

Rules of Play

INTRODUCTION

ORIGINS of World War II is basically a five player game: a game recreating the diplomatic conflict of the 1930's between Germany, France, Britain, Russia and the United States which led to the outbreak of World War II.

Each player controls one of the five major nations. Each of these nations has different objectives and political strength. The weaker nations have a chance at winning through the use of alliances with other weak nations. Even Germany, politically the strongest nation in the game, can win only if it does some wheeling and dealing. The mechanics of the game are simple; the player most expert at negotiations and diplomacy usually wins. The game is six turns long; 30 to 60 minutes to play. Described first is the 5-player Historical Game. The four "What If?" scenarios, along with the two, three, and four-player versions follow.

GAME EQUIPMENT

1. Outer box sleeve
2. Inner box lid
3. Plastic Tray
4. Mapboard of Europe 1939
5. Five sets of die-cut Diplomacy Counters: one set each; German, French, British, Russian, United States
6. One set of 5 Historical Game National Objectives cards
7. One set of 5 What-if? National Objectives Chart cards
8. Rules of Play Folder
9. Era of Diplomacy Booklet
10. One Die

Spread out all game components on a table and generally familiarize yourself with them before reading any further. Only the 5 Historical Game — National Objectives Chart cards will be used; set aside the 5 National Objective cards showing the 4 What-if? game objectives.

ORIGINS

GAME OF
INTERNATIONAL
POWER-POLITICS

Historical Game

THE PLAYING BOARD

The playing board has on it a map showing the 13 nations and contested areas which were prominent in the political disputes which led up to the outbreak of World War II. Each of the nations has its flag and name within its borders. Two areas (disputed by France and Germany) have names only, Alsace Lorraine and the Rhineland, and no flags. In the course of the game you place your counters in these areas (nations). Hereafter the countries will be usually referred to as areas (such as "area" or the "Polish area").

- 1— When playing counters are placed on the board they must be placed in one of the areas.
- 2— Except when placed in the "home" area, counters once placed in an area may not be moved from that area unless eliminated from the game as a result of Diplomatic Conflict.
- 3— The "home" area is the area occupied by each player's own country. For example, the home area of French counters is France, the home area of German counters is Germany, etc. Each player may place his counters in his home area in one turn and then move them out in a subsequent turn if he wishes.
- 4— The Rhineland and Alsace areas are NOT considered part of any other country, but are separate areas just like Germany, France, etc. Like any of the other eleven areas, any player may place counters in the Rhineland and Alsace-Lorraine areas. Not all of the player-countries' names were placed in these two areas mainly because there wasn't enough room.

THE PLAYING PIECES

Each of the five players has his own set of playing counters. ALL of the playing counters represent "Political Factors" although two types, marked Understanding or CONTROL, do not have the number of PF's they represent printed on them. The Understanding counters are each worth five PF's, as are the control counters. The other PF counters come in four denominations, representing 1, 3, 5 and 10 PF's. Examples of the different counters are shown below;



1— The Political Factor Allocation Chart

shows how many PF's each player receives each turn.

- 2— Once players receive their PF's they MUST place them on the board, although PF's placed in the player's own country may later be moved to another country.
- 3— PF's eliminated from the game through "Diplomatic Conflict" are removed from the board.
- 4— Actually, both the Understanding and CONTROL counters are worth five PF's. But only the Understanding counters may be used interchangeably with PF counters in diplomatic conflicts. Once five PF's are exchanged for a CONTROL counter there can be no more conflict in that area (fully explained in section on USING "UNDERSTANDING" AND "CONTROL" COUNTERS).

NATIONAL OBJECTIVES CARD

The game comes with two sets of National Objectives Chart cards, 5 per set. One set — which you set aside for the time being — contains national objectives information for the four "What If?" games. The other set — The Historical Game — duplicates what is printed on the inner box lid.

The National Objectives Card contains the National Objectives Chart and the Political Factor Allocation Chart. The National Objectives Chart shows each player which Understanding or CONTROL counters (if any) he must have in each country area at the end of the game in order to obtain points. The Political Factors Allocation Chart shows how many Political Factors (PF's) each player gets at the beginning of each turn. This chart also shows the sequence in which each player moves (you read the chart from left to right).

