

[Start](#) [Sommaire : Jeux Vidéo](#)

Computer Diplomacy

Retrouver dans cet article, la liste des différentes versions de jeux vidéo de Diplomacy de 1984 à 1992.



Retrouver aussi la notice d'utilisation ainsi que le guide du joueur.

Avalon Hill - DOS - 1984

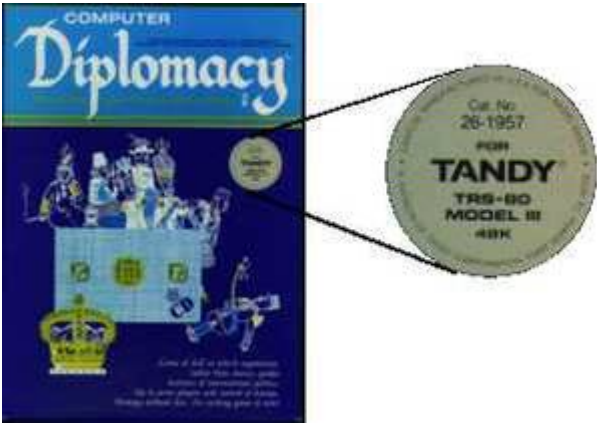


Description :

- Cette version de Diplomacy (alias Computer Diplomacy) a été publiée par Avalon Hill en 1984, à l'époque de l'âge de pierre selon les normes actuelles. Elle était disponible sur une disquette de 5,25 pouces (à l'époque où les disquettes étaient vraiment des disquettes), avait des graphismes CGA et je pense qu'elle n'avait pas de son.
- Le jeu ne permettait pas le multijoueur et opposait un joueur à des adversaires informatiques très rudimentaires (c'est-à-dire médiocres). Néanmoins, on ne peut pas comparer les normes de 1984 aux normes d'aujourd'hui, car il a remporté le prix Consumer Electronics Showcase Award 1984 pour la conception exceptionnelle.



Avalon Hill - TRS 80 - 1984

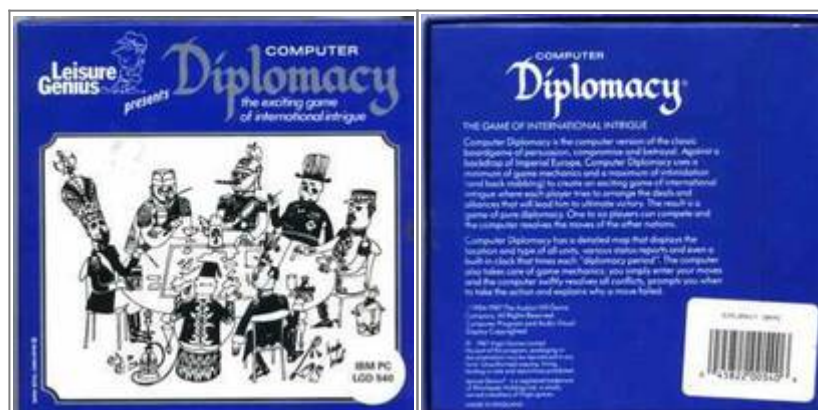


Description :

- Ce jeu est un portage de la version DOS de Computer Diplomacy sur les ordinateurs TRS 80 de Tandy. La boîte est presque identique à la boîte DOS, à l'exception d'un encart qui l'identifie comme étant destinée aux ordinateurs Tandy (voir image). Des émulateurs TRS 80 sont disponibles pour les plates-formes Macintosh et PC, donc si vous mettez la main sur une copie de ce jeu, vous pouvez toujours l'essayer juste pour le plaisir.



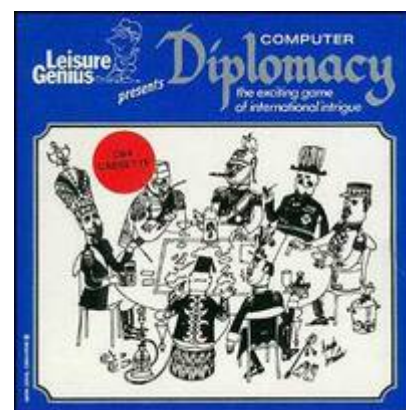
Virgin Games (Leisure Genius) - DOS - 1987



Description :

- Virgin Games est la seule société que je connaisse qui a obtenu les droits du jeu Computer Diplomacy d'Avalon Hill. Le jeu a été produit et vendu au Royaume-Uni sous le nom de Leisure Genius, et peut également avoir été disponible en dehors du Royaume-Uni. Malgré le fait qu'il soit apparu trois ans après le jeu DOS d'Avalon Hill, je ne pense pas qu'il s'agisse d'une nouvelle implémentation.

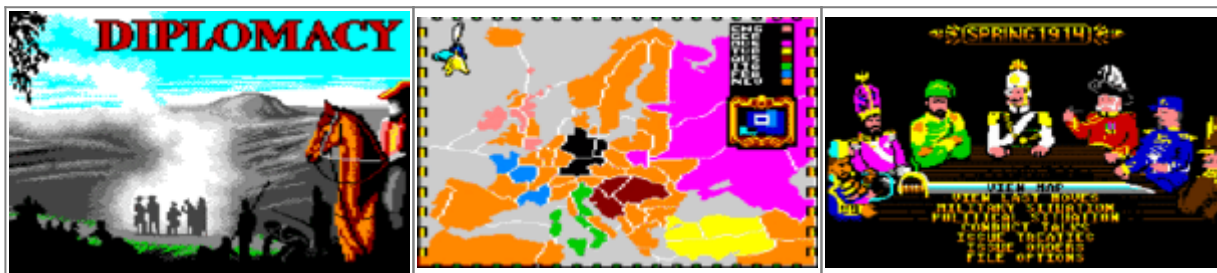
Virgin Games (Leisure Genius) - Commodore 64 - 1990



