



Diplomacy[®]

Chaos Italy Variant San Francisco Style by Edi Birsan

THE RULES

When you have six players, this has been a fun way to approach a six player game:

1. Each player submits a set of orders for Italy with their own orders for the Spring and Fall.
2. Once the orders are submitted, a six-sided die is thrown starting with the order around the edge of the map from Italy so that the order is France=1, England=2 etc.
3. The person that wins the die roll has his orders read first for Italy. No other orders for Italy are read.
4. If there are retreats, the retreat **MUST** be made.
5. If it is **FALL**, the player who winds up owning Italy **cannot** get credit for any Italian supply center it takes that year. So, if Austria winds up in Venice in Fall 1901, and it also owns Italy for that Fall move, then Italy still owns Venice.
6. The owner in the Fall decides the Fall retreats.
7. Builds and removals are also done by random roll with the orders as submitted.

REMEMBER: The orders for Italy and everyone else are written before anyone knows who is playing Italy for that season.