- 1— Each player has a different set of National Objectives, as shown on the National Objectives Chart.
- 2— The National Objectives Chart shows how many points each player receives for having Understanding or CONTROL counters in certain country areas at the end of the game.
- 3— Each player may only have one Understanding or CONTROL counter in each of the specified countries on the National Objectives Chart.
- 4— The Political Factor Allocation Chart is also on the National Objectives Card, it shows the sequence in which the players move each turn (USA first, then France, Britain, etc.), as well as the number of PF's each player receives each turn.
- 5— There are five different National Objective Charts available for use in the game. Make sure that all players are using the same one.
- 6— All nations may place PF counters in any area even if their political objectives do

HOW TO WIN

The game is won on points, the player with the most points at the end of the game is declared the winner. Who gets points for what is shown on the National Objectives Card.

- 1— The game is won by the player who obtains the greatest number of points at the end of the game.
- 2— Points are obtained by having Understanding or CONTROL counters in certain areas (as specified on the National Objectives Card), at the end of the game.
- 3— If either Germany or Russia wins the game with 15 or more points you may assume that World War II has broken out.

SETTING UP THE GAME

- 1— Lay out the mapboard on a hard, flat surface and seat players around it.
- 2— Each player takes the appropriate set of counters and sorts them out according to function (Understanding, CONTROL, 1, 3, 5 and 10 political factors).
- 3— Each player takes and studies one of the "Historical Game-National Objective Chart" cards. Each player will have to develop a different strategy as each player has a different set of National Objectives. The game is normally played with five people. (If you only have four, three or two players you must refer to the special rules for four, three or two player games). No matter how many players you have, remember that the most important aspect of this game is diplomacy. That means you must be able to negotiate with the other players if you want to win. If you don't negotiate (in a game with three or more players) you'll surely lose.

Once all players have their counters straightened out and their negotiations completed, the game is ready to play.

HOW TO PLAY THE GAME

The game is played in six complete turns. Each turn consists of each player receiving his allocation of Political Factor (PF) counters and placing them where he wishes. Each player then may attack other players' PF's in each area where he also has PF's. At the end of each turn players may substitute Understanding or CONTROL counters for PF's in areas where this is allowed for them to do so.

- 1— Routine of play;

STEP 1 — The USA player takes his PF's (as specified on the Political Factor Allocation Chart), plus any he has in his home area and wishes to move to another area, and places them wherever he wishes on the board. The French, British, Russian and German players (in that order) then do the same. Only one player at a time moves.

STEP 2 — The USA player may now make diplomatic "attacks" on other player's PF's in areas where the USA also has PF's. When the USA player has finished making his attacks the French, British, Russian and German players (in that order) may make theirs. Only one player at a time may attack and other players may not move PF's or attack while another player is making his attacks.

STEP 3 — The USA player may place an Understanding or CONTROL counter in any area in which he has at least five PF's and meets the other conditions for doing this (in the Historical game USA cannot place any Understanding or CONTROL counters anywhere). The French, British, Russian and German players (in that order) may now do the same.

STEP 4 — Repeat steps 1-3 until the sixth turn is completed. The game then ends and you add up each player's points to determine the winner.

- 2— Diplomacy and negotiations may take place at any point in the game. However, in order to speed up the play of the game the players may agree not to let each player take more than, say, five minutes to make his move.
- 3— The Political Factor (PF) Allocation Chart shows how many PF's each player receives each turn. These PF's may not be accumulated from one turn to the next and must all be placed on the board in each player's turn.

PLACING POLITICAL FACTOR (PF) COUNTERS ON THE MAPBOARD

At the beginning of each turn each player receives a specified number of PF's. These must be placed on the board when each player's turn comes. Once placed in an area they may not be moved to another area in that, or later, turns. The sole exception is when a player places PF's in his "home" country (for example, Britain places PF's in Britain). In this case the PF's may be moved out of the home country to another area in a SUBSEQUENT turn. Again, once a PF is in any but the home country area it may not be moved to another area. PF's may also not be placed in an area containing a CONTROL counter.

- 1— Each player receives a specified number of Political Factors (PF's) each turn. The exact number is shown on the Political Factor Allocation Chart.
- 2— Political Factors MUST be placed on the board in the turn they are received by each player.

