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Code Duello

a two-player variant of **Diplomacy**

by Glenn Overby, March 1990

1. **Diplomacy** is a board game invented by Allan B. Calhamer and distributed in the United States by The Avalon Hill Game Company, Baltimore, MD, owners of the copyright. **Code Duello** uses the current edition of the **Diplomacy** rulebook where it doesn't conflict with these rules.
2. This variant is for two players, using the regular **Diplomacy** map. If both players agree, a recognized variant **Diplomacy** map may be used.
3. One player, chosen by agreed means, selects two Great Powers to be played from among those on the map. The other player then chooses which Great Power s/he will play. (If the game arises from a challenge, it's suggested that the challenger name the pair of powers in play, with the challenged party then getting to choose position.)
4. Both players' Great Powers are set up in the standard fashion for the map in play.
5. Each Great Power in play is also assigned ownership of one supply center from each other Great Power not being used. These assignments are made strictly at random. The assigned spaces start with a unit of the type normal to the starting set-up; other spaces start vacant.
6. The spaces assigned in rule 5 are **not** home supply centers for build purposes.
7. If a variant map is in use where no standard set-ups are provided, a "Winter 00" adjustment period is played. Players then build one army or fleet (choice where applicable) in each center they own at start.
8. The first move season is Spring 01; play now continues as in regular **Diplomacy**. No other variant rules are used, except for the limited purpose of interpreting legal movement between spaces on a variant map.
9. A player wins a game of **Code Duello** in one of three ways:
 - A. Occupying one of the opponent's home centers with a unit at any time during play; or
 - B. Gaining control of a majority of supply centers on the map at the end of any Fall turn; or
 - C. Controlling at least two supply centers more than the opponent does after the Fall 05 turn.
 - D. If, after Fall 05, none of the victory conditions has been met, the game is drawn.

GAME OPENINGS

Abortion Diplomacy has been withdrawn. Another registered player has dropped; six months is long enough to try.

Code Duello has two registered; I'm looking for two more. One player will be picked to play Dave Anderson for his title; the other two will play off for the right to be the next challenger.

North America 2020 has only two of 8 registered, and is in jeopardy.

People's Diplomacy I-A is back to 5 of 7 signed up. I still think this rule-changing variant can fill and run, and be a riot.

Woolworth Diplomacy III-D: I'm not pushing this hard yet; I don't figure to run it until Woolworth II finishes. Two of five signed up.