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# Computer Diplomacy

Retrouver dans cette article, la liste des différentes versions de jeux video de diplomacy de 1984 à 1992.



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

## Avalon Hill - DOS - 1984

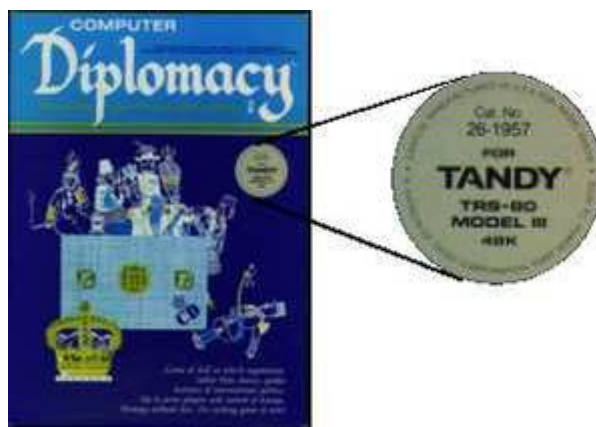


### **Description :**

- 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

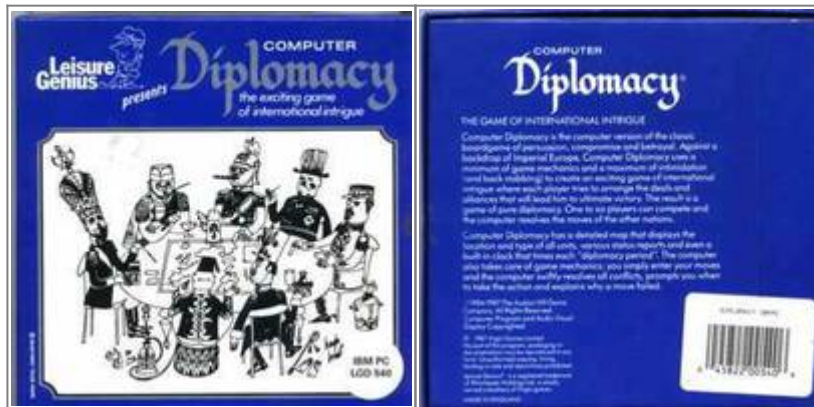


### Description :

- 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.



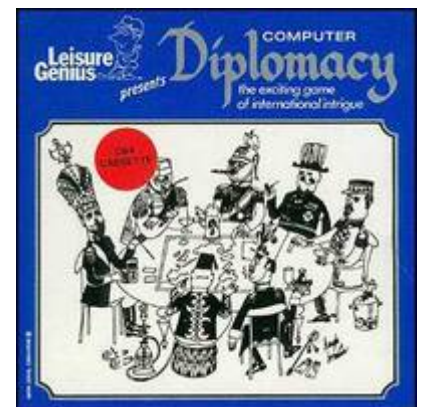
## Virgin Games (Leisure Genius) - DOS - 1987



### 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.

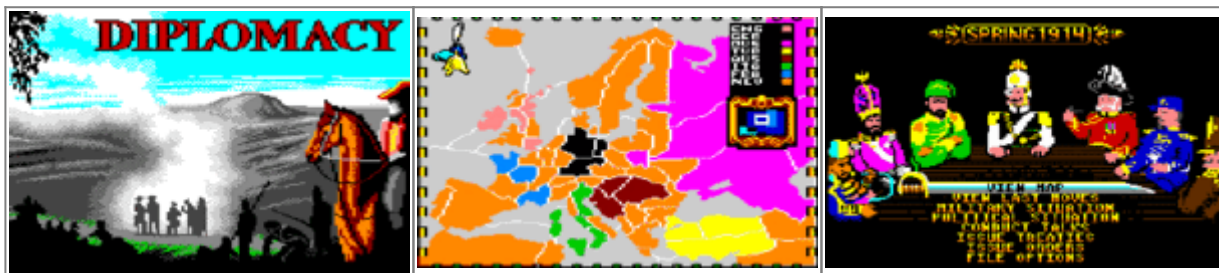
## Virgin Games (Leisure Genius) - Commodore 64 - 1990



