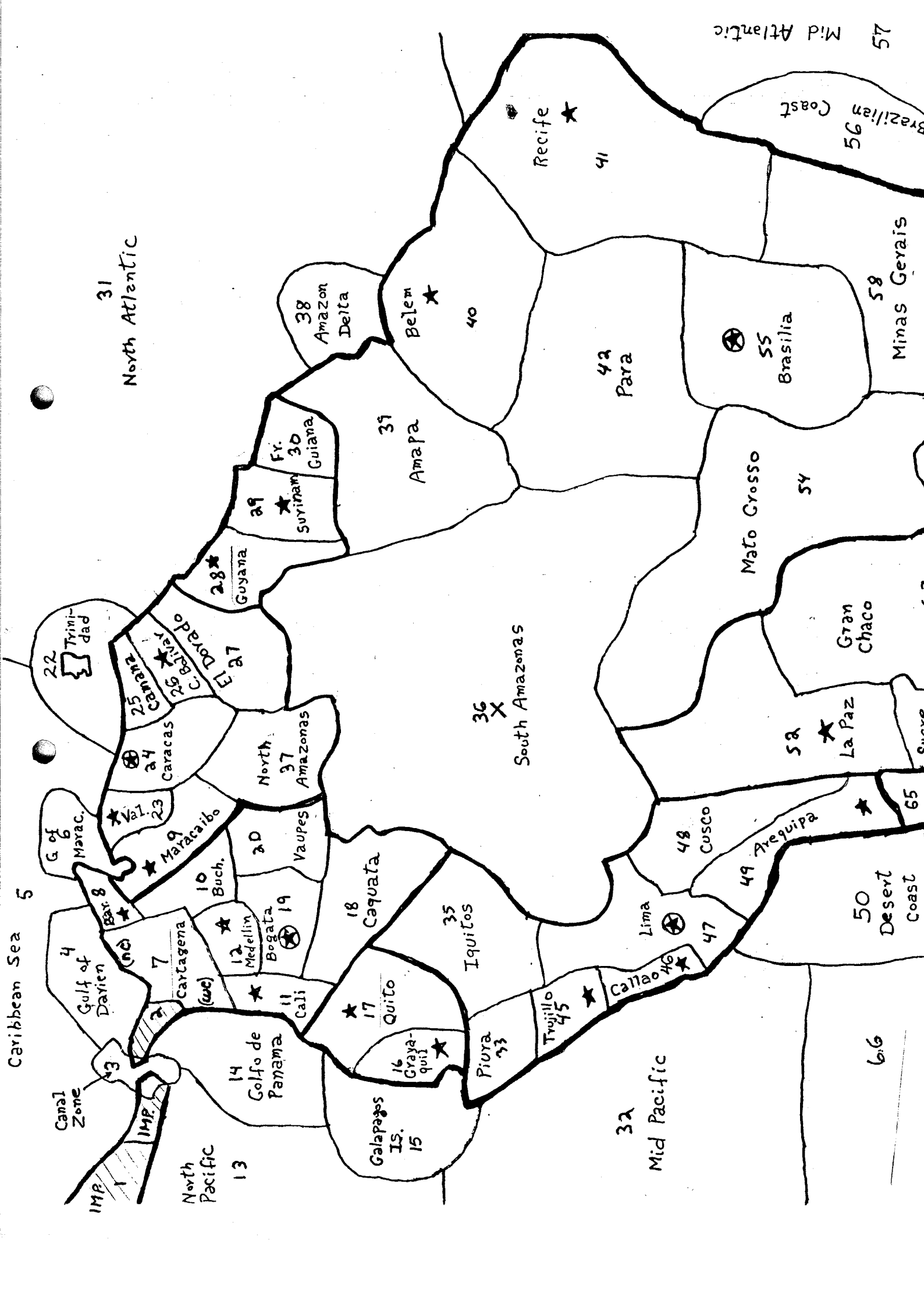
Numbers no longer used are: 21, 34, 43, 44, 51, 53, 61, 69, 70

