

Diplomacy

iselp
2011

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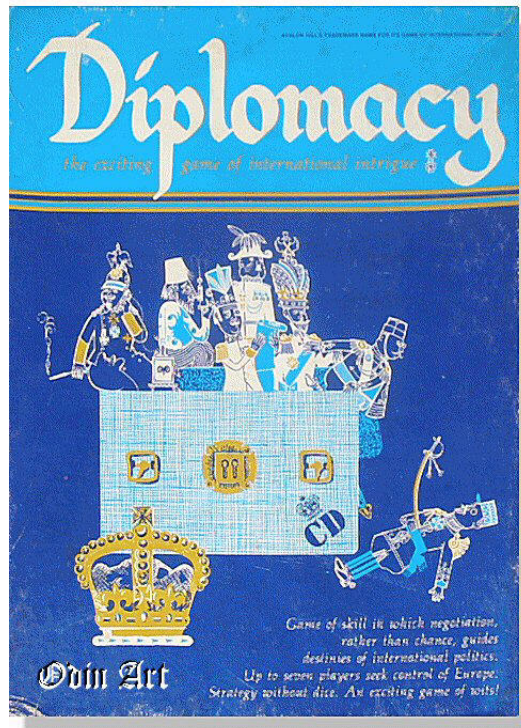
UAlg

UNIVERSIDADE DO ALGARVE



Peter Stallinga UAlg 2011

Diplomacy e-mail/social network game



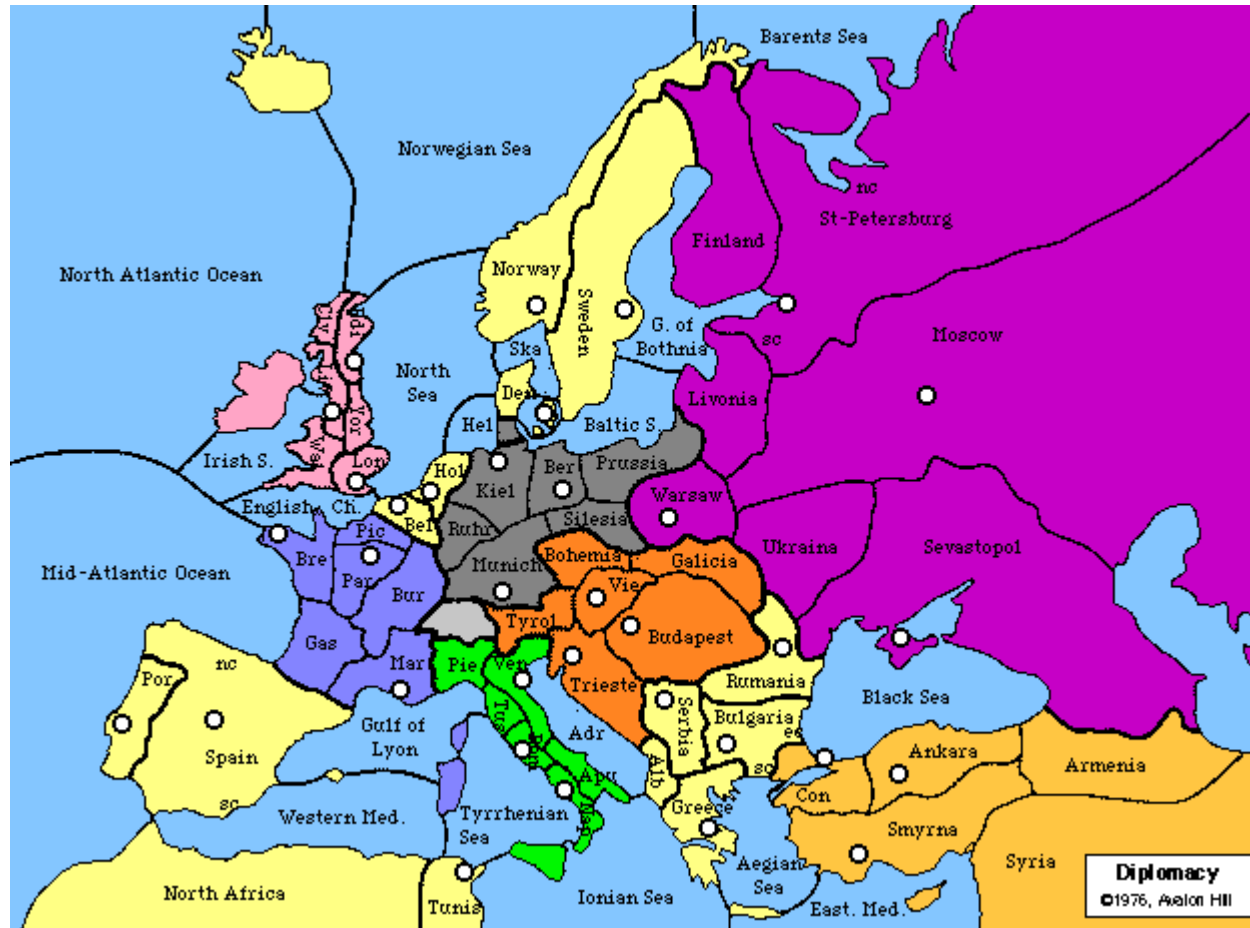
Diplomacy is a strategic board game created by Allan B. Calhamer in 1954 and released commercially in 1959.

