

IALP 2011 - Diplomacy

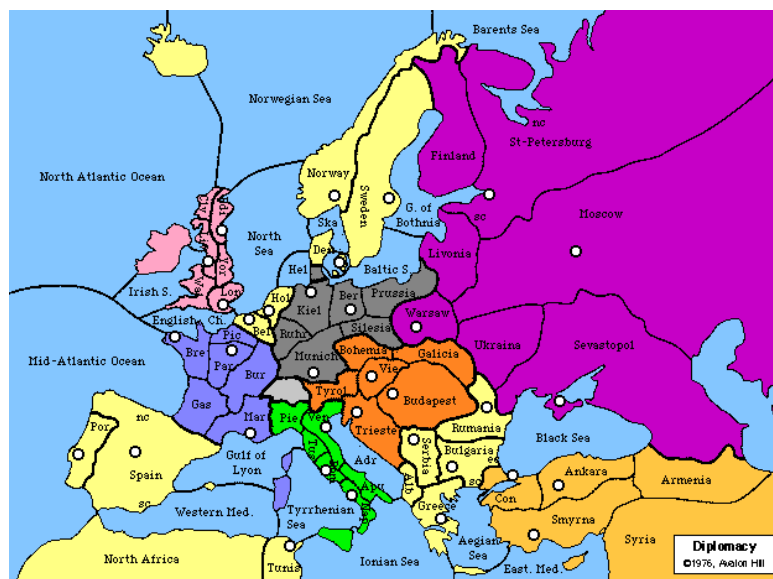
P. Stallinga



MIEET 1º ano



Welcome to the UAlg 2011 MIEET-IALP Diplomacy Tournament. We will play an on-line version of the game (everything is automatized!) on a so-called Diplomacy Judge. The game consists of managing one of the seven superpowers in a battle over Europe. The aim of the game is to have control over 18 'supply centers' (territories with dots in the map below). There are seven superpowers: England, France, Germany, Austria-Hungry, Turkey, Russia and Italy. Each start with 3 supply centers (and thus three military units), except Russia that starts with 4. See map below. The instructions for your military units are very simple.



1) Begin by sending the following e-mail (preferably from your @ualg.pt account) to the Portuguese Diplomacy E-Mail Judge, ptlx@faztek.org (change things indicated with <...> with appropriate information, don't keep the < and >):

REGISTER

Name: <name>

Phone: x

Site: Universidade do Algarve

Address: Campus de Gambelas, Faro

Country: Portugal

Timezone: WEST

Example:

REGISTER

Name: Peter Stallinga

Phone: 7756

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

Email: pjotr@ualg.pt
Level: Expert
Birthdate: Dec 25, 1967
Sex: Male
Package: Yes
END

The subject field of the message is irrelevant. You will probably get a set of files with explanations of how to play. These can also always be obtained by sending a request to the 'judge' server.

2) Sign on to a game (ask the professor what game you are attributed to). Imagine the game is called 'amarelo'. Then sign on to it with sending an e-mail to ptlx@faztek.org with the following contents:

```
SIGN ON ?amarelo <password>
```

example

```
SIGN ON ?amarelo 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 'verde' you will write

```
SIGN ON fverde <password>
```

3) 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
```

4) The game consists of several phases. A 'year' in the game (starting in Spring 1901) consists of two move phases (instructions for the units movements), each followed by a retreat phase (for units kicked out of a region), and at the end of the year a build/destroy phase (for each supply center in possession by a player that player can maintain one unit). Each phase has a **strict, automated, computerized (no discussions possible) deadline**. Not sending an e-mail with instructions is equal to giving instructions "do nothing" (sitting duck!). **Orders can always be altered before the deadline**. The deadlines are

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

The game will take up to 12 weeks. (Winter 1912)

As an example. The first move of England in the game 'amarelo' might be moving its fleet from London to the English Channel (irritating France!), moving its fleet from Edinburgh to the North Sea and its army from Liverpool to London. He sends an e-mail to the server ptlx@faztek.org:

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

(If I am not mistaking the unit descriptions 'F' and 'A' are not really needed, since they are always obvious. Also the '->' indication is superfluous, since 'move' is default. And, instead of '->' one can also write 'M'. **The judge will always reply acknowledging your orders and warn you if something is wrong or not clear**). See the file 'syntax' for a full description of the syntax of orders.

5) The interesting thing is that units can support each other (to hold defense, or to jointly attack a region). **This support can also be to other superpowers**. France can support Germany to attack England, etc. And here is where the diplomacy starts. Are you able to talk your biggest enemy into doing something useful for you? ("A diplomat is a person that can tell you to go to hell in such a way that you are looking forward to the trip!")

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.

6) There are two types of units, Fleet and Armies. Four basic rules:

- 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
```

7) New supply centers are won by standing on them at the **end of autumn** move. (Note that standing on them in Spring has no effect!). Supply centers belong to a player until they belong to somebody else. (There is no need to keep standing on them every year). 18

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

8) The status of your game in graphics format can be seen at
<http://www.floc.net/observer.py?page=game&game=<name>&judge=ptlx>

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

10) Do not ask me questions by e-mail. I have no time to respond to you. I suppose you are all equal in not knowing anything about the game at the start, so the situation is equal and fair for all. Find it out among yourselves.

Good luck and let the best one win!

Peter Stallinga, September 2011