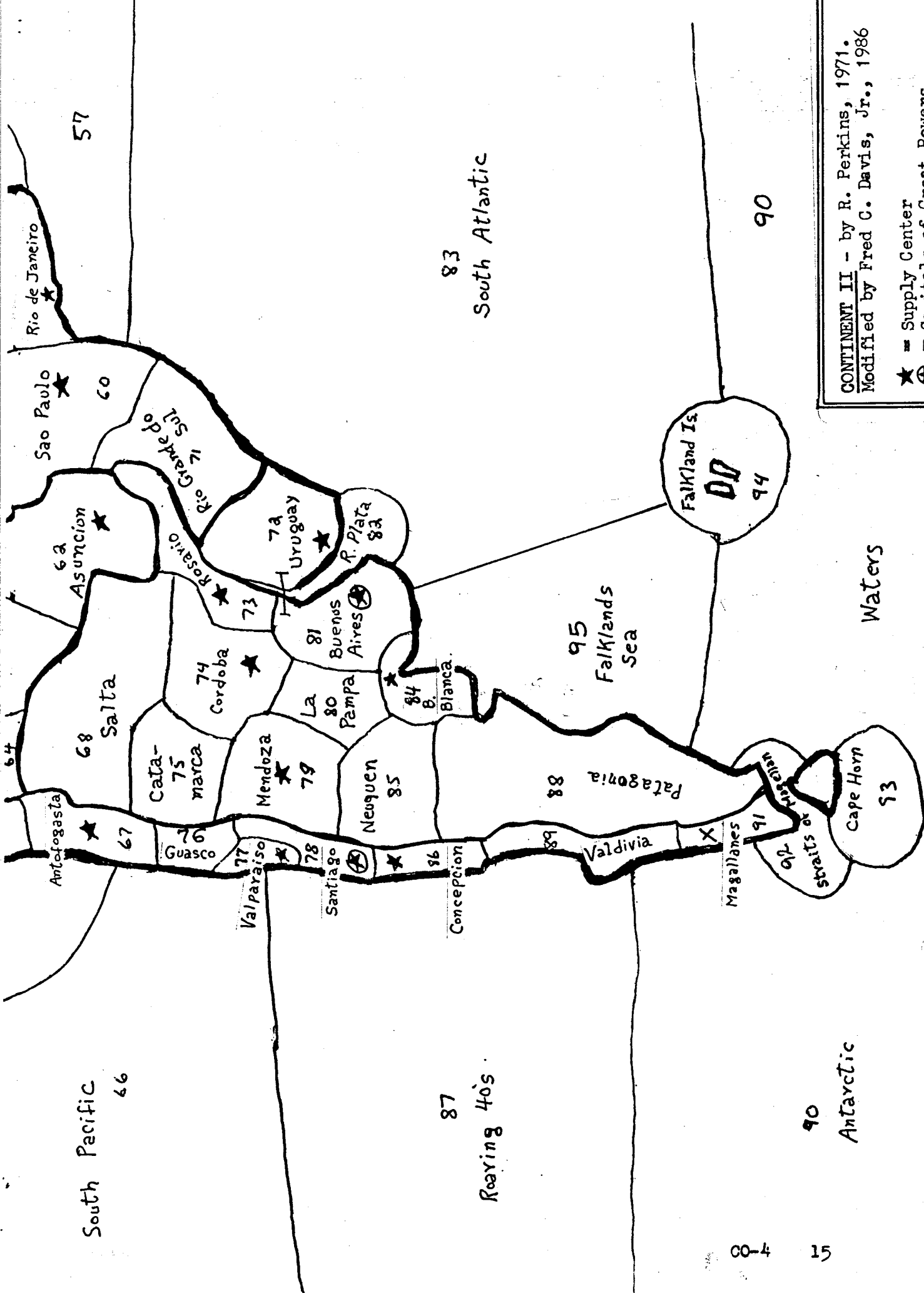
There are 84 passable spaces in this game: 61 land spaces and 23 sea spaces. The latter category includes Canal Zone, Cape Horn, Falklands and Trinidad. This compares to 75 passable spaces in the Regular game: 56 land and 19 sea spaces.

Of the 61 land spaces, 39 are coastal spaces, and only 22 are inland spaces. 26 of the 34 Supply Centers are in Coastal spaces. Only 8 cannot be reached by Fleets. (This compares with 7 inland SC's in the Regular game). Note two very large inland spaces, South Amazonas and Mato Grosso, have been formed out of five smaller spaces in the original design, in order to speed movements in this area. Other central spaces, such as Iquitos, North Amazonas, La Paz and Gran Chaco, have also been enlarged to speed up the game.

It would probably be best to show all Supply Centers by name in orders and game reports. Numbers may be used for the other spaces.

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- ★ = Supply Center
- ⊛ = Capitals of Great Powers
- ┌─┐ = Direct Passage