

US/02

Capitalist Diplomacy

A Diplomacy variant from an original idea by Dave Tant.

1) Any number of players may participate in this variant. A Diplomacy game is run according to the normal rules of the game, except in deciding who submits orders. Alongside the Diplomacy game, a Bourse is held in which the players participate. Orders for each country will be submitted by the player controlling most of that country's currency at the end of the previous season, i.e. the player having most pounds will send orders for England, the player with most francs for France, etc. It will be possible in some circumstances to submit orders for more than one country. If more than one player is able to submit orders, then they should all do so; the most popular order for each unit being used. If there is no clear majority order for a unit, then the player with the most units of all active currencies at the end of the previous season will order the unit. If that fails to decide who orders the unit then the GM will decide by a random method. Note that in the first season every player can order all the units on the board.

2) Each player starts the game with 1000 units of currency for each of the seven countries on the Diplomacy board : Crowns, Pounds, Francs, Marks, Lira, Roubles and Piastres. All types of currency are equal in value at the start of the game, and one unit of each currency also equals 1 dollar at the start. Throughout the game a player's total holdings, and the value of each currency will be expressed as a value in dollars.

3) Orders are submitted in three parts : i) Selling of currency; ii) Buying of currency; and iii) Movement of units.

4) A player need not buy as much currency as he sells but may retain the balance in dollars. A player may not sell more than 500 units of any currency in a given turn but may buy as many units as he wishes, with the proviso that a player may not go into debt. A player may deal in any number of currencies in any one turn.

5) At the end of each season the net purchases are calculated for each currency. If this figure is positive then the value of the currency rises by 1¢ per 100 units, if negative then it falls at the same rate.

6) Unless a country is eliminated from the Diplomacy game, its currency may never fall below a value of 1¢. There is no upper limit to a currency's value. If a country is eliminated from the Diplomacy game, its currency immediately becomes worthless and is removed from the game.

7) Anyone may join the game at any time, receiving 1000 units of each currency still active in the game.

8) No conditional orders are allowed for the buying and selling of currency, though the usual conditional orders for retreats and adjustments are allowed in the Diplomacy game.

9) Each turn the GM will list the dealings of the players, the old price, the change, and the new price of each currency. He will also list the holdings of each player in each currency and the holdings in dollars. The players eligible to order units for the next season will also be indicated.

10) Any player may propose that the Diplomacy game be brought to a close, and those players eligible to order units will vote on it in the usual way.

11) Upon the conclusion of the Diplomacy game, each player will be awarded points as follows. The number of supply centres owned by the country, multiplied by the number of hundreds of units of that country's currency held by that player will give the player's points for that country. Points for all surviving countries will be totalled to give each player's total score. Note that any dollars retained at the end of the game do not score any points. The winner of the game is the player who has the greatest points total at the end.

There's a gamestart for this variant on page 22 ('Patriots'), but there's still time to join in if you're interested.