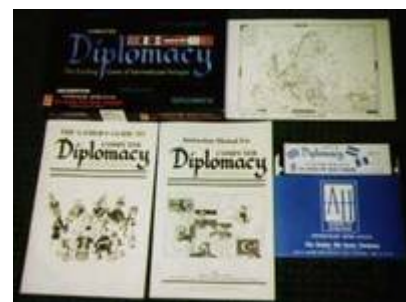
Description :

- Je ne sais pas si ce jeu est différent de la version de 1984 du jeu pour le Commodore 64, ou s'il a simplement été licencié et réédité. L'écran de démarrage est le même. La carte est presque la même, sauf que dans la capture d'écran ci-dessous, vous remarquerez que toute province non-locale est considérée comme neutre (selon les couleurs des provinces) alors que dans la capture d'écran de la version de 1984, même les provinces non-locales qui se trouvent dans la « patrie » de chacune des grandes puissances sont colorées de manière non neutre. Cela peut être une différence entre les deux versions, ou il est possible qu'elles soient toutes les deux le même jeu et que les deux images soient de deux vues alternatives différentes qu'un joueur pourrait utiliser pour afficher une carte. Les émulateurs C64 sont disponibles pour les plates-

formes Macintosh et PC, donc si vous mettez la main sur une copie de ce jeu, vous pouvez toujours l'essayer juste pour le plaisir.



Avalon Hill - DOS - 1991



Description :

- Je ne sais pas si ce jeu est différent de la version 1984 du jeu pour PC. Je pense qu'il s'agit exactement du même jeu, simplement réédité dans une nouvelle boîte.
- Cependant, la boîte est différente. Au lieu de ressembler à celle montrée dans la liste de la version DOS de 1984, elle ressemble à une petite version (environ 8 1/2 pouces sur 5 3/4 pouces) de la boîte Deluxe Diplomacy. L'étiquette sur la disquette indique une date de copyright de 1991, mais le manuel d'instructions et le guide du joueur sont toujours protégés par le droit d'auteur de 1984. Si le livre d'instructions n'a pas changé, le logiciel lui-même peut être le même que la version antérieure malgré la date de copyright mise à jour sur l'étiquette. La date de copyright de 1991 elle-même est cependant intéressante. Il est possible que ce jeu ait été vendu après 1992 avec des composants plus anciens, mais s'il a été réellement vendu en 1991, cela signifie qu'il est antérieur à la sortie de Deluxe Diplomacy, et donc que cette conception de boîte a été utilisée pour la version informatique du jeu avant d'être utilisée pour Deluxe Diplomacy

Avalon Hill - Commodore 64/128 - 1991



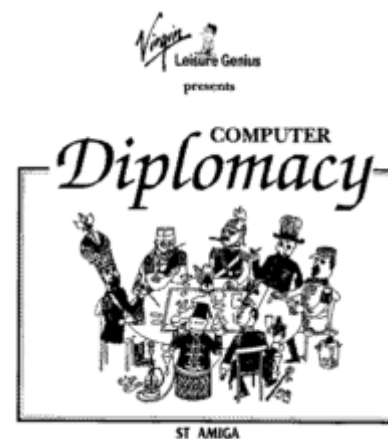
Description :

- Une image de la boîte est visible ci-dessus. Je n'ai pas d'informations supplémentaires, mais il est fort probable qu'il s'agisse de la version C64 antérieure, qui est probablement la même que la version DOS originale de 1984. L'extérieur de la boîte ne porte aucune date d'identification, mais elle a probablement été commercialisée en 1991 (ou aux alentours), car il semble que ce soit à cette date que la version DOS contenue dans la même boîte soit sortie. Comme mentionné ci-dessus, les émulateurs C64 sont disponibles pour les plates-formes Macintosh et PC.

**Avalon Hill - Amiga - 1991****Description:**

- Cette boîte ressemble à celle de la version c64 présentée ci-dessus, à l'exception du texte dans le rectangle blanc en haut à droite du dos de la boîte qui indique que le jeu est destiné à l'Amiga et non au C64. Je n'ai pas d'informations supplémentaires, mais il est fort probable qu'il s'agisse de la version DOS originale de 1984. L'extérieur de la boîte ne porte aucune date d'identification, mais elle est probablement sortie en 1991 (ou aux alentours), car il semble que ce soit à cette date que la version DOS contenue dans la même boîte soit sortie. Les émulateurs Amiga sont disponibles pour les plateformes Macintosh et PC, donc si vous mettez la main sur une copie de ce jeu, vous pouvez toujours l'essayer juste pour le plaisir

**Virgin Games (Leisure Genius) - Amiga - 1992**



Description :

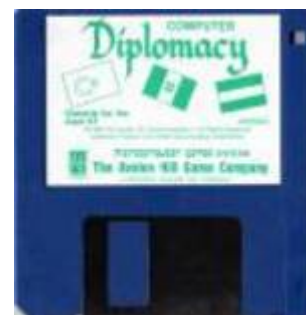
- En 1992, Virgin Games a sorti Computer Diplomacy pour Amiga au Royaume-Uni. La seule personne que j'ai trouvée qui possédait ce jeu n'avait plus la boîte, mais d'après la forme du manuel, je suppose qu'il était vendu dans le même emballage Leisure Genius que les autres versions de Virgin Games ci-dessus. Comme mentionné ci-dessus, les émulateurs Amiga sont disponibles pour les plates-formes Macintosh et PC.

Source : les textes ci-dessus sont repris sommairement, et adapté et traduit issu de l'oeuvre (en Anglais) de **Simon Szykman** et qui figurait auparavant sur son site Web, mais plus disponible malheureusement depuis plusieurs années.