3— Once placed in an area PF's may not be moved to another area in subsequent moves. The sole exception to this is when PF's are placed in the player's own country (Britain placing PF's in Britain). In this case these PF's may subsequently be moved into other areas (and then not be able to move to other areas). PF's may not be voluntarily destroyed.

- 4— PF's may not be placed in an area containing a CONTROL counter.
- 5— The PF's of each player in each area must be considered as one lump sum, even though you may have any number of PF counters in an area. The different size PF counters (1, 3, 5 & 10) are for the purpose of making "change." Thus all you have to keep track of is the total number of PF's you have in each area. Understanding counters are equal to five PF's. Control counters are also equal to five PF's, but once placed on the board are never used to make attacks (see section on USE OF "UNDERSTANDING" AND "CONTROL" COUNTERS).

CONFLICT OUTCOME

Diplomatic conflict is resolved in the game by allowing each player's PF's to "attack" the others in the various areas. This is done by using the Diplomatic Conflict table and a die. You simply take the total number of PF's you have in an area and compare that total to the total number of PF's of the opponent you are attacking. Simplify this down to "odds" similar to those shown on the Diplomatic Conflict Table and roll the die. Read across on the die roll and down on the odds to see what the outcome is. In this way you can weaken an opponent's position in an area.

- 1— You set up a diplomatic attack by taking the total number of PF's you have in an area (let us say 13) and comparing it to the number of PF's your opponent in that area has (let us say 7). Thus 13 to 7 would be simplified to 1-1. Fractions do not count and the odds must be simplified to one of the odds shown on the Diplomatic Conflict Table (1-1, 2-1, 3-1, 4-1 or 5 or more to 1). You then roll the die and read across on the die result line and down on the odds column to determine the outcome.
- 2— Two or more nations are not allowed to combine their PF's in an attack.
- 3— You must attack all of your opponents' PF's in the area where you are attacking. You may attack more than one opponent in each area, as long as you attack ALL of each opponent's PF's in one attack. For example: If Britain with 7 PF's decides to attack both Germany, who has 4, and Russia, who has 2, odds would be 7 to 6 (1 to 1). Britain could elect instead to simply attack Russia, only, at 7 to 2 (3 to 1).
- 4— In each area you may attack only once per turn.
- 5— You may only attack in an area if you have PF's there. You must attack with at least 1-1 odds.
- 6— Understanding counters (equal to 5 PF's) may participate in attacks.
- 7— An area may never have more than five attacks in it per turn (at most, each player may attack the PF's of one or more other players once per area each turn).

USING "UNDERSTANDING" AND "CONTROL" COUNTERS

The Understanding counters (equal to 5 PF's) mean just that. The nation you have an Understanding counter in is equivalent to having a diplomatic "understanding" with that nation which, according to your national objectives, will give you a certain number of "points" at the end of the game (if you still have the counter in that country). The CONTROL counter, on the other hand, implies that you have actually taken over the area in question. Again, the ability to do this is dependent on your national objectives.

- 1— You may have a CONTROL or Understanding counter in an area if your national objectives state that you can get points for doing so.
- 2— To place an Understanding counter in an area you simply replace five PF's with an Understanding counter during STEP 3 of a turn.
- 3— To place a CONTROL counter in an area you must meet three conditions;

A — Your national objectives must call for a control counter in the area in question.

B — There must be no PF's, CONTROL or Understanding counters (except your own) in that area by STEP 3 of the turn in which you want to place a CONTROL counter there.

C — You must have at least five PF's in the area.

These conditions being met, you merely take all of your PF's in that area out of the game (you can't place them in another area anyway) and place a CONTROL counter in that area. From this point on no one else may place any counters in that area.

- 4— Understanding and CONTROL counters may not be placed in an area not called for as a national objective. But a player is allowed to place PF counters in an otherwise "no point" area for the purpose of preventing an opponent from earning Understanding and/or CONTROL points in that area.