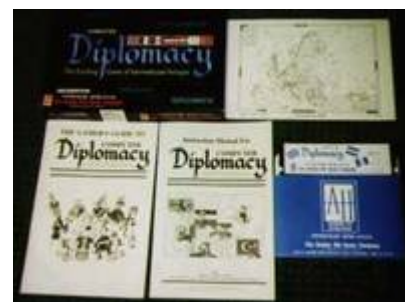
### Description :

- 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



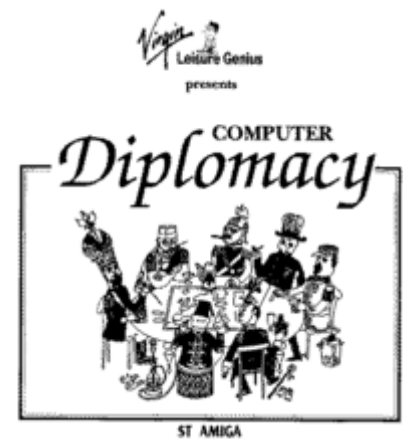
**Description :**

- 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 :

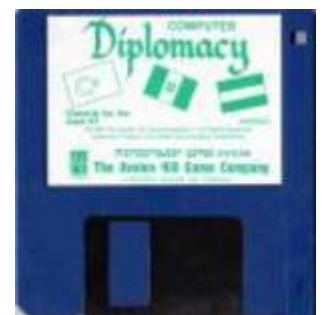
- En 1992, Virgin Games a sorti Computer Diplomacy pour Amiga au Royaume-Uni. La seule personne que j'ai trouvée qui possédait ce jeu n'avait plus la boîte, mais d'après la forme du manuel , je suppose qu'il était vendu dans le même emballage Leisure Genius que les autres versions de Virgin Games ci-dessus.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

**COMPUTER Diplomacy**  
The Exciting Game of International Intrigue  
RULEBOOK

**ABOUT DIPLOMACY**

The DIPLOMACY map divides Europe, parts of the Mediterranean Basin and some parts of western Asia into geographical areas. Seas and oceans are subdivided into bodies of water and are usable only by fleets and armies being carried by fleets (navies). Areas of land are called provinces. Thirty-four of the provinces have cities marked on them. These are called build centers. The first player to occupy eighteen (18) 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 power". 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 St. Petersburg have two units, a north and south one. Bulgaria also has two units, a north and east. Fleets entering these territories cannot cross the intervening land, but must wait around any geographical barriers in order to change course.)

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 unopposed. If, however, the territory is occupied or contested by another player, 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 invasion 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 (in 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 unoccupied, 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, wait! 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 that you are prevented from doing something you thought 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** **^**, **8**, **1** 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 may 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.

**CONTROLS (Commodore 64)**

Use a joystick in Port 1 or the cursor keys (CRSE and SHFT/CRSE) and the RETURN key.

All of the questions the computer asks you can be answered using the above controls. Left and right movement of the joystick, or left and right movement of the cursor, will change the option. In addition to this, many of the questions can be answered by typing the first letter of the option you want. Yes/No can be answered by pressing the Y or N. You can type H or C for Human or Computer player. FIRM or RETURN will choose the option that you have selected.

Most of the questions have sensible default answers that will be used if you simply press FIRM.

The game has been designed to be intuitive in its controls, so if you get stuck, just wiggle the joystick and see what happens.

**CONTROLS (Commodore Amiga and Atari ST)**

The only time the player need touch the keyboard is in entering the players' names. Pressing the left button selects items and commands. Pressing the right button calls up the command menu from which additional commands and options are available.

**SETTING UP THE GAME (Commodore 64)**

Press any key (or the joystick fire button) to begin. The first question you will be asked is "LOAD AN OLD GAME?". If this is the first time you have played, you must have an old game to load, as per the fire for the default answer of NO.

In the next question, "HOW MANY PLAYERS?", you may enter any number between the minimum (two) and the maximum number of players (seven). You may also set the number JEOP to select the number you require.

If you choose four or less players, you may control more than one country. If you select four players, you will be presented with a list of alliances. You may accept or reject the computer's choice of alliances. If you reject it, the computer will offer another selection until all possibilities have been exhausted.