Avalon Hill - Atari - 1992



Description :



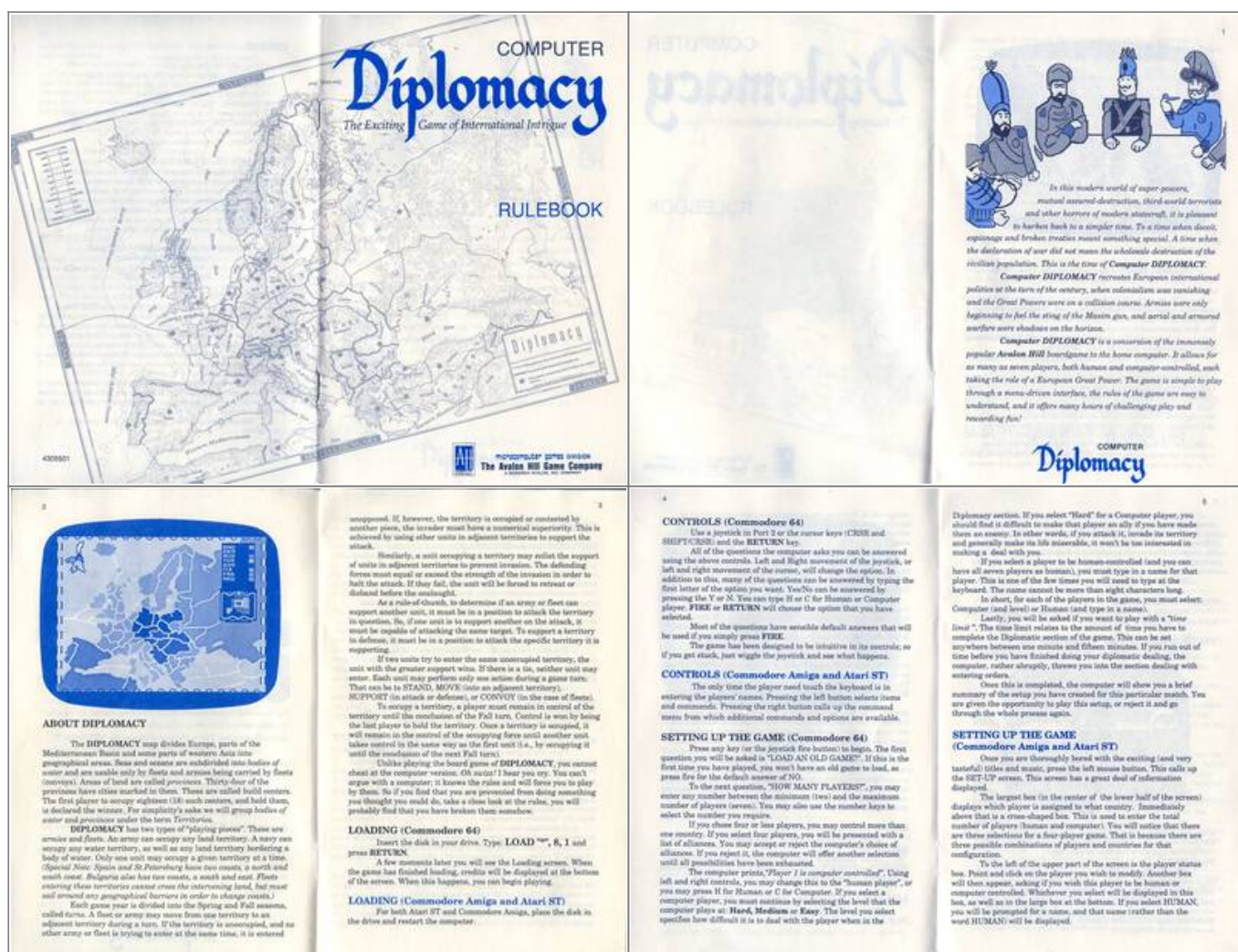
- En 1992, Virgin Games a sorti Computer Diplomacy pour Atari ST/STe/TT sur disquette 3,5 pouces.
- Programmeur : Gareth Briggs

- Graphiste : William Coates
- Effets sonores : Shahid Kamal
- Lien : [https://www.atari-mania.com/game-atari-st-computer-diplomacy_21850.html](https://www.atarimania.com/game-atari-st-computer-diplomacy_21850.html)



Notice d'utilisation

PS : cliquer sur l'image pour l'agrandir



There are three boxes left. One is labeled **TACTICS**. This selects how tough a set of computer opponents you wish to face. The last two are marked **FIRST PERIOD** and **NEXT PERIOD**. This is how many times the computer gives you to complete any diplomatic talks before it automatically enters into the Issue Orders section (explained in the next section).


When all of the options are correct, click the **BEGIN** box.

PLAYING THE GAME

The game is divided into two sections: the Diplomacy section, followed by the Issue Orders section.

The Diplomacy Section (Commodore 64)

In the Diplomacy section, the following menu is displayed:



To select an option from this menu, move the arrow up and down. Press **FIRE** to select the option highlighted by the arrow. With one quick click, the option you selected is loaded from the menu. This is what they allow you to do in this case.

View Map

This option allows you to view the three types of Diplomacy maps available. The three types of map are: **Standard Map** (showing the normal Diplomacy Board), **Troop Map** (showing the position of troops), and **Ownership Map** (showing who owns each territory). When the option is selected for the first time, the **Standard Map** of the board is shown. After this, the option will show the map just displayed.

After making the **VIEW MAP** selection, a picture of the board is shown. The map cursor (in the shape of a crosshair) is positioned at the top left-hand corner. This can be moved around with the joystick or arrow keys. The arrow, which will appear at the top left can be used to move the other map and go back to the other options in the Diplomacy section. Position the cursor over any part of the map and press **FIRE** or **RETURN**. A menu will appear over the cursor.

On the menu, the current map is displayed within the brackets. The three different types of maps can be selected as you may select "Troop", which will take you back to the Diplomacy options. The cursor or the joystick is used to select the option you want. To return to the top left corner, from anywhere on the screen, press **CLR/HOME**.

