

# Seven Nation Army

## User Manual

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## I. Introduction

### A. Seven Nation Army

Welcome to Seven Nation Army! You are one of the seven great powers prior to World War I and your objective is to conquer all of Europe! (well... at least half of it) But you can't do it alone - you're going to use your powers of alliance making and breaking to become the greatest military power in the continent.

### B. Requirements

#### 1. *System Requirements*

Seven Nation Army runs on Windows, MacOS and Linux systems.

#### 2. *Other Requirements*

A stable Internet connection, Git, and Node.js are required for the initial installation of Seven Nation Army.

### C. Download Seven Nation Army

Seven Nation Army can be downloaded online at [Simply clone our repository](#), npm install, npm start, and you're ready to go!

## II. Getting Started

Ensure all requirements have been met and Seven Nation Army has been properly installed. Start the application and a welcome screen will be displayed.

Beginning and less experienced players may wish to navigate to the rules page to learn or review how to play Seven Nation Army.

### A. Creating an Account

Registering an account with Seven Nation is easy! From the welcome screen, simply select 'Register' and you will be redirected to a registration page. Provide your desired username, email, and password and you're set to play.

### B. Starting a Game

From the main menu, select 'Create Game' and you will be redirected to a game creation page. Here is when the game master may create a game based on the group's preferences.

The game master names the game, provides a description, specifies an adjudication period, and invites up to seven players by indicating their emails in the fields provided.

After all details of the game are finalized, select 'Submit' to create a game. A game page will be generated with details of the game, including the status of invited players and a Game Code in which players may use to join or spectate games.

### **C. Joining a Game**

From the main menu, select 'Join Game' and you will be redirected to a page where you can join an existing game.

You will be prompted for a Game Code. Enter the Game Code of an existing game to be added as a player.

### **D. Ending a Game**

Players who have joined a game and are no longer interested in moving forward with the game may simply select 'Surrender' at any season or turn submission period. All existing military units and supply centers will remain, and other players may compete to obtain the surrendered power's territory.

## **III. Seven Nation Army**

### **A. How to Play**

In Seven Nation Army, you will play as one of the seven great powers of Europe prior to World War I and your objective is to conquer as many territories as possible.

Seven Nation Army can be played with a minimum of two and a maximum of seven players. Each player is randomly assigned one of seven "Great Powers of Europe" including Italy, Germany, Russia, Turkey, France, Austria-Hungary (known hereafter as Austria), and England. Each power, with the exception of Russia, starts out with three military units and supply centers.

### **B. The Rules**

## 1. Units

### a) Supply Centers

There are 34 supply centers distributed throughout the map in various land and coastal territories. Conquering territories with supply centers is vital to winning the game. A net gain in supply centers will allow players to build more armies or fleets in their home territory.

### b) Armies

Armies are military units that may travel through land and coastal territories. Every army has a default attack power of one.

### c) Fleets

Fleets are military units that may travel through ocean and coastal territories. Every fleet has a default attack power of one.

## 2. Orders

### a) Hold

During a hold a unit will stay in place. Holds may be supported or attacked by adjacent units. If there are more units attacking a hold than supporting the hold, the holding unit is displaced from that province and must retreat or disband.

The default order for all units is a hold. If a player does not issue orders during a season, their units will automatically be ordered to hold.

To submit a hold order, the player may select the unit and select the 'Support' button. Alternatively, the player may double-click the unit to hold. A circle around the unit will indicate a hold order has been placed.

### b) Move and Attack

Military units may be ordered to move to an adjacent province. Armies may not move into water territories and fleets may not move into landlocked areas.

Two equal forces attempting to obtain the same territory will result in neither unit moving.

An order to move a military unit to an occupied territory is considered an attack. All military units have a default power of one, but may be supported by adjacent units. If the total power of an attacking force is greater than the holding power or counterattack power, the weaker power is forced to retreat or disband their unit. Two equal forces will result in neither unit moving.

To submit a move or attack order, the player may select the unit, select the 'Move' button, and select the desired destination. Alternatively, the player may simply select the unit and select the desired destination immediately after. An arrow from the current territory of the unit pointing to the unit's desired destination will indicate a move order has been placed.

