

Dissolution: Specific Rules for the 2021 Session (0D)

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House Rules

<https://www.playdiplomacy.com/forum/viewtopic.php?f=148&t=60363>

The above linked article on the PlayDiplomacy forums summarizes my house rules at length, though you should ignore anything referring to forum PMs, as we won't be using them.

Pay particular attention to the section labeled "The GM is a Benevolent Tyrant" and the Addendums directly below that.

Location of Play

The game will take place on the **Dip: 202X TTT & Prelims** Discord server. This server was initially created with the intent of hosting an eventual variant tournament, and this session of Dissolution will serve as a preliminary round of that tournament.

This prelim will be labeled round "0D" as it is the fourth prelim I have run on this server (the three prior being games of *Order of the Dragon*).

Endpoint for the 2021 Session

There is no predefined year cap for this game. However, after game year 2001 (ten full years of play), if I determine that the game needs to be wrapped up, I may elect to end it early in a draw.

This will be done at my discretion, likely because I have time conflicts or it becomes clear that most/all players are failing to find a satisfying resolution on their own.

In this scenario, I will try to give at least three orders phases notice (Winter, Spring, and Autumn) so that you will have some time to wrap up your affairs. The game will terminate at the end of an Autumn orders phase, as it would in a typical game.

Draws

I do not like play that focuses on draw size, so in the event of a draw, all players will be **ranked** according to their SC totals and years of elimination. No ties will be broken, and special recognition will be given to the board-topper(s) in such an event. **Draws must include all survivors**, and voting is handled via secret standing draw votes.

By default, all players are treated as being against a draw. You may change your vote simply by stating, in your orders channel, "I am for a draw" or "I am against a draw." Declarations outside your private orders channel can be made, but they do not count.

Some time will be granted after the resolution of major turns to allow players to reconsider their draw votes; this is at the GM's discretion. Draws will not be resolved during retreat phases.

Dissolution allows eliminated players to continue allocating 1 DP per Spring or Autumn orders phase, but eliminated players have no say in the draw.

Why Not Draw Size?

I could write an essay on this, but I won't. Suffice it to say that draw-sized-based play of Diplomacy, in variants and the classic map alike, incentivizes a very different approach to play. It frequently creates a conflict-of-interest whereby a player has incentive to eliminate others from the map *even if* such goals actually inhibit their ability to achieve a solo victory. Ranked draws alleviate this problem by emphasizing comparative SC counts.

You can, as always, eliminate other players solely for the sake of reducing the number of survivors. I just won't be giving you a direct incentive to do so. I will not refer to the final result as a "three-way" or "four-way" draw or whatnot. It will just be a "draw," and I will report the ranks as mentioned above.