Depending on their function, the maps highlight different territories. All the maps allow you to examine the status of a territory. To examine the status of a territory, move the cursor over the territory and press **FIRE**. Press **FIRE** again to get out of the status panel.

On the right-hand side of the map is the color key. The colors are used to indicate each country. Underneath the key is a panel which magnifies the area around the point of the interest. The squares inside the flashing box shows the panel that will be selected when **FIRE** is pressed. This allows you to easily position the pointer on the territory you require.

View Last Moves

This option allows you to review the status of your last turn and of the other players' last turn. Each country is shown with its list of units, the orders for each unit, and whether it was successful or not. With each screen of information you have the option to Continue or Exit back to the options menu. To swap between Exit and Continue, use the cursor keys or the joystick left/right and **RETURN** or **FIRE** to select it. Hopefully, you won't be disappointed by the outcome of your last turn.

If the report is "Failed: insufficient support", the unit that you intended to move did not have enough support to move the move because the territory was either attacked by a unit with greater support or the standing units had greater support. If you have "Failed: equal support", the territory was attacked by a unit with equal support to you and neither of you could move the move. "Failed: equal support", the territory was attacked by a unit with equal support to you and neither of you could move the move. "Failed: equal support", the territory was attacked by a unit with equal support to you and neither of you could move the move.

Military Situation

Selecting this option will show you what supply centers are owned by each country and how many units are needed to win.

The first in the list, No Change, is used to leave the current situation unchanged. The other options range from a military alliance to an open declaration of war.

After selecting the type of treaty to offer, you are returned to the menu that you were not to issue a treaty in. This is because a country may want to offer a treaty.

Note that treaties are not enforced or accepted until the **Issue Orders** period ends.

The **Issue Orders** option ends the Diplomacy section and enters you into the **Issue Orders** section on the next page.

File Options

If you select **File Options**, the game time step, pausing the game if you are playing with the clock running. You will be presented with another menu of options. The first, **Return To Diplomacy**, allows you to go back to the game from the File Options menu. As soon as you do this, the game time restarts. The second, **Current Device**, lets you change the current storage from disk to tape and back to disk again.

Save Current Game allows you to save the game that you are playing onto disk. Load **Old Game** into you reload a game that you have previously saved.

View Disk shows you how many games you have saved onto the disk in your disk drive. If you select type to your current device, this option will disappear. There is an option to delete old games from your disk that appears when you select **View Disk**.


Start A New Game will end the game you are playing and put you back to the start of a new one.

Return to BASIC does just that. If you select it and then say Yes to the "Are You Sure?" prompt, the game will be deleted and you will be put back to the BASIC prompt.

The Diplomacy Section (Commodore Amiga and Atari ST)

At this point, the game goes to the stunning full color map of Europe. On screen is a dialogue box which gives the season, year and the message "Game Start". In the lower right corner is a flag for each of the human players. If you wish to communicate with one of the computer players, click on your flag.

The name of the game is **IS DIPLOMACY** (therefore, before any military action is conducted, there is always time to talk. Talking between two human players is done in the traditional way. Communicating with the computer players is done through the mouse. Clicking on your flag says that you want to communicate with



ABOUT DIPLOMACY

The **DIPLOMACY** map divides Europe, parts of the Mediterranean Basin and some parts of western Asia into geographical areas. These areas are subdivided into bodies of water and are usable only by fleets and armies being carried by fleets (armies). Areas of land are called provinces. Thirty-four of the provinces have cities marked in them. These are called build centers. The first player to occupy a province (30 such centers, and hold them, is declared the winner. For simplicity's sake we will group bodies of water and provinces under the term Territories.

DIPLOMACY has two types of "playing pieces". These are armies and fleets. An army can occupy any land territory. A navy can occupy any water territory, as well as any land territory bordering a body of water. Only one unit may occupy a given territory at a time. (Special Note: Spain and its Portuguese have two units, a north and south one. Bulgaria also has two units, a north and south. Flots entering these territories cannot cross the intervening land, but must sail around any geographical barriers in order to change coast.)

Each game year is divided into the Spring and Fall seasons, called turns. A fleet or army may move from one territory to an adjacent territory during a turn. If the territory is unoccupied, and no other army or fleet is trying to enter at the same time, it is entered

unoccupied. If, however, the territory is occupied or contested by another unit, the invader must have a numerical superiority. This is achieved by using other units in adjacent territories to support the attack.

Similarly, a unit occupying a territory may resist the support of units in adjacent territories to prevent invasion. The defending forces must equal or exceed the strength of the invader in order to halt the attack. If they fail, the unit will be forced to retreat or be destroyed before the onslaught.

As a rule of thumb, to determine if an army or fleet can support another unit, it must be in a position to attack the territory in question. So, if one unit is to support another on the attack, it must be capable of attacking the same target. To support a territory in defense, it must be in a position to attack the specific territory it is supporting.

If two units try to enter the same unoccupied territory, the unit with the greater support wins. If there is a tie, neither unit may enter. Each unit may perform only one action during a game turn. That can be to **STAND**, **MOVE** (into an adjacent territory), **SUPPORT** (on attack or defense), or **CONVOY** (in the case of fleets).

To occupy a territory, a player must remain in control of the territory until the conclusion of the Fall turn. Control is won by being the last player to hold the territory. Once a territory is occupied, it will remain in the control of the occupying force until another unit takes control in the same way as the first unit (i.e., by occupying it until the conclusion of the next Fall turn).

Unlike playing the board game of **DIPLOMACY**, you cannot cheat at the computer version. Oh nuts? I hear you cry. You can't argue with a computer; it knows the rules and will force you to play by them. So if you find yourself getting angry when the computer thinks you could do, take a close look at the rules, you will probably find that you have broken them somehow.

