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3-D'plomacy

- by Stephen Lee

1. All standard rules for Diplomacy apply including the separation of Winter-Spring-Fall seasons.
2. The Players -14-
Each of the 7 Great Powers is played by a four member team, called the cabinet. 7x4 equals 28 cabinet positions in all. Each of the 14 players will be assigned positions with two of the Great Powers; but no player will be assigned two positions with the same country.

Example: Player A is assigned to the ENG team and the RUS team, while Player B is also on ENG team but was assigned to the AUS team as his second position. Player C may also be on the ENG and AUS teams like Player B.

3. The President
 - A. Every winter a President is elected from each cabinet. His term of office is from spring thru the following winter. He is responsible for his country's seasonal orders during his term. (builds, retreats, movement, etc.) There are no limits on consecutive service, nor restrictions keeping a player from becoming President in two countries simultaneously.
 - B. Incumbants will retain control of the Presidency in the event of a tie vote in the cabinet even if the incumbent is not a party to the tie.
 - C. After the winter adjustments and elections, the Presidents will receive a yearly state treasury equal to one \$ for every supply center controlled. \$'s may be deposited into any account or exchanged for commodities.
4. The Minister
 - A. The Minister is appointed from within the cabinet by the President in the spring, although candidates for President may make conditional appointments in the winter along with their votes.
 - B. The Minister is responsible for a set of stand-by orders in case of an NMR by the President.
 - C. The Minister assumes the Presidency in the event of a General Strike.
 - D. The Minister can produce a commodity unit for any Industry Cards in his possession regardless of the other cards in his hand.

LOY-etm-(l)-Coal
SOC-lbr-(s)-Steel
RAD-rsc-(r)-Chem
AGR-pep-(a)-Grain

4 cards each: Party, Class, Striker
and Industry. 16 total per deck.
The cards in the box are arranged
in suits.

5. The Cards

- A. Seven identical decks of 16 cards are used; a separate deck for each country. The game starts when the cards are dealt out randomly within the cabinet; four cards to each of the four cabinet members. Generally one card from each player will be discarded every year after the fall season and dealt back out within the cabinet. Occasionally a strike will cause more than one discard.
- B. Political Party Cards are equal to two votes each card. They are the Loyalist, Socialist, Radical, and Agrarian parties.
- C. Striker Cards are equal to one extra vote (3 votes) when held with the Party card of the same suit. Example: SOC-(s)
- D. Class Cards represent the ethnic-minority, labor, research, and peasant classes. They are also equal to one extra vote when held with the Party card of the same suit. When the Class and Striker cards of the same suit are held together, the possibility of a Strike exists.
- E. Industry Cards are also equal to one extra vote when held with a similarly suited Party card. A player may produce a commodity unit from an Industry card if it is held in combination with the Party, Striker, or Class cards of the same suit. Two commodities may be produced with the Class card.


REFER TO SAMPLE 3-D CARD CHART FOR EXAMPLES OF VOTE
COMPUTATION AND COMMODITY PRODUCTION

6. Commodities

- A. In order for a country to build over winter, the President must have control of three different kinds of commodities. For example: Coal-Steel-Grain, or Steel-Grain-Chemical. Don't confuse commodities with Industry cards. The President may have produced these commodities from his own Industry cards or acquired them (with \$'s) from other producers either within or outside his own cabinet. Remember that this requirement only applies to countries who anticipate a net supply center gain for that year.
- B. Commodities are non-cumulative. Producers will want to trade as many commodity units as possible during the year. A producer who is caught trading more commodities than he actually controls will be forced to discard all Industry cards as well as have all his exchanges for that year regarded as invalid.
- C. A President has all the \$'s in his account to trade with including the annual state treasury. A commodity acquired by the President in the spring may be sold by him that fall.

6. Commodities (cont.)

- D. Exchanges between the producers and the Presidents must follow a contract format. The producer initiates the contract by simply stating the terms on a card to any President who either rejects the contract or accepts by signing it and forwarding it to the GM before the deadline. Be sure to indicate to whom the contract is being sent and whether it is a spring or fall contract. Terms of the contract may not be altered by the second party.

Spring Contract '04	Feb-14
I will trade one unit of Coal for two \$'s.	
 _____ Smith/Ita	_____ Jones/Ger

7. Strike

- A. Any player holding the Class and Striker cards of the same suit may call for or support a strike. For example: pez/A To succeed a call to strike must be supported by any other other class/striker combination from within the cabinet or supported by another country by a player with the same class striker combination. A call to strike in the spring need not be supported until that fall. If there are two calls to strike in the same year by players who could have otherwise supported each other, both strikes will succeed automatically.
- B. A successful strike will cause the holder of the Party card in the suit struck to discard that Party card along with his regular discard. The player calling the strike must discard his striker card as his regular discard.
- C. If the holder of the Party card happens to be President, a General Strike is declared once the strike is supported and the President is immediately relieved of duties by the Minister whose stand-by orders are accepted by the GM.

8. Bank

Each player has an account into which \$'s are accumulated from either of his cabinet positions. Deposits may be a result of commodity exchanges or having been elected President and having received the annual state treasury. A President may transfer \$'s from his own account into any other player's account. Only whole \$'s...no fractions.

9. Voting

A cabinet member without any Political Party cards will be granted one vote. Any player with more than one vote must vote as a block for one candidate and not split the vote.

10. Victory may be determined by the most \$'s on account at a pre-selected time.

+++ 3-D	PLAYER	VOTES	CARDS	COMMODITIES	\$ +++
ENGLAND					
	fra/	three	- lbr rsc-Chem grain		MM
	ita/	one	7 RAD SOC LOY-(L)		
	aus/	six	3 AGR-(A) etm steel		
	ita/	ten	- pez (r) (s) coal		
FRANCE					
	ger/	seven	4 SOC LOY rsc/R		
	rus/	two	5 RAD AGR-(A) etm		
	eng/	three	- lbr pez chem coal		
	rus/	five	- grain (l) (S)-Steel		S
GERMANY					
	ita/	four	3 AGR-Grain chem steel		G
	tur/	nine	3 RAD-rsc etm (s)		
	fra/	seven	4 LOY-(L)-Coal (a)		CC
	tur/	thirteen	3 SOC-lbr pez (r)		
ITALY					
	tur/	eight	3 SOC-(S) etm grain		
	eng/	ten	- rsc/R---Chem (a)		MMM
	ger/	four	5 AGR-pez RAD coal		
	eng/	one	3 LOY-(L) lbr--Steel		SS
AUSTRIA					
	rus/	eleven	3 AGR-(A) lbr coal		
	eng/	six	5 SOC RAD-(R) pez		
	rus/	twelve	2 LOY (s) chem grain		
	tur/	fourteen	- rsc etm/L steel		
RUSSIA					
	fra/	five	3 AGR-pez (l) chem		
	aus/	twelve	3 Loy-etm rsc/R		
	fra/	two	- (A)-Grain steel coal		G
	aus/	eleven	6 RAD SOC--lbr/S		
TURKEY					
	ger/	thirteen	3 LOY-etm pez lbr		
	aus/	fourteen	3 RAD-Chem Steel-(S)		MS
	ger/	nine	- rsc/R (L)-Coal		C
	ita/	eight	6 SOC AGR-(A)-Grain		GG