The computer prints, "Player J is computer controlled". Using left and right controls, you may change this to the "human player", or you may press H for Human or C for Computer. If you select a computer player, you must continue by selecting the level that the computer plays at: Hard, Medium or Easy. The level you select specifies how difficult it is to deal with the player when in the

Diplomacy section. If you select "Hard" for a Computer player, you should find it difficult to make that player an ally if you have made them an enemy. In other words, if you attack it, invade its territory and generally make its life miserable, it won't be too interested in making a deal with you.

If you select a player to be human-controlled (and you can have all seven players as human), you must type in a name for that player. This is one of the few times you will need to type at the keyboard. The name cannot be more than eight characters long.

In short, for each of the players in the game, you must select: Computer (and level) or Human (and type in a name).

Lastly, you will be asked if you want to play with a "time limit". The time limit relates to the amount of time you have to complete the Diplomatic portion of the game. This can be set anywhere between one minute and fifteen minutes. If you run out of time before you have finished doing your diplomatic dealing with existing orders, throw you into the section dealing with existing orders.

Once this is completed, the computer will show you a brief summary of the setup you have created for this particular match. You are given the opportunity to play this setup, or reject it and go through the whole process again.

**SETTING UP THE GAME (Commodore Amiga and Atari ST)**

Once you are thoroughly bored with the existing (and very detailed) titles and music, press the left mouse button. This calls up the SETUP screen. This screen has a great deal of information displayed.

The largest box (in the center of the lower half of the screen) displays which player is assigned to what country. Immediately above that is a cross-shaped box. This is used to enter the total number of players (human and computer). You will notice that there are three selections for a four-player game. That is because there are three possible combinations of players and countries for that configuration.

To the left of the upper part of the screen is the player status box. Point and click on the player you wish to modify. Another box will then appear, asking if you wish that player to be human or computer controlled. Whenever you select will be displayed in this box, as well as in the large box at the bottom. If you select HUMAN, you will be prompted for a name, and that name (rather than the word HUMAN) will be displayed.

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 PERIODS** and **NEXT PERIODS**, followed by a time limit (given in minutes). This is how much time the computer gives you to complete any diplomatic talks before it automatically enters into the Issue Orders section established 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 **F1** to select the option highlighted by the arrow. With one quick click, the option you select is loaded from the menu. This is what they allow you to do in each 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 last displayed.

After making the **VIEW MAP** selection, a picture of the board is shown. The map cursor (in the shape of a brass helmet) is positioned at the top left-hand corner. This can be moved around with the joystick or arrow keys. The scroll, scroll and scroll down at the top left can be used to access the other maps 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 **They**, 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 **CLRHOME**.

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 helmet. The squares inside the flashing box show the panel that will be selected when **FIRE** is pressed. This allows you to study position the position as the territory you require.

**View Last Moves**

This option allows you to review the actions 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 Back back to the options menu. To swap between **Self** and **Others**, use the cursor keys or the joystick left/right and **RETURN** or **FIRE** is selected. However, you can'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 sufficient support to move the way because the territory was either attacked by a unit with greater support or the standing units had greater support. If you have "Failed, insufficient support", the territory was attacked. If a unit with equal support to you and another of the opposing force, "Failed, insufficient support", the territory was moved, divided or hasn't issued a convey order.

**Military Situation**

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

possible to convey 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 done multiple fleet orders.

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 can be built in each build center. The territory must be in the country of the building the units and must be a build center. If a player must defend a unit, you will be prompted to specify which unit must defend.

**IN CONCLUSION**

Following down by the players to other players affects their feelings both combat and diplomacy. If you are abusive or selfishly in the talking, the Computer players will begin to dislike you. 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, consider 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**, 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.

The first in the list, **No Change**, is just that. If you select this option 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 asks you to issue a treaty. This is because a country may want to issue a treaty with more than one country. Note that treaties are not offered or accepted until the Diplomacy period ends.

**Issue Orders**

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 timer stops, pausing the game if you are playing with the clock running. You will be presented with another menu of options. This 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 timer restarts. The second, **Current Game**, 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 **View** in your current drive, 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 setup at the start of a new one.