LOADING (Commodore 64)

Insert the disk in your drive. Type **LOAD "W", R, I** and press **RETURN**.

A few moments later you will see the Loading screen. When the game has finished loading, credits will be displayed at the bottom of the screen. When this happens, you can begin playing.

LOADING (Commodore Amiga and Atari ST)

For both Atari ST and Commodore Amiga, place the disk in the drive and restart the computer.

CREDITS

Game Design: Alan Colchester
Program: Virgin Software
Rulebook Editing and Art Direction: John Hoff
Production Coordinator: Philip Dyke
Art Dept. Coordinator: Alan Barr
Prog. Dept. Coordinator: Len Vismovsky
Technicians: Tim Hines, Doug Smith, Bill MacLachlan, Terence Hill, Nina Schley, Sam Viscusky, Jim Sakhal, Roy Martin, William Reid, Carol Hoff
Printing: Messersch Services

YOU NAME IT, WE GAME IT ...

The Avalon Hill Game Company is the world's largest publisher of strategy boardgames of skill. We manufacture over 150 games, including wargames, sports strategy and statistical reference games, games of power politics, adventure and role-playing games, as well as family and science-fiction games. For more information with pretty pictures, write the factory and ask for a Complete Game Catalog. Consult the latest Price List for current prices.

THE AVALON HILL GAME COMPANY
Commodore Releases
4517 Harford Road
Baltimore MD 21114

WARRANTY NOTICE

To the original purchaser only, the Avalon Hill Game Company warrants the media to be free of defects in material for 30 days. If during that period a defect should occur, the software may be returned to us and we will replace it at no charge. If after that period, your media becomes defective, return it to us and we will replace each disk for a \$12 service charge. To ensure identification as the original purchaser, please complete and mail the enclosed registration card.

The Avalon Hill Game Company makes no warranties, either expressed or implied, with respect to the software program of the game, its quality, performance, non-infringement, or fitness for any particular purpose. The product is sold "as is".

The software, including program and documentation is copyrighted.

possible to moving using other countries ships providing you have their cooperation.

When an army unit is selected, the computer will prompt for the fleet to convey the unit and the landing point. If you select the fleet first, the computer prompts for the territory to move from and the landing point but does not automatically issue the orders for the army unit. The landing point can be another fleet when you are doing multiple fleet conveyers.

When you have finished entering the orders for the country, select: **ORDERS COMPLETED**.

Building New Units (All Versions)

At the end of the Fall turn, supply centers and units are counted up. If a country can build new units, the computer will prompt for the territory to build the unit and show the type of unit that may be built in each build center. The territory must be in the country of the player who is building the unit and must be a build center. If a player must disband a unit, you will be prompted to specify which unit must be disbanded.

IN CONCLUSION


Everything done by the players to other players affects their feelings both combat and diplomacy. If you are abusive or subliminally in the talks, the Computer players will begin to dislike you. Add a few setbacks to this and they will start to hate you. Trust nobody, talk to everybody, and be selective in your attacks, but not all at the same time. That's the art of Diplomacy.

DIPLOMACY is a very simple game to play, but it will take a long time to master. Once you have gotten the hang of the computer game, remember adding the boardgame to your collection. There are many amateur publications devoted to **DIPLOMACY** and thousands of play-by-mail games taking place around the world. For 25 years it has been a favorite at game conventions, and now is even played by Email.

THE GENERAL is a magazine published by The Avalon Hill Game Company; regularly contains material on the game. In addition, there are many articles lurking in back issues available through our order department.

Notice Guide du joueur

PS : cliquer sur l'image pour l'agrandir



"Now if I've followed the old lady's instructions correctly, this should make him forget my past sins, include him so that he won't suspect my plan, and also make him paranoid enough to believe I'm his only friend. Hmmm ... what the heck, I'll put in a little arsenic to make sure his government goes into civil disorder about 1984."

Credits: Fall #52, 3 August 1988.

microcomputer games
A Division of THE AVALON HILL GAME COMPANY
Baltimore, Maryland • Printed in USA

© 1988 The Avalon Hill Game Company
Computer Program and Audio Visual Display Copyrighted

0-0082 28975-7 49 430404

THE GAMER'S GUIDE TO COMPUTER Diplomacy

THE GAMER'S GUIDE TO COMPUTER Diplomacy is a complete reference for the computer version of the game. It contains all the rules, strategies, and tactics you need to know to play the game. It is a must-have for any serious player.

1. ELEMENTS OF THE GAME

A Note on Abbreviations

1. ELEMENTS OF THE GAME

Element #1: Alliance and Treaty

Element #2: Alliance and Treaty

Element #3: Alliance and Treaty

Element #4: Alliance and Treaty

Element #5: Alliance and Treaty

Element #6: The Concept of Attack

Element #7: Some Other Little Tricks of the Trade

2. PLAYING THE GAME (Strategy & Tactics of DIPLOMACY)

1. The DIPLOMACY Board

2. The Strategy of Position

3. Supply of the Game

4. Best Style

5. The Great Powers

6. Playing Austria

7. Playing England

8. Playing France

9. Playing Germany

10. Playing Italy

11. Playing Russia

12. Playing Turkey

Biographical Note

DIPLOMATIC PAPERS

A Collection of Advice and Answers on Computer Diplomacy

By Rod Walker

A Note on Abbreviations

Because this guide was originally written for the board game, the method for writing out orders and recording moves is slightly different than in the computer game. But it is still easy to pick up.

A Diplomacy move consists of three parts, indicating the type of unit (Army or Fleet), its province of origin, and its destination. Thus, moving an army from Constantinople to Bulgaria is written A Con-Bul.

If a fleet in Greece wants to support the above move, it is written F Gre A Con-Bul.