5— IMMUNITY: You may make your PF's "immune" to attack from another player by getting an Understanding counter in another player's home country. For example; if you are playing Germany and you are able to place an Understanding counter in Britain at the end of a turn your PF's in all other areas cannot be attacked by British PF's until the British player destroys the German Understanding counter in the British area. This "immunity" only applies to British PF's attacking German PF's. Also remember that you may only place an Understanding counter in an area if your National Objective Chart allows it (gives you points at the end of the game for doing so).

6— DESTROYING IMMUNITY: You may ALWAYS attack other players' PF's in your home area. Thus once another player has got an Understanding counter in your home area you may attack that player's PF's in your home area in the following turn. If you destroy these PF's

you may then make attacks that same turn in other areas. Remember, of course, that you must attack all of the other players' PF's in your home area (not just his understanding counter). If you fail to destroy the other players' PF's in your home area you may make no other attacks that turn.

SHARING CONTROL

If two nations are allowed to place control counters in an area they may both allow each other to place a control counter in that area at the end of the turn as long as no player that is not allowed a control counter in that area has any PF's in that area. All other conditions for placement of control counters must be met (that is, each have at least five PF's in the area). Both players left in that area must be able to place a control counter in the area or neither may. When this option is exercised each player gets the full amount of points for a control counter. All other rules concerning control counters apply. An example of this could occur with Russia and Germany in Poland, the Baltic States and

Rumania or between Germany and France in Alsace-Lorraine.

Example of Sharing Control; Germany and Russia end a turn with each having more than five PF's in Poland. Germany has seven PF's and Russia has eleven PF's in Poland. Rather than continue to fight it out, both countries agree to share control of Poland. Thus when it comes time to place CONTROL counters both Germany and Russia place a CONTROL counter in Poland. All of their PF's in Poland are removed from the game (they are useless anyway, so just remove them). At the end of the game both Russia and Germany will receive the full number of points for having "control" in Poland. During the 1930's Russia and Germany actually did "share" CONTROL in both Poland and Rumania. You will note that each player met all the conditions for obtaining CONTROL. Each had at least five PF's in Poland, each would obtain points for achieving CONTROL and no other player had any PF's in Poland at the end of the turn.

DIPLOMACY

The most vital aspect of this game is diplomacy and negotiation. The player that can drive the best bargains will be the player that will win the game. No player can win the game by himself, he must have the help of some other player at one point or another in the game. Of course, you can lie, double deal or threaten as much as you want (you may not cheat or steal, however, as this is only a game, not real life). Use your head and you'll come out on top.

ORIGINS OF WORLD WAR II designed by James F. Dunnigan; graphics by Thomas N. Shaw; chronology by Albert A. Nofi.

For current replacement parts list send a stamped, self-addressed envelope marked "parts list" to: The Avalon Hill Company, 4517 Harford Road, Balto., Md. 21214.

Copyright 1971, The Avalon Hill Company, Baltimore, Md. Printed in U.S.A.

2, 3, 4-Player Games

Although THE ORIGINS OF WORLD WAR II is basically a five player game, it is a simple matter to have equally interesting two, three or four player games. This is accomplished by using one of the VARIABLE ALLY TABLES. These tables insure that none of the players knows exactly who will play each of the "non-playing" nations each turn while at the same time the chances of each player controlling the play of the non-playing nations remains historically accurate. The procedure for each of the three games (two player, three player and four player) is essentially the same with the exception of the number of players and the VARIABLE ALLY TABLE used.

TWO PLAYER GAME

One player is France, the other is Germany (you may vary this and substitute Britain for France, making the same change on the VARIABLE ALLY TABLE). At the beginning of each turn, before anyone places their PF's on the board, the German player rolls the die three times to determine who shall play the non-playing nations for that turn.

TWO PLAYER VARIABLE ALLY TABLE

	United States	Russia	Britain (or France)
France	1,2,3,4	1,2,3,4	1,2,3,4,5
Germany	5,6	5,6	6

Die Roll Needed For Control

Example: if the German player rolls 3, 5, and 5 in that order; the U. S. is France's ally (die roll of 3), Russia is Germany's ally (5), and Britain is France's ally (5) for that turn only.

Whoever obtains "control" of a non-playing nation (US, Russia or Britain) may ignore that nation's National Objectives, but must play that nation just as it would normally be played in a five player game. Of course, you

may use that nation's PF's to support your own moves, but only as that nation would in a five player game if it were your ally for that turn. All other rules on diplomatic conflict and placement of PF's still apply.

