

Fantasy World Diplomacy

By John Biehl

Designer Notes:

I designed 'Fantasy World Diplomacy' in the mid 1970s (what particular year now escapes my memory) as my idea for an expanded regular type Diplomacy game. The rules are the same - the differences are in the map, the number of players and the start date. As in Colonial Diplomacy, I envisioned a world game with more than seven players. I believe I chose to make up a 12 player game based on the other Diplomacy variants that were circulating at that time - there wasn't a 12 player version published.

Since I am a student of ethnography I wanted to include the major geographic/linguistic/cultural/political entities of the late 19th century. These included (arbitrarily) the African, Arabic, Austronesian (Australia/Indonesia, etc), Chinese, English, French, German(ic), Indian (South Asian), Iranian (Asian Caucasian), Japanese, Russian and Spanish areas. The idea was to 'roughly' represent the entire world. All names were randomly chosen (they simply had to be in 'rough' geographical proximity).

The map design itself was a result of the desire, on my part, to have a western and an eastern hemisphere. The placement of the 12 'powers' and their geographic relationships reflects the real world (as much as was

possible during the 'free form' map design process). The map was created to 'mirror' as best I envisioned and/or researched the original Diplomacy map hence a 4 center power (Rajasthan) is included amongst other features. I did use statistical analysis (as best I understood it at the time) to 'copy' Allan B. Calhmer's design parameters. So, yes, I was trying to re-invent the wheel. As the map was created I designed into the starting positions a power starting with 2 fleets (Valparaiso) and even one with 3 fleets (Sakhalin). This is, obviously, a bit of an experiment on my part. Nevertheless, let us try it.

Due to abbreviations being used in postal Diplomacy games (I guess now internet games too) I checked my province abbreviations. Potential players will note there are no chances for abbreviated orders being misunderstood (so long as the obvious abbreviated spelling of the land/sea province name is used - check the map).

I chose the start date of 1889 to differ chronologically from both Colonial Diplomacy (1870) and Diplomacy (1914).

Good Planning and Good Stabbing to one and all.

12 Player FANTASY WORLD DIPLOMACY

The rules of the 12 player Fantasy World Diplomacy are identical to the Diplomacy rulebook copyrighted 1971 by Games Research Inc. The following insertions are to be substituted for those in the Diplomacy rulebook;

II. As soon as one Great Power controls 30 Supply Centers, it is said to have "gained control of the world" and that Great Power is the winner

V. Certain provinces on the board, 58 in all, are designated "supply centers"..... there may never be more than 58 armies and fleets

VI.3 « STARTING POSITION These units begin play, one in each home supply center, in the following positions

Arafura (Brown) A Babar A Serang F Davao
Hamra (Green) A Summan A Marzuq F Karet
Ishfahan (Grey) A Zahedan A Zarand F Dezful
Jylland (White) A Kassel A Thisted F Farberg
Kyushu (Red) A Shibata A Takada F Nemuro
Lugulu (Black) A Pagalu A Pebane F Eshowe
Ming-tao (Yellow) A Hanyin A Mingshui F Lintao
New Foundland (Tan) A Columbus A Albany F Washington
Orleans (Light Blue) A Rennes A Amiens F Charente
Rajasthan (Purple) A Shahpur A Nizamri A Tanjor F Jaipur
Sakhalin (Dark Blue) F Star F Sudzha F Usovo
Valparaiso (Orange) A Veracruz F Cartagena F Cordoba

VII.6. DATES. Orders for the "first move are dated "Spring 1889"; for the second, "Fall 1889"; for the third, "Spring 1890"; and so on.