Its main distinctions from most board wargames are its **negotiation** phases (players spend much of their time forming and betraying alliances with other players and forming beneficial strategies) and the **absence of dice or other game elements that produce random effects**.

Set in Europe just before the beginning of World War I, Diplomacy is played by two to seven players, each controlling the armed forces of a major European Power (or, with few players, multiple powers). Each player aims to move his or her few starting units—and defeat those of others—to win possession of a majority of strategic cities and provinces marked as "supply centers" on the map; these supply centers allow players who control them to produce more units.

- Wikipedia

Diplomacy. Objective



There are seven superpowers: England, France, Germany, Austria-Hungary, Turkey, Russia and Italy. Each controlled by one player.

The aim of the game is to control 18 ○ 'supply centers'

Objective

Each country starts with three supply centers* and three units.
Orders are given to the units (to concur new supply centers)

Each **supply center** can sustain **one unit**

New supply centers are won by occupying them at the **end of an autumn** move

18 supply centers wins the game

If in **Winter 1912** there is no winner yet, the one with the most supply centers wins

*: Except Russia that starts with 4

Units & Orders

Two types of units: **Fleet** (F) and **Armies** (A)

Armies can only go to **land** territories that are **adjacent**.

Fleet can only go to **adjacent water** and **coastal** territories.

Support can be given to a unit's order if the unit giving support could in principle go there itself. (For example, an army cannot support a fleet in or into water).

Fleet can transport (“**convoy**”) armies. For example to get the England army off the island and into battle:

```
F Nth C A Lon M Hol
```

```
A Lon M Hol
```

Diplomacy

Support can be given to **other player**'s units. This is the core of the game*. Communicate with the others!

Example:

England:

F Lon M Eng

France:

F Bre S F Lon M Eng

In case of equal force in a battle, there is a 'stand off' and nothing will happen. To enter a territory you need attack 1 stronger than the defense. Units kicked out have to specify where to 'retreat' to

*: “A diplomat is a person that can tell you to go to hell in such a what that you are looking forward to the trip!”

Sign Up

Send e-mail (preferably from your @ualg.pt account) to the Portuguese Diplomacy E-Mail Judge, ptlx@faztek.org

Example:

```
REGISTER
Name: <name>
Phone: x
Site: Universidade do
Algarve
Address: Campus de
Gambelas, Faro
Country: Portugal
Timezone: WEST
Email: <a99999@ualg.pt>
Level: Novice
Birthdate: Dec 25, 1907
Sex: <Female>
Package: Yes
END
```

```
REGISTER
Name: Peter Stallinga
Phone: 7756
Site: Universidade do
Algarve
Address: Campus de
Gambelas, Faro
Country: Portugal
Timezone: WEST
Email: pjotr@ualg.pt
Level: Expert
Birthdate: Dec 25, 1967
Sex: Male
Package: Yes
END
```

Sign On

Sign on to the game 'IALPa' *

Send an e-mail to ptlx@faztek.org with the following contents:

```
SIGN ON ?IALPa <password>
```

example

```
SIGN ON ?IALPa oglorioso
```

The '?' is there because you are not assigned a superpower yet. Later you will put there the first letter of your superpower. For instance, if you will be playing France in the game called 'IALPa' you will write

```
SIGN ON fIALPa <password>
```

*: In case there are more than 7 players, a new game, 'IALPb', will be started. There can even be '*recurso*' for the first ones eliminated in case players are needed.

3: e-mail

To communicate with the judge computer you can send messages to it (do not use html!). For instance, to get the information package on how to play write to ptlx@faztek.org the following message:

```
GET PACKAGE
```

You will receive the following messages:

```
press  
house.rules  
deadlines  
rules  
guide  
syntax  
index  
info
```

The most important messages are rules and syntax. To get just the rules, send a message