THREE PLAYER GAME

Same as the two player game except that the players are now France (which may be substituted for Britain), Germany and Russia.

THREE PLAYER VARIABLE ALLY TABLE

	United States	Britain
France	1,2,3	1,2,3
Germany	4,5	4
Russia	6	5,6

FOUR PLAYER GAME

Same as the two player game except that the players are now France, Britain, Germany and Russia.

FOUR PLAYER VARIABLE ALLY TABLE

	United States
France	1,2
Germany	3
Russia	4
Britain	5,6

A variation of this game is to ignore the United States entirely and play without the VARIABLE ALLY TABLE.

The two, three and four player games require a somewhat different strategy than a five player game. Since you can never really be sure who will be playing the "non-playing" nations from turn to turn you must adjust your own moves accordingly. While these games will require less diplomacy than the five player games they will require even more carefully thought out strategy.

The Play-by-Mail Game

This is perhaps the most realistic way of playing ORIGINS OF WORLD WAR II. It requires the services of a sixth player (the GAMESMASTER) in order to be most successful. The Gamesmaster receives all moves and then informs each player as to who has what where. The Gamesmaster also receives all diplomatic attacks and uses some neutral media (stock market reports) to determine how well attacks succeed. This type of game can also be conducted by telephone if the players live close enough together. The play procedure is somewhat different than the in-person game. The play procedure is as follows:

STEP 1 — The Gamesmaster informs all players of the deadlines for moves (two weeks is a good interval, although this can be shorter if a "telephone" game is being played).

STEP 2 — After the two week "negotiation period" is completed the players send their moves (placement of PF's) to the Gamesmaster. The Gamesmaster then informs all players of each other players' moves. Players may contact each other by mail, telephone or in person during the negotiation phase. The Gamesmaster must tell the players of the location of all PF's when this phase is completed.

STEP 3 — After a further two weeks (or whatever) of negotiations the players must send to the Gamesmaster their diplomatic attack orders (that is, who they will attack in each area). Each attack must have the name of a stock with it. The Gamesmaster will then, on the "deadline" day, consult the stock market quotations and the "sales in hundreds" for the stock named by the player will represent the number that will determine the outcome of that attack (on a 0-9 scale). A revised 0-9 Diplomatic Conflict Table has been provided for this. The Gamesmaster may

simplify this procedure by sending the players a list of stocks they must use, which will always appear in the stock market quotations which he has access to.

The Gamesmaster must resolve the attacks in the following order, USA, France, Britain, USSR and Germany. The Gamesmaster then sends all players the results of the attacks in the form of a new list of the location of all surviving PF's on the board. With their attacks the players also send in a list of which nations they wish to have Understanding or CONTROL counters placed in (if possible) after attacks are over. The Gamesmaster also does this and reports it.

STEP 4 — The Gamesmaster and the players repeat steps 1-3 for turn 2 and repeat this until turn 6 is completed. At this point the Gamesmaster informs the players who won the game.

P-B-M DIPLOMATIC CONFLICT TABLE

LAST DIGIT	1-1	2-1	3-1	4-1	5 or more to 1
1	X	D	D	D	D
2	X	X	D	D	D
3	D	X	D	D	D
4	-	X	D	D	D
5	-	X	D	D	D
6	-	X	X	D	D
7	-	-	X	D	D
8	A	-	X	X	D
9	A	-	-	X	X
0	A	-	-	X	X

Although these games may take as long as a year to complete, they are much more accurate in their portrayal of the actual diplomatic by-play that developed during the 1930's. Telephone games, of course, may only take a week or so to complete.

Classroom Game

THE ORIGINS OF WORLD WAR II was originally developed as a teaching aid. It has since undergone considerable use in the classroom. The game may be played normally or with a few variations. One of the most illuminating variations is to have each nation played by a variable number of students. For example, the dictatorships (Russia and Germany) each have only one player. The other nations, which were more democratic, are played by a differing number of players which re-creates the different amounts of "cohesion" each nation had at the time. The United States would have three players, Britain two and France (torn by internal dissention) five players. It is preferable to have all students play the game once to become familiar with the rules before having them operate in national "teams."

