

CITIES IN FLIGHT DIPLOMACY
by Thomas Galloway

(1974)

1. All of the rules to regular Diplomacy apply except as noted below.
2. There is only one type of unit in this variant, the Okie city. Any distinctions made between fleets and armies in regular Diplomacy are therefore meaningless.
3. The playing field (map) for this variant consists of habitable planets, each with civilizations in need of Okie services. These planets are in star systems within the Milky Way Galaxy.
4. "Attempting landfall" is equivalent to attacking in regular Diplomacy. Gameturns represent decades vice seasons in this variant, therefore rules which refer to Fall turns in regular Diplomacy will convert to "odd decades" in this game.
5. Only one city may be landed on a planet at one time. Possession of a planet is determined by the last player to have a city landed on that planet on an odd decade. Any number of cities may orbit a planet, and for all intents and purposes occupy that space (except for gaining ownership).
6. Cities may carry out the normal hold, support, and attempt landfall (attack) orders to all spaces that are of distance zero. Only spaces in the same star system are of distance zero. All star systems are some nonzero distance from each other. For the purposes of this game distance will be measured in decades of travel (i.e. gameturns). Distance can be calculated by counting the shortest number of star system spaces (spaces enclosed by dotted lines on the map) from the origin of travel to the destination. For example: from Sol to Deneb is a distance of 2, from Rigel to Procyon is a distance of 4, and from Thor to Altair is a distance of 1.
7. To accomplish travel from one star system to another (i.e. distances greater than zero) there is the fourth move a city can be ordered to do: interstellar flight.
8. Order writing for interstellar flight (ISF).
 - A. Postal--An example would be "Chicago-Vega 2 ISF (Sol,2329)". The name of the city is optional. The origin of the city going on ISF will be published to the other players. However, the destination and date of arrival (both in parens) will not be published by the GM until after the execution of the turn of arrival (2329 in this case).
 - B. FTF--An example would be "Chicago--Vega 2 ISF". This move would be known to the rest of the players during the execution of the turn. The owning player would also write (as part of the move) the destination and date of arrival on a separate piece of paper (contents unknown to other players) which is to be folded and set on the table until the gameturn of arrival. It will be revealed to the players during the execution of the gameturn (after the order writing is over).
9. ISF destinations and dates of arrival may never be changed once written. A player may destroy a city on ISF if he is forced to remove units from the board for a lack of supply centers. The date of arrival must be at least (optionally more) as many gameturns from the beginning of the ISF as the distance from the origin to the destination.
10. On the gameturn the city starts on ISF it may perform no other move, nor any moves until the gameturn of arrival (it's in limbo until then) when any normal order may be written (hold orbiting a planet, attack, support, or even another ISF). The city is considered to be of distance zero to the destination system on the gameturn of arrival. Other players learn of the arrival after (or during) the execution of

the turn. Examples: a city on Sirius 6 executes an ISF order on game turn 2309 with a destination of Polaris on gameturn 2319 (could have been any turn after 2319 also). On turn 2319 the player might write another ISF order to, say, Capella. The turn of arrival to Capella must be at least 2349.

11. A player is allowed one city per supply planet owned and one city for each two non-supply planets owned.

12. A support order automatically puts the city into orbit around the planet he is supporting (or supporting an attempted landfall on).

13. If a city is forced to retreat the retreat order must be an ISF order.

14. For reasons of diplomacy a player may reveal (only by word, not by showing the move itself) to other players the destination of a city on ISF, but he does so at his own risk (as do players who listen to him). He is never required to.

15. For various reasons players may wish to give their cities names (Gary, Peoria, Newark, etc.), which is fine, and the GM will settle the problem of duplicate names. Out of respect for James Blish's tetralogy, Cities in Flight, it is considered taboo to name a city New York, New York unless the player is named Amalfi.

16. Versions.

A. Cutthroat or "The better to stab you with, my dear" version.

1. Victory condition: own and have units on the board for half of all the supply planets (counting nonsupply planets as $\frac{1}{2}$) plus 2.

2. Three player: Homes are Sol (2,3,4), Vega (3,4,5), and Procyon (1,2,3). Neutral supply planets are Aldeberan (2,5), Thor (3), Antares (5,6,7), Capella (5,7), Canopus (2,5), Betelgeuse (5,11,13), Altair (5).

3. Four player: Homes are Sol (2,3,4), Rigel (3,4,5), Arcturus (3,5,6), and Procyon (1,2,3). Neutral supply planets are those for three player plus Calliope (3), Sirius (5), Enif (2), He (2).

4. Five player: Homes are four player plus Deneb (2,3,5). Neutral supply planets are those for four player plus Alpha Proxima (4) and Pollux (3).

5. Six player: Homes are five player plus Vega (3,4,5). Neutral supply planets are five player plus Polaris (4).

6. Seven player: Homes are six player plus Betelgeuse (7,8,9,14). Neutral supply planets are six player plus Antares (3,13), Aldeberan (7), Canopus (4), and Capella (3).

7. The game begins in the year 2289 (2299, 2309, 2319, 2329, etc.)

B. Sané or historical version.

1. Victory condition: same as cutthroat.

2. Each player starts with three cities, he never loses these.

3. All players start with their cities on Sol 3. All new cities start on Sol 3.

4. Once a city goes ISF from Sol 3 it may never return (Sol 3 cannot be captured).

5. Building is done on Sol 3, one city for each supply planet owned or each two nonsupply planets owned.

6. As in regular Diplomacy, players may be forced to remove cities because they have lost supply.

7. Distribution of the neutral supply planets is the same as in cutthroat, depending on the number of players.

8. The game begins in the year 2105 (2115, 2125, 2135, 2145, etc.)

Thomas Galloway, 237A Regulus Ave., Va Beach, VA 23454. An off-set printed version of CIPD is available from Thomas for 20¢.

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