

GAME PHILOSOPHY

This is a game about diplomacy and war. Diplomacy can convince, confuse and pressure other players. War is costly. One approach is clearly better than the other, but with increased competition for fewer and fewer countries and the productive trade centers that free cities provide, conflict appears inevitable.

HOW TO WIN THE GAME

To dominate the map by holding of a majority of countries (free cities do no count) on three (3) continents at the end of a round.

OVERARCHING GAMEPLAY SEQUENCE (ONE ROUND)

- Negotiation between players
- Writing orders

These two phases should have a time limit of 4-6 minutes, to be decided by the players before the game

- Revealing orders - all players simultaneously
- Moving according to list (earlier orders have priority over later orders in each player's list), including attacking, moving and defending

These two phases should take no more than a couple of minutes

SETTING UP PLAY

1. Random phase

- Each player draws a starting continent (this is the only completely random instance in the game)

2. Placement phase

- Players take turns placing 6-10 units (how many is decided by the players ahead of the game and depends on the number of players) anywhere on "their" continent, simultaneously, in rounds. I.e. all players choose a country for their first unit and reveal it simultaneously, then choose a country for their second unit, etc. [two options for this rule]
 - [option 1] Players are not committed to staying on their own continent during placement, they can move anywhere as long as the country they move into is connected to another country they hold with at least one unit – by land or sea (no lost units for cross-sea placements). OR (alternate rule, only one can apply)
 - [option 2] Players have to stay on they own continent, but can place units freely as long as there are vacancies in the countries on the continent. No single country can be occupied by two players at the same time (even if they are informal allies).
- No placement on free cities during placement phase.
- A player can place as many units as a given country allows during the placement phase, and must then place units on other eligible countries.

MOVES / ACTION

In each round, players have a number of orders corresponding to the number of countries (not counting free cities) they occupy at the end of the previous round, divided by two and rounded upward (eg seven (7) countries equals four (4) moves) – but all have at least three (3) orders, even if they control no countries.

OR (alternate rule, only one can apply)

Players can place a number of orders equalling their combined holdings (countries and free cities) divided by three, not rounded up, with a minimum of three moves per round.

Defend/hold (default)

This is the default action for any unit in any country, unless an active order is given.

Attack

This is the move to undertake in order to overtake non-occupied countries or countries controlled by other players.

A three-way battle (or more) results in equal number of units lost for *all* parties, and the player with the highest number of units in the battle retains the excess number (see example below).

Moving

Players are assumed to be **moving** if they move into countries already controlled by themselves, or into empty countries.

This generally means there is no battle, but if two or more players move into the same empty country, a battle ensues in accordance with **attack** rules.

Example:

If three players simultaneously attack a country with the following force
(**Player A** – 4 units, **Player B** – 3 units, **Player C** – 2 units and **Player D**
holding the country has 2 units)
Player A retains 1 unit (on account of one more unit than **Player B**). All
other units are annihilated.

Support (in either attack or defend)

An ally can support both a defense of and an attack on a country, but must specify "support" in order to not attack all other players competing for same country, including the player the ally is supporting.

Support is the only order where defense or attack needs to be specified.

For attack support, players need to specify which country's attack (on another country) he supports. Supporting units are lost in battle in the same way as attacking units, but the attacker's first unit is lost first, then a supporter's unit, then the attacker's, etc.

The same order goes when giving defensive support, but in that case the player only needs to state which country the support defensively (ie they don't have to state where the attack is coming from).

Surviving supporting units **do not move** into won/occupied countries after an attack.

If a support order is given, but the allied player does not give an attack order, the support order is still executed, but takes the form of an attack against the 'third player'.

Examples:

["A 3 Yug-Tar" means "attack Tarez from Yug with three units" (or "move" if player already controls Yug)]

["SA Dis-Pie 2 Ciu" means "support Distonia's (which is held by the player's ally) attack of Pietes from Ciura (which the player holds) with two units"]

Sea crossings

Players can cross the seas by the indicated routes, but will lose one unit per country that is moving its units. (eg. five units move across the sea from one country to another equals four arrive on the other shore). Countries **cannot** share sea transport, they lose a unit each, even if the crossings are done in the same round.

The fact that an order leads to a sea crossing does not need to be specified in the order.

A few movement rules to pay attention to

- A country under attack must first defend its own soil with any units on it, and can then realize attack or support orders with any remaining units (this is the only exception to the rule that a country may only act towards one other country per round).
- A country can only act towards one other country during a round, even if it has units remaining on it after the first move. This does not include defense when attacked.
- If moving units on to a country crowds it (more units than allowed), then orders are cancelled from the bottom of the list. A whole move order does not have to be cancelled, only the extra units who will crowd the destination have to stay behind. The rest move to the destination.
- If a player specifies **more** units to move than are available *from* a given country (regardless of whether they have been killed off or never existed), the maximum available units will complete the move, even if it leads to 'death at sea' or an unsuccessful attack on an adversary.
- A unit can only move across one border or sea route per round.

- If orders conflict (eg a player has indicated two moves from the same country), the order higher up on player's list is prioritized.

UNIT CREATION

Units are only generated in free cities, at the beginning of each round. If a player has a unit on a free city, and also controls (with at least a unit on each) one or more bordering countries/free cities (by land border or sea route), that player gets as many units as bordering countries, until there are at most six (6) units on the free city. Allies controlling countries bordering a free city do not provide the free city with a unit, the player must themselves control the bordering countries.

UNIT DESTRUCTION

- A unit which has been in battle against the same number of units is killed off.

Example:

[if player A (4 units) attacks player B (3 units), player A is left with one unit on the attacked country – provided no support was given to either party's country]

- Sea crossings kill off one unit per crossing, regardless of how many units are moved in a given crossing

COUNTRIES

- Any given country can hold the same number of units it has border connections (land and sea) with other countries (as indicated by the number of circled crosses on each country)
- For a country to be controlled, a player has to have a unit on it at the end of a round

FREE CITIES

- Free cities provide units
- A free city can hold up to six units at any one time – any additional units must be moved out to bordering countries. If there are no free slots in the free city when it's time for unit creation, no new units will be created ahead of the next round.
- Allies cannot support cities to create units, but defensive support against attacks from border country units can always be lent to the city-states in the same manner as defensive support for countries.

GENERAL CONDITIONS

- a country or free city may only have one great power (ie player) in it at any one time, even if two or more have formed alliances.