

Creation Creator: Gwen Maggi Context and Philosophy Designed to allow a 6-player tabletop game using standard cards while maintaining a certain balance. The Isolationist Ottoman pits 7 powers played by 6 players against each other. The seventh power, the Ottoman, is in fact an automaton repeating defensive moves ad libitum.

Powers Austria England France Germany Italy Russia Ottoman Empire (not played) Starting Positions Powers Armies Fleets Austria Budapest, Vienna Trieste England Liverpool London, Edinburgh France Paris, Marseille Brest Germany Berlin, Munich Kiel Italy Rome, Venice Naples Russia Moscow, Warsaw St Petersburg CS, Sevastopol Ottoman Constantinople, Bulgaria, Smyrna, Ankara The Isolationist Ottoman Perpetual movements are:

A Con S Bul A Bul S Con A Ank S Smy A Smy S Ank If a unit is dislodged, it does not retreat and is dispersed. Defensive movements do not adapt in any way.

Translated with DeepL.com (free version)

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