If the army from Constantinople wants to go to Bulgaria by way of the Black Sea, it is written A Con-Bul, but the Fleet there writes F Bul C A Con-Bul.

The second problem is that some provinces are written two ways. Translating the moves shouldn't prove too difficult, but if you are still stuck, here they are:



Province	IBM Computer	Boardgame
Gulf of Bohemia	COB	Bol
English Channel	ECH	Eng
Gulf of Lion	GLI	Lio
Liverpool	LVP	Lpl
London	LND	Lnd
North Atlantic Ocean	NAO	Nat
Newspaper Sea	NWS	Nrg
North Sea	NST	Nst
Tyrol	TIR	Tir
Tyrrhenian Sea	TYS	Tyn
Western Mediterranean	WME	Wm

1. ELEMENTS OF THE GAME

Each of the Great Powers has different political and demands a different playing style (see Section 12). Computer Diplomacy is a whole lot more complex, however, which means the same from game to game, position to position.

Computer Diplomacy may appear to be a military game, but in many ways it is not. A group of tactics will come with playing the game. For strategy, are the next section, but the player will quickly gain with that concept as well. More important than either is a sense of style—your own and that of others. A commander, control and use of style will yield far better results than any amount of tactical or strategic planning.

<https://dokuwiki.diplomania2.fr/> Printed on 2026/01/22 17:12

 <p>11. <i>Playing Russia</i></p> <p>Russia's position is a peculiar one. Like France, she has access to both major seas. However, that access is restricted. Russia cannot transfer naval power from one sea to the other as France can.</p> <p>This dual sea frontage is unique among the Great Powers and creates the need for Russia to have an additional fleet at the beginning. Hence she has four home centers and four units. This is not the advantage it might seem. A fleet built on one front is of no use on the other.</p> <p>Russia's defensive capacity is likewise unique. She could lose Sevastopol or St. Petersburg and still remain a compact Great Power with three home centers. She is also the only Great Power (aside from Italy) that can sustain the loss of one or more home centers and still maintain a stellar line.</p> <p>As if to balance her initial one-unit advantage, Russia has potential problems in expanding. While every other Great Power is virtually guaranteed at least one additional center in 1901, Russia can easily be kept out of Sweden, and almost as easily be denied Rumania.</p> <p>Experience indicates <i>Computer Diplomacy</i> is frequently an all-or-nothing proposition for Russia. She wins 2 out of every 9 games which and in victory of one Power, yet she is also eliminated more frequently than any Power except Austria.</p> <p>It is Russia's unique disadvantage to be between the two Wicked Witches. She is in a position to eliminate both of them at once, unless she allies with France/Germany against one and with Austria/Italy against the other.</p> <p>40</p>	<p>in doing so, the risks being crushed between the two allies. . . but she may also convince France and Italy that Germany and Austria are more desirable targets.</p> <p>On the whole, if England and Turkey are Wicked Witches, Russia is the 1st Queen. Once the game is going, it is difficult to stop. One reason is that she cuts across the major statement lines. An England or a Turkey with 13 units may be secure, but a Russia with 13 units is doomed!</p> <p>Russia also has the option of allying with both Witches at the beginning. This has the advantage of allowing her to exploit their four home centers in a major land power. Her allies will close to a major naval clash against Spain or Italy. Russia can dominate the Continent, sub both Witches for only one of them) side. The problem is, Russia is still in a position that would not be in her hands. If they decide to bury the hatchet, it will be up to the hit in the 1st Queen's back.</p> <p><i>Negotiations:</i></p> <p>AUSTRIA. Russia should always seek the Dual Monarchy's good will. After her sailing, but get a guarantee of Rumania. An Austrian alliance is vital if Russia plans to attack Turkey. With Turkey as an ally, all Austria's resources.</p> <p>ENGLAND. England is usually interested in attacking either France or Germany. She should be encouraged. Russia may offer any reasonable guarantee of neutrality for aid, if the victim is Germany. If England is to be an ally, it is to Russia's advantage to get Norway in return for compensation to England elsewhere. They both benefit. In each case, the territory which must be defended is more considerable.</p> <p>FRANCE. France may be Russia's ally if England and Germany are getting together. A Franco-German alliance against England should be encouraged. Russia has two options here. One is to stay neutral, wait out the attack, and allow the allies to clear against England's resources. Russia is ready to move in for a last-minute of the spoils. The other option is to aid the allies and then ally with France and Germany when she, also, is very much in the middle.</p> <p>GERMANY. Germany will send her little indomitable to land west. There is much to be gained that way. War with Russia distracts her from the Low Countries. What Russia wants above all is an opening of F. See-Rod. That means she will get Sweden. An alliance against England should always be suggested. If the Germans turn friendly toward France, encourage them, and offer an alliance against France most England is done for.</p> <p>ITALY. Do everything possible to encourage an Austro-Italian alliance against Turkey. This will distract a hostile Turkey and do away with a Wicked Witch in any event. If Turkey turns out to be friendly, there is still time to wait her of the upcoming Lepanto. Also offer Italy an alliance against Austria and Turkey is dispensed. All those Balkan centers, will prove a great temptation. This will be greatly to Russia's advantage; later on, Italy will be hard up to stand up to the 1st Queen's winter fleets.</p> <p>41</p>	<p>TURKEY. Russia/Turkey is one of the most powerful alliances on the board. Each is a powerful ally and yet they are so situated that they can help each other. Unless Austria/Italy and England/Germany appear them strongly, and only in the game, they are likely to swing the board. Even if Russia does not wish to ally with Turkey, she must at least have the Sultan's good will. Convincing Turkey not to order F. And-Bis is a cardinal aim of Russian policy.