Another variation is to play the game somewhat like the "by-mail" version, except that you would have a turn of the game played each day. In between the student-players could negotiate and learn something about diplomacy (and the frustrations thereof).

"Blind" Game

One of the more important aspects of diplomacy (and rather difficult to build into an easy-to-play game) is the "blind" factor. That is, the aspect whereby the players are never really sure what the other players' objectives are. Here follows a set of special rules to allow you to re-create, to a certain extent, the "blind" aspect of diplomacy.

After deciding who will play which nation,

1— Write on five slips of paper the following information:

- Slip 1 — Anti-Bolshevik Crusade
- Slip 2 — Aggressive British/US Alliance
- Slip 3 — Aggressive French Policy
- Slip 4 — Aggressive French-British Policy
- Slip 5 — Historical Game

2— Put the slips in a hat, box or other container, and have each of the players take one slip without being able to see what's on it.

3— Each player now discloses to the others which one they picked. These slips indicate which PF Allocation Chart each player will use in the game.

4— Put the slips back in the container and choose "blindly" as before. This time players do NOT show the other players which slip each picked. The slip now refers to which National Objectives Chart each player will use.

5— Now play the game "normally." Keep in mind that placement of Understanding or CONTROL counters by players in certain areas will give away which National Objectives Chart they are using. So plan your moves accordingly. By the end of the game you will pretty well know which players have which National Objectives. But the longer you can keep it a secret the better off you will be.

Since the key element of the "Blind" game is the fact that you never really know what the other player's objectives are, it would be best to use the following procedure when playing a "blind" game.

Once you know what your national objectives are, write them down so that you won't have to refer to one of the National Objectives Charts, which would probably give away what your National Objectives are. The other players have a set of cards, and are capable of telling one from another.

Optional

SECRET DIPLOMACY

This is an additional rule which you may add to any game. It requires a bit more effort, which is why we didn't include it as a regular rule. Put simply, this rule involves placing your PF counters on the board upside down initially. After everyone has placed their new PF counters on the board you turn these upside down counters over and make sure that everyone was honest (and didn't put down more counters than they were allowed.) You then proceed to resolve diplomatic conflicts. There are two further variations on this rule:

- 1— SIMULTANEOUS PLACEMENT: In this variation each player, at the beginning of every turn, writes down where he is going to place his PF's that turn. Everyone then presents his written "placements" and then moves his new PF's accordingly.
- 2— Keep the newly placed PF's upside down until AFTER each die roll for a diplomatic conflict. In other words, when you attack another player's PF's you won't know exactly how many you are attacking if some of those PF's were placed in that area that turn. After each attack you upturn the upside down PF's to see what the odds were. If an attack is found to be at less than 1 to 1 odds, the attacking PF's are removed from the game; there is no effect on the defender's PF's.

When using upside down PF counters you may also make use of the four blank counters each side has. These, of course, are only used to deceive the other players. Once turned upright these counters are removed from the board for use in the next turn. No matter which variation you use, all upside down counters must be turned right side up at the end of the turn.

General Hints

ON HOW TO WIN THE GAME (OR AT LEAST PREVENT THE PEOPLE WHO GAVE YOU A HARD TIME FROM WINNING)

In most games the German player is the strongest. As a result of this everybody gangs up to "stop Germany." Germany is often stopped. But at that point (frequently during the last turn) everyone's thoughts turn towards winning the game for themselves. In many games Britain or France come out on top. If anyone notices Britain or France "feathering their own nest" while urging a "united front" against the "German menace" the result is (sometimes) a victory for the USA. The point of all this is that, especially in the last turn, no one is going to tell you that they will probably have enough points after the game is over to win. You have to continually check this for yourself, especially during the last two turns of the game. The last turn is a free-for-all anyway, but it certainly helps if you know who's on first.

For additional hints, read "Negotiations & Diplomacy," page 13 in the Era of Diplomacy booklet included with this game.

By sending in the Registration Card assembled with this game you will qualify for our FREE answering service. Questions on play will be answered by our R&D staff at no charge. Please be sure to enclose a stamped, self-addressed envelope.

THE AVALON HILL COMPANY
4517 Harford Road
Baltimore, Maryland 21214