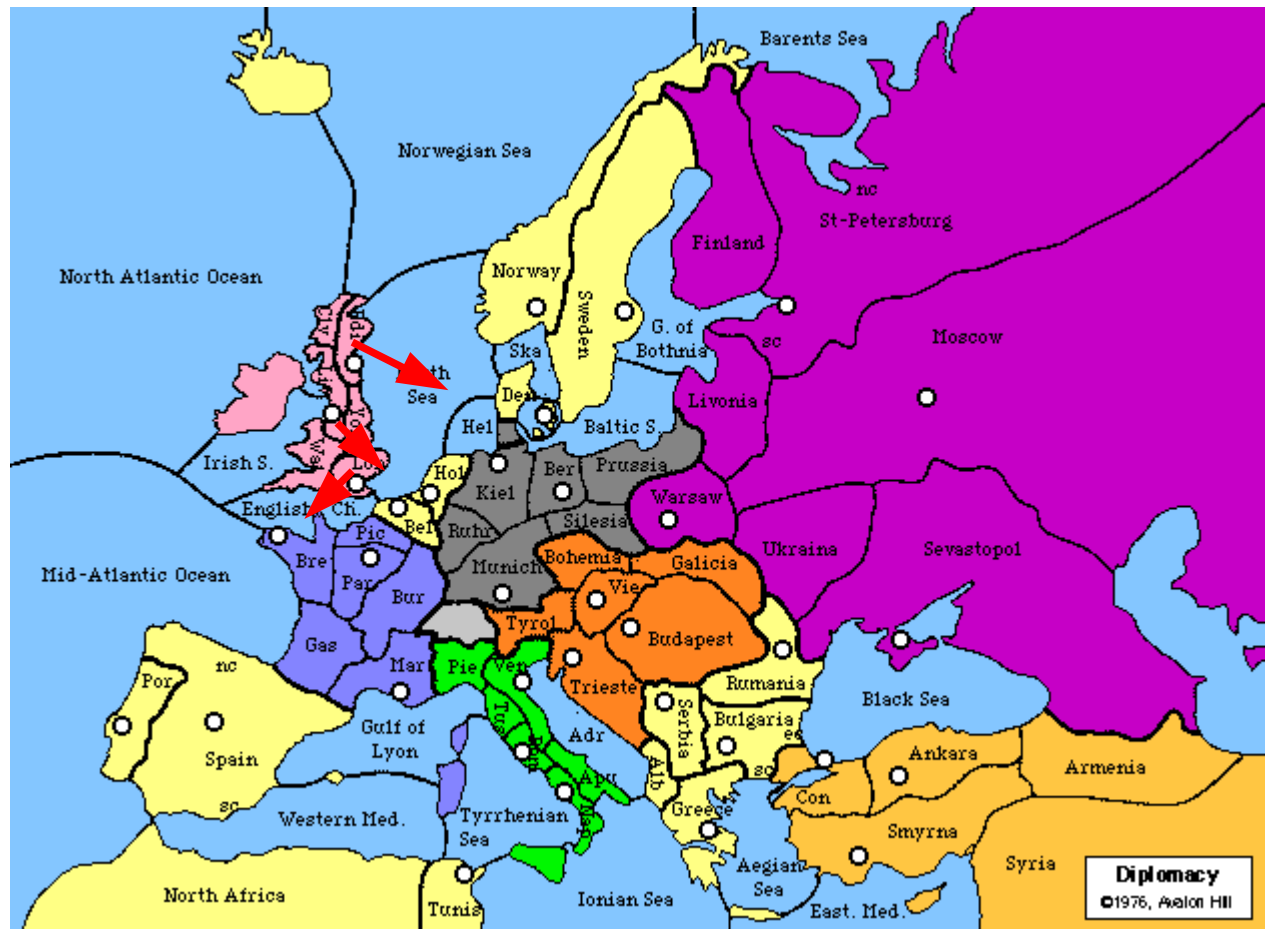
```
GET rules
```

Instructions e-mail example

e-mail to the server ptlx@faztek.org: *

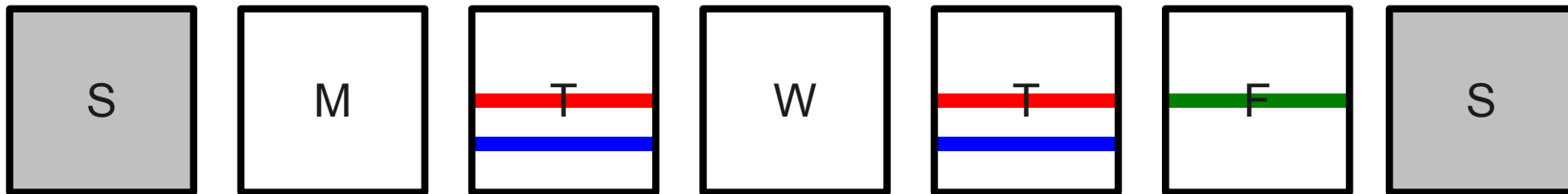
```
SIGN ON eIALPa oglorioso  
F LON -> ENG  
F EDI -> NTH  
A LIV -> LON  
SIGN OFF
```

*: The judge will
acknowledge receipt
of instructions and
warn if something is
wrong



Deadlines

- Spring movement: Tuesday 15:00 hours
- Spring retreat: Tuesday 19:00 hours
- Autumn movement: Thursday 15:00 hours
- Autumn retreat: Thursday 19:00 hours
- Winter building/removal: Friday 15:00 hours



8..10 Status, Basic Rules

8: The status of your game in graphics format can be seen at

<http://www.floc.net/observer.py?page=game&game=IALPa&judge=ptlx>

9: Everything is allowed in the game. Spying. Cheating. Lying. Backstabbing. Making false promises. Anything. Except interfering with the judge (like e-mail account of prof).

10: Do not ask me questions by e-mail.

Have fun!