#### c) Support

As every army and fleet unit holds equal power, obtaining support from neighboring allied armies is essential to amassing controlled territories. Units may support holds, moves/attacks, and convoys.

Players may use their military units to support their other units or a fellow player's units. Units may only support other units to territories they are able to move into themselves. They do not necessarily need to be adjacent to the units they wish to support.

When an attack is successful, the supported unit moves into their desired territory and the supporting unit remains in place. During unsuccessful attacks, all units remain in place.

To submit a support order, the player may select the unit, select the 'Support' button, select the unit whose moves it wishes to support, and select the desired destination of the unit it is supporting. A dashed arrow from the supporting unit to the supported unit and the desired destination will indicate a support order has been placed.

##### (1) Cut Support

If a military unit is successfully attacked during a support attempt, its support is cut and the support order becomes a hold order.

d) Convoy

A convoy move may be used to transfer army units in coastal territories across water spaces or to move large distances in one turn. Only fleets may conduct convoys and only armies may be convoyed. Players may choose to convoy their own units or a fellow player's units. Fleets doing the convoying must be in the ocean territory the army will traverse. Armies may be convoyed across multiple ocean territories if there are fleets in every ocean territory it will traverse.

To submit a convoy order, the player may select the fleet to be convoying, select the 'Convoy' button, select the army to be convoyed, and select the desired destination of the army. A wavy line on top of the convoying fleet will indicate a convoy order has been placed.

3. *Game Phases*

a) Diplomatic Phase

During diplomacy, players may strategize their plans and turns. Alliances may be formed through conversations, agreements, and schemes.

b) Order Submission Phase

Players may issue orders to their army and fleet units. Orders may be submitted during the Spring and Fall seasons. Seven Nation Army validates moves so only valid moves may be submitted.

c) Retreat and Disband Phase

After every season, army and fleet units that have been successfully attacked must retreat or disband. If there are one or more territories the unit may legally move into, the unit may retreat into the territory. If there are no adjacent territories the unit may legally move into, the unit is forced to disband.

d) Build Phase

The build phase only occurs during the Winter season. Since each supply center can only support one military unit, powers that have obtained supply units over the course of the year may build new units. New units can only be built on a player's unoccupied home supply centers. Only one unit per province can be created at one time; therefore, each player can build a maximum of three units each Winter, with the exception of Russia who can build four.

e) Seasons

(1) Spring

During Spring, players may message other players through a diplomatic phase and issue commands to their units through the order submission phase. Once all orders are submitted or the adjudication period ends, all orders are simultaneously processed. If any units are successfully attacked and dislodged, players may issue retreat or disband orders to their units.

(2) Fall

Fall is similar to Spring in that there is a diplomacy phase and an order submission phase, followed by a retreat and disband phase for territories that have been successfully displaced.

(3) Winter

During Winter, control of supply centers may shift. Any unit that controls a supply center during Winter gains or maintains control of that supply center. If a power has more units than controlled supply centers, they are forced to disband their units until the number is equal. If a power has obtained more supply centers since the previous Winter, they may create more units. Powers may only build units in their home supply centers.

4. *Adjudication and Resolving Attacks*

Moves and Attacks are contested when a unit is already in that territory or simultaneously moving into the territory during the same season. Because

every unit has the same amount of power, the territory with the greatest amount of supporting force wins the attack.

If all powers involved in the attack hold the same power, all territories involved will remain in place.

If an army is successfully attacked during a support attempt, its support is cut and the support order becomes a hold order.

### **C. Winning**

A player wins when they conquer at least 18 of the 34 supply centers! This is referred to as a solo victory.

Games can, and often will, result in two, three, and four-way draws. Shared victories are usually orchestrated by all surviving powers who jointly participate in the win. Many draws are declared after a pre-set time limit has been reached.

### **D. Features of Seven Nation Army**

Seven Nation Army is a faster-paced game than previous versions of Diplomacy! You can only set the adjudication period to 5, 10, 15, or 30 minutes or 1 or 2 hours. There is a timer which counts down and automatically adjudicates the game. When you click on a territory you own, a pop-up appears with options to move, hold, support, or convoy. These features make Seven Nation Army run faster and is more intuitive for the user.