</p> <p><i>Openings:</i></p> <p>PRELIMINARY NOTE: F. See-Rod is the only reasonable opening for that side. The alternative, to F. See-Rod, is a complete mistake. Put the fleet in its proper place: on water. The openings below consider only the other three units.</p> <ol style="list-style-type: none">1. A. See-Rod, A. War-Gut, F. See-Rod.2. A. See-Rod, A. War-Gut, F. See-Rod.3. A. See-Rod, A. War-Gut, F. See-Rod.4. A. See-Rod, A. War-Gut, F. See-Rod.5. A. See-Rod, A. War-Gut, F. See-Rod.6. A. See-Rod, A. War-Gut, F. See-Rod. <p>1. Russia must usually choose between a northern or southern strategy. This means putting her fleet in the appropriate basket. Here she is allied with Turkey against Austria. If there is a stand-off in Galicia or Rumania in Spring, there will be support for the same order in the Fall.</p> <p>2. This is the anti-Turkish opening. In the Fall, A. See-Rod promises to give the Sultan's support. It also leaves See-Rod open for the build of a second fleet. If the Turkey order F. And-Bis they will stand off, the fleet can then move to Rumania with support from Ukraine in the Fall, again leaving See-Rod open for a second fleet. Some players prefer the alternative F. See-Rod in Spring. This is weaker, but shows that a See-Rod naturally so that Austria may be threatened. However, this creates a guessing game about Rumania and Sevastopol if Turkey orders F. And-Bis, A. See-Rod. It's even worse if Turkey also orders A. See-Rod.</p> <p>3. This is a northern attack against England. If Russia puts her eggs in that basket, she may as well trust Turkey and get into Rumania. Even if the Turkey order F. And-Bis, Russia may be able to make peace and concentrate on a northern advance. There is nothing wrong with a Russian Turkish alliance even when the Turks are overly greedy in the south. This opening threatens to keep England out of Norway while concentrating an army into Sweden. To be really disastrous, order A. See-Rod, A. See-Rod (each center), and build F. See-Rod.</p> <p>4. This is a deliberately neutral opening and is more effective than it looks. Russia hopes for two new centers and positions her armies to cover her home centers in case of attack. At the same time she will have a number of offensive options in Fall 1901: A. See-Rod or F. See-Rod, A. See-Rod.</p> <p>42</p>	<p>5. This is a anti-German opening. A War-Gut is preferable to A. War-Gut because it threatens two supply centers. The other army can move Warsaw, or attack Prussia, or move to Sweden. In the last instance, F. And-Bis is a killer in 1902. On occasion, Russia just gives up Sweden and orders F. And-Bis in Fall 1902. Much the German player have his whole that happens.</p> <p>6. In this opening, Russia has simply not made up her mind. She is going after Austria and England at the same time. If she has alliances with France/Germany, Italy, and Turkey, these are not bad orders. They make the most of Russia's unique position on the board.</p> <p><i>Midgame</i></p> <p>If Russia has chosen to attack a Wicked Witch, it will probably be slow sailing and she will reach her midgame late. If England is the victim, Russia probably has enough naval strength in the Atlantic and should look toward putting armies in the middle of the board. That means attacking Austria or Germany (or both, in alliance with France and Turkey). If Turkey is gone, a cruise-strategy is still a good idea. However, Russia may wish to consider eliminating the other Witch at this point.</p> <p>If Russia has gone for the middle line, the midgame may probably be spent working on one of the flanks. Attacking England is probably preferable to attacking Turkey.</p> <p><i>Endgame</i></p> <p>Russia's position, opening at many potential fronts, is one of great flexibility. Even in dealing with the midgame the possible positions are already too many to discuss in any detail. The best strategy would seem to be developing one flank and then the middle, or the middle first and then a flank. In the midgame, we assume that Russia's main ally is on the remaining flank.</p> <p>Russia should by now have some arrangement to protect herself from a stab. She must normally depend on her momentum to win. This is frequently the greatest when going through the north flank and center. It is slower through the south because Russian fleets take two game-years just to reach the Indian. On the other hand, in the south Turkey, Austria, and the Balkans add up to 10 centers. That leaves only four more to pick a elsewhere. Those could easily be See-Rod-Mex and one other. If England was Russia's ally here, a quick stab into Norway in 18 would mean victory.</p> <p>With a Turkish main ally, Russia could win with 18 centers: F. See-Rod, F. See-Rod, Germany, Sweden, A. See-Rod, England, Rome, plus one other. That could be F. See-Rod, or A. See-Rod, for instance.</p> <p>With any other main ally, Russia's winning position would shift slightly, but there would always be 18 centers with relatively easy reach.</p> <p>43</p>
 <p>12. <i>Playing Turkey</i></p> <p>The southern Wicked Witch is, if anything, more wicked than the northern one. Her defensive position is superb—essentially as island with land openings, she wins two Turkey are divided between land and sea. This requires any potential enemy to have a strong and balanced force. The position of Turkey is so strategic, she can frequently get Austria or Russia to defend her rather than see the other get a lion's share.</p> <p>Turkey's offensive position is good, too. She has quick access to the Mediterranean and is close to the Balkan "nose" of centers.</p> <p>One of the most frequent game ending situations is a 16- or 17-unit Turkey dividing the board with England/France, England/Germany, England/Italy, or some such combination. The reason for this is that Turkey does not have a majority of centers on her side of the statement lines that run through the middle of the board. She can afford to go in for a controlling Austria, Italy, the Balkans, Tunis, and 3 Russian centers. That's 17. Any of the other nearby centers which would give her victory (Gut, Mex, Mex, GPy) can be held from the other side. Turkish policy would be even to sit at getting one of those centers as early in the game as possible.