**Returns to BASIC** does just that. If you select this 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 "Anyone". 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 **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

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 invasion in order to halt the attack. If they fail, the unit will be forced to retreat or be destroyed before the onslaught.

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**ABOUT DIPLOMACY**

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**DIPLOMACY** has two types of "playing pieces". There 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 St. Petersburg have two units, a north and south one. Bulgaria also has two units, a north and south. Fleets entering these centers cross over the intervening land, but must sail around any geographical barriers in order to change course.)

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

**CREDITS**

Game Design: Alan Colchester  
Program: Virgin Software  
Rulebook Editing and Art Direction: John Hall  
Production Coordinator: John Dwyer  
Art Dept. Coordinator: Justin Bear  
Prog. Dept. Coordinator: Len Vidomsky  
Playtesters: Tim Henry, Doug England, Bill McLaughlin, Terrence Hill, Nina Suley, Sam Van Wyke, Alie Sakhal, Rex Martin, William Reid, Carol Hall  
Printing: Messner Services

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# Notice Guide du joueur

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

Credit: 2 Feb 1972, 3 August 1968.

**THE GAMER'S GUIDE TO  
COMPUTER  
Diplomacy**

A Non- or Abuse-Resistant  
Commodore 64/Amiga/Atari ST/MS-DOS Version

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**DIPLOMATIC PAPERS**  
*A Collection of Advice and Answers on Computer Diplomacy*  
By Rod Walker

A Non- or Abuse-Resistant

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 Giv A Con-Bul.

If the army from Constantinople wants to go to Bulgaria by way of the Black Sea, it is written A Con-Blu, but the Fleet there writes F Blu 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	Boardgame
CGR	Com	Bo
Engl Channel	ECH	Eng
CGR	CGR	Liv
LVP	LVP	Lg
Liv	LIV	Lvs
North Atlantic Ocean	NAO	Nat
North Sea	NOS	Nsg
Norw Sea	NVS	Nsh
Tyrol	Tyr	Ty
Tyrhannus Sea	TYS	Tyn
W. Med. Mediterranean	WME	Wm

**1. ELEMENTS OF THE GAME**

Each of the Great Powers has different potentials and demands a different playing style (see Section II). Computer Diplomacy is a whole lot more strategic, 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, see the next section—but the theory will usually pay off that one way or the other. Most important than either is a sense of style—your own and that of others. A consistent, controlled use of style will yield far better results than any amount of tactical or strategic planning.

3



Consider this position, where France and Germany are allied against Austria and Italy:

AUSTRIA: A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, AA, AB, AC, AD, AE, AF, AG, AH, AI, AJ, AK, AL, AM, AN, AO, AP, AQ, AR, AS, AT, AU, AV, AW, AX, AY, AZ, BA, BB, BC, BD, BE, BF, BG, BH, BI, BJ, BK, BL, BM, BN, BO, BP, BQ, BR, BS, BT, BU, BV, BW, BX, BY, BZ, CA, CB, CC, CD, CE, CF, CG, CH, CI, CJ, CK, CL, CM, CN, CO, CP, CQ, CR, CS, CT, CU, CV, CW, CX, CY, CZ, DA, DB, DC, DD, DE, DF, DG, DH, DI, DJ, DK, DL, DM, DN, DO, DP, DQ, DR, DS, DT, DU, DV, DW, DX, DY, DZ, EA, EB, EC, ED, EE, EF, EG, EH, EI, EJ, EK, EL, EM, EN, EO, EP, EQ, ER, ES, ET, EU, EV, EW, EX, EY, EZ, FA, FB, FC, FD, FE, FF, FG, FH, FI, FJ, FK, FL, FM, FN, FO, FP, FQ, FR, FS, FT, FU, FV, FW, FX, FY, FZ, GA, GB, GC, GD, GE, GF, GG, GH, GI, GJ, GK, GL, GM, GN, GO, GP, GQ, GR, GS, GT, GU, GV, GW, GX, GY, GZ, HA, HB, HC, HD, HE, HF, HG, HH, HI, HJ, HK, HL, HM, HN, HO, HP, HQ, HR, HS, HT, HU, HV, HW, HX, HY, HZ, IA, IB, IC, ID, IE, IF, IG, IH, II, IJ, IK, IL, IM, IN, IO, IP, IQ, IR, IS, IT, IU, IV, IW, IX, IY, IZ, JA, JB, JC, JD, JE, JF, JG, JH, JI, JJ, JK, JL, JM, JN, JO, JP, JQ, JR, JS, JT, JU, JV, JW, JX, JY, JZ, KA, KB, KC, KD, KE, KF, KG, KH, KI, KJ, KK, KL, KM, KN, KO, KP, KQ, KR, KS, KT, KU, KV, KW, KX, KY, KZ, LA, LB, LC, LD, LE, LF, LG, LH, LI, LJ, LK, LL, LM, LN, LO, LP, LQ, LR, LS, LT, LU, LV, LW, LX, LY, LZ, MA, MB, MC, MD, ME, MF, MG, MH, MI, MJ, MK, ML, MN, MO, MP, MQ, MR, MS, MT, MU, MV, MW, MX, MY, MZ, NA, NB, NC, ND, NE, NF, NG, NH, NI, NJ, NK, NL, NM, NO, NP, NQ, NR, NS, NT, NU, NV, NW, NX, NY, NZ, OA, OB, OC, OD, OE, OF, OG, OH, OI, OJ, OK, OL, OM, ON, OO, OP, OQ, OR, OS, OT, OU, OV, OW, OX, OY, OZ, PA, PB, PC, PD, PE, PF, PG, PH, PI, PJ, PK, PL, PM, PN, PO, PP, PQ, PR, PS, PT, PU, PV, PW, PX, PY, PZ, QA, QB, QC, QD, QE, QF, QG, QH, QI, QJ, QK, QL, QM, QN, QO, QP, QQ, QR, QS, QT, QU, QV, QW, QX, QY, QZ, RA, RB, RC, RD, RE, RF, RG, RH, RI, RJ, RK, RL, RM, RN, RO, RP, RQ, RR, RS, RT, RU, RV, RW, RX, RY, RZ, SA, SB, SC, SD, SE, SF, SG, SH, SI, SJ, SK, SL, SM, SN, SO, SP, SQ, SR, SS, ST, SU, SV, SW, SX, SY, SZ, TA, TB, TC, TD, TE, TF, TG, TH, TI, TJ, TK, TL, TM, TN, TO, TP, TQ, TR, TS, TT, TU, TV, TW, TX, TY, TZ, UA, UB, UC, UD, UE, UF, UG, UH, UI, UJ, UK, UL, UM, UN, UO, UP, UQ, UR, US, UT, UU, UV, UW, UX, UY, UZ, VA, VB, VC, VD, VE, VF, VG, VH, VI, VJ, VK, VL, VM, VN, VO, VP, VQ, VR, VS, VT, VU, VW, VX, VY, VZ, WA, WB, WC, WD, WE, WF, WG, WH, WI, WJ, WK, WL, WM, WN, WO, WP, WQ, WR, WS, WT, WU, WV, WW, WX, WY, WZ, XA, XB, XC, XD, XE, XF, XG, XH, XI, XJ, XK, XL, XM, XN, XO, XP, XQ, XR, XS, XT, XU, XV, XW, XX, XY, XZ, YA, YB, YC, YD, YE, YF, YG, YH, YI, YJ, YK, YL, YM, YN, YO, YP, YQ, YR, YS, YT, YU, YV, YW, YX, YZ, ZA, ZB, ZC, ZD, ZE, ZF, ZG, ZH, ZI, ZJ, ZK, ZL, ZM, ZN, ZO, ZP, ZQ, ZR, ZS, ZT, ZU, ZV, ZW, ZX, ZY, ZZ, AA, AB, AC, AD, AE, AF, AG, AH, AI, AJ, AK, AL, AM, AN, AO, AP, AQ, AR, AS, AT, AU, AV, AW, AX, AY, AZ, BA, BB, BC, BD, BE, BF, BG, BH, BI, BJ, BK, BL, BM, BN, BO, BP, BQ, BR, BS, BT, BU, BV, BW, BX, BY, BZ, CA, CB, CC, CD, CE, CF, CG, CH, CI, CJ, CK, CL, CM, CN, CO, CP, CQ, CR, CS, CT, CU, CV, CW, CX, CY, CZ, DA, DB, DC, DD, DE, DF, DG, DH, DI, DJ, DK, DL, DM, DN, DO, DP, DQ, DR, DS, DT, DU, DV, DW, DX, DY, DZ, EA, EB, EC, ED, EE, EF, EG, EH, EI, EJ, EK, EL, EM, EN, EO, EP, EQ, ER, ES, ET, EU, EV, EW, EX, EY, EZ, FA, FB, FC, FD, FE, FF, FG, FH, FI, FJ, FK, FL, FM, FN, FO, FP, FQ, FR, FS, FT, FU, FV, FW, FX, FY, FZ, GA, GB, GC, GD, GE, GF, GG, GH, GI, GJ, GK, GL, GM, GN, GO, GP, GQ, GR, GS, GT, GU, GV, GW, GX, GY, GZ, HA, HB, HC, HD, HE, HF, HG, HH, HI, HJ, HK, HL, HM, HN, HO, HP, HQ, HR, HS, HT, HU, HV, HW, HX, HY, HZ, IA, IB, IC, ID, IE, IF, IG, IH, II, IJ, IK, IL, IM, IN, IO, IP, IQ, IR, IS, IT, IU, IV, IW, IX, IY, IZ, JA, JB, JC, JD, JE, JF, JG, JH, JI, JJ, JK, JL, JM, JN, JO, JP, JQ, JR, JS, JT, JU, JV, JW, JX, JY, JZ, KA, KB, KC, KD, KE, KF, KG, KH, KI, KJ, KK, KL, KM, KN, KO, KP, KQ, KR, KS, KT, KU, KV, KW, KX, KY, KZ, LA, LB, LC, LD, LE, LF, LG, LH, LI, LJ, LK, LL, LM, LN, LO, LP, LQ, LR, LS, LT, LU, LV, LW, LX, LY, LZ, MA, MB, MC, MD, ME, MF, MG, MH, MI, MJ, MK, ML, MN, MO, MP, MQ, MR, MS, MT, MU, MV, MW, MX, MY, MZ, NA, NB, NC, ND, NE, NF, NG, NH, NI, NJ, NK, NL, NM, NO, NP, NQ, NR, NS, NT, NU, NV, NW, NX, NY, NZ, OA, OB, OC, OD, OE, OF, OG, OH, OI, OJ, OK, OL, OM, ON, OO, OP, OQ, OR, OS, OT, OU, OV, OW, OX, OY, OZ, PA, PB, PC, PD, PE, PF, PG, PH, PI, PJ, PK, PL, PM, PN, PO, PP, PQ, PR, PS, PT, PU, PV, PW, PX, PY, PZ, QA, QB, QC, QD, QE, QF, QG, QH, QI, QJ, QK, QL, QM, QN, QO, QP, QQ, QR, QS, QT, QU, QV, QW, QX, QY, QZ, RA, RB, RC, RD, RE, RF, RG, RH, RI, RJ, RK, RL, RM, RN, RO, RP, RQ, RR, RS, RT, RU, RV, RW, RX, RY, RZ, SA, SB, SC, SD, SE, SF, SG, SH, SI, SJ, SK, SL, SM, SN, SO, SP, SQ, SR, SS, ST, SU, SV, SW, SX, SY, SZ, TA, TB, TC, TD, TE, TF, TG, TH, TI, TJ, TK, TL, TM, TN, TO, TP, TQ, TR, TS, TT, TU, TV, TW, TX, TY, TZ, UA, UB, UC, UD, UE, UF, UG, UH, UI, UJ, UK, UL, UM, UN, UO, UP, UQ, UR, US, UT, UU, UV, UW, UX, UY, UZ, VA, VB, VC, VD, VE, VF, VG, VH, VI, VJ, VK, VL, VM, VN, VO, VP, VQ, VR, VS, VT, VU, VW, VX, VY, VZ, WA, WB, WC, WD, WE, WF, WG, WH, WI, WJ, WK, WL, WM, WN, WO, WP, WQ, WR, WS, WT, WU, WV, WW, WX, WY, WZ, XA, XB, XC, XD, XE, XF, XG, XH, XI, XJ, XK, XL, XM, XN, XO, XP, XQ, XR, XS, XT, XU, XV, XW, XX, XY, XZ, YA, YB, YC, YD, YE, YF, YG, YH, YI, YJ, YK, YL, YM, YN, YO, YP, YQ, YR, YS, YT, YU, YV, YW, YX, YZ, ZA, ZB, ZC, ZD, ZE, ZF, ZG, ZH, ZI, ZJ, ZK, ZL, ZM, ZN, ZO, ZP, ZQ, ZR, ZS, ZT, ZU, ZV, ZW, ZX, ZY, ZZ