</p> <p><i>Negotiations:</i></p> <p>AUSTRIA: Turkey and Austria are not well suited to be allies. Austria lies across Turkey's best and most natural path for expansion. However, the alliance is not impossible and offers the prospect of blocking Italy and getting into the Atlantic with all possible speed. The alliance also</p> <p>44</p>	<p>frequently works because it is so unexpected. Ordinarily, however, the best three two can achieve is a temporary truce. Certainly the Turks should do nothing to antagonize Austria, regardless of their ultimate plans. It never hurts to discuss the alliance.</p> <p>ENGLAND: Initial negotiations with England will yield little more, perhaps, some information. Turkey's aim is to keep the Western powers antagonized against each other. If England indicates any intention of attacking anybody, pass it on to the victim immediately. Do so even if the date's not so—be, spread rumors, and in general malign Portofino Albion.</p> <p>FRANCE: Turkey should seek French help against Italy if a Lepanto Opening is in the making. If Italy succeeds, her navy will be a huge threat to France. (So is the Turkish navy, but at least it's more distant.) Otherwise, any arrangement which keeps France out of the Mediterranean is a good idea.</p> <p>GERMANY: Germany should be encouraged to attack Turkey's first victim (Austria or Russia). She will ultimately have trouble holding her game against Turkey's armies. Getting Germany turned against England is also desirable.</p> <p>ITALY: Offer any inducement for an alliance against Austria. It is not necessary to be sincere. Lie, cheat, and steal to prevent an Austro-Italian alliance. Turkey can ally with Italy, but the relationship is uneasy. The advantage of the alliance is that Italy can quickly break the Italian line while against Austria and Turkey is dispensed. All those Balkan centers, will prove a great temptation. This will be greatly to Russia's advantage; later on, Italy will be hard up to stand up to the 1st Queen's winter fleets.</p> <p>RUSSIA: Russia is Turkey's best potential ally. What to do with the Tsar's Black Sea fleet is frequently a problem. Turkey should negotiate aggressively and persuasively with the Russian player. A commitment to neutralize the Black Sea is an essential arrangement whether Turkey's intentions are sincere or not. One very daring plan, but one which puts to work a usually neglected unit, is to allow the Russian fleet to enter the Black Sea in Fall 1901 to 1904. It then gets to Constantinople the following Spring and to the Aegean in the Fall. It then proceeds into the Mediterranean area where it can help Turkish naval units. In return, a Turkish army on her right flank assists Russian landward advances into Germany.</p> <p><i>Openings</i></p> <p>PRELIMINARY NOTE: There is no substitute for A. See-Rod. The answer for the other two units may vary.</p> <ol style="list-style-type: none">1. A. See-Rod, A. See-Rod.2. A. See-Rod, A. See-Rod.3. A. See-Rod, A. See-Rod. <p>1. This opening gives all sorts of problems for Russia. If she has a strong ally, F. See-Rod, she is in a real trouble. Even if the ordered F. See-Rod, she is going to have difficulty maintaining her position.</p> <p>45</p>	<p>1. The intent here is in the Fall, F. See-Rod. A. See-Rod (or 10) for a second push. If Russia touchlessly ordered F. See-Rod, Turkey can still defend. F. See-Rod, A. See-Rod will hold all her home centers and leave Ankara open for the build of a fleet.</p> <p>2. Turkey can employ this opening when she is unsure of Russia but does not want to move to Armenia. It may be that she has at least a neutrality pact with Russia which includes a pre-arranged stand-off in the Black Sea. Among other things, this can be used to deceive other players into believing Russia and Turkey are at war, even though they are allied. Without that intent, the opening is weak, but makes the base of an uncertain situation.</p> <p><i>Midgame</i></p> <p>Turkey's midgame should aim a strong push of armies toward Munich and/or fleets toward Spain. If this can appear to be an intervention on behalf of a beleaguered ally, so much the better.</p> <p>Once Turkey has reached this stage, she can concentrate more on offense and worry less about defense. With 6-7 units she has become difficult to attack.</p> <p>Turkey's position is more exposed if her alliance is with Austria. Her main strength is developing in Russia and Italy, on the flanks. The center is more vulnerable.</p> <p>Ideally, in this situation, Turkey owns Greece and Bulgaria. The two allies may agree to station armies in Rumania and Bulgaria, ordering each to attack the other every season. This will prevent a stab but may make it more difficult for less rewarding. There are no guarantees in <i>Computer Diplomacy</i>. (Well, almost none. Those familiar with Russian aggression theory will tell you that you're guaranteed a lot of both in <i>Computer Diplomacy</i>.)</p> <p><i>Endgame</i></p> <p>Allied with Austria or Russia, Turkey should by now have some fleets in the Atlantic. If not, forget it. Stalemate.</p> <p>Allied with Italy, Turkey should have some armies in Germany, while Italian fleets are in the Atlantic. If not, forget it. Stalemate.</p> <p>If the game is moving toward stalemate, Turkey must begin to consider stabilizing her ally. Austria or Italy will be easier to bribe than Russia, generally speaking.</p> <p>With Italy, particularly, Turkey will be very hampered in. Italy will move Trieste and one other center at least (Greece rather than Vienna so Turkey's army will be more free to advance. Italy will probably have demanded more, and Turkey may have had to give it.) Turkey could then obtain See-Rod-Mex-Bis-Vir, Germany, and 3 Russian centers for a total of 14. She might also get See-Rod-Mex for 14. It is hard to use any other centers for Turkey, so a stab of Italy becomes almost inevitable.</p> <p>46</p>	<p>Questions. Inquiries arising from this Guide may be addressed to The Avalon Hill Game Company, 417 Hartford Rd., Baltimore, MD 21214. If a personal answer is desired, please enclose a stamped, self-addressed postcard with your letter. Questions of a general nature relating to the game of <i>Computer Diplomacy</i> may be addressed directly to The Avalon Hill Game Company.</p> <p>47</p>

From: <https://dokuwiki.diplomania2.fr/> - [diplomania-wiki](https://dokuwiki.diplomania2.fr/)

Permanent link: https://dokuwiki.diplomania2.fr/formes_de_jeu:pc:computer_diplo

Last update: 2025/11/22 17:33