There are three typical occasions where this technique can be used. First, in the opening two allies may attack each other in order to fall the opponent's forces. This is the most common use of the technique. A prearranged stand-off in the Black Sea for that purpose. See also Italy's opening in Section II. The second use is to bring an additional ally to support Turkey. The initial offer could be played up as a stake to set Turkey up, too. (If course, Austria takes a big risk that it really will turn out to be a stake.) The second situation is in the midgame, where two allies have eliminated a third player. They intend to remain allied and need a little time to get into position against their lone victim. A third use may be the trick. This technique often works for France and Germany after they have eliminated England if they wish to attack Russia next. The "war" may be used to get their southern flanks, in particular, into position for an effective strike north and east.

The third situation is in the endgame. If other players have a major, expanding alliance can be held up or undermined by another alliance of a larger block of players. If there is a diplomatic solution to the problem, there will be a diplomatic one. The allies probably have enough extra units behind the lines to engage in a mock war. Each can then apply diplomatic pressure to the opposition ally with ease. If the (other) ally falls, the league or alliance may then be broken by a decisive counter-attack by the allies. It should be observed here that the alliance of the mock war is very difficult to maintain. Many times it will fail to conclude the enemy. The great challenge is to have a realistic "war" without breaking the unity of the power bloc. This is a delicate matter. The ally must be able to survive a war that was supposed to be his downfall. This risk is at its most dangerous when the opposition is larger than his own of the individual ally.

Remember that the "stab" or "war" is an illusion. As such it must occur as fast as possible. The illusion must be sustained by appropriate reactions by the allies. They will not want conceding emotional reactions, anger, surprise, threats, recommitments, the works. The illusion does not last long. It will not last long if the ally is not a good player. It will not last long, and of course, the more it is used, the less it will succeed. Plan well for it and use it sparingly.

**II. The Strategy & Tactics of Computer Diplomacy**

**A. The Computer Diplomacy Map**

The game is played on a map. There are only 25 squares on it. . . . 16 provinces and 19 bodies of water. No more than 16 units may occupy these squares at any one time. The reserve army—yet repeatedly made from units as by the designer—lies there. There, 12 colored squares, a board of 64 squares. Mr. Callaghan's original intent was to create a game with the squares from different colors. Computer Diplomacy is, however, a far richer and more complex game because the number of strategic options has been greatly increased.

Computer Diplomacy may seem overly abstract to a wargamer who is used to moving dozens of pieces over a fully meshed grid. (In Computer Diplomacy, the tactical complexity of the Scholten Plan reduces to a 16x16 grid. A 16x16 grid, followed by a 64x64 grid.)

As to physical mapping, Computer Diplomacy is quite complex. This is partly due to the immensity of the map, and partly to the way the board is also due to the varied personalities of the seven players, all with their own playing styles which the Great Powers. In military terms, Computer Diplomacy is about a game of strategy.

**2. The Strategy of Position**

Here we need to consider three factors: (1) the shape of the map, (2) the terrain, and (3) the terrain.

**Shape.** Although it appears square, the Computer Diplomacy map is actually round. This is, in fact, frequently quoted to move around the edge then to go through the center. The map is a circle with a radius of 16 units. It is 16 units from the center to the edge. On the east side, it is 16 units from the center to the edge. On the west side, it is 16 units from the center to the edge. On the north side, it is 16 units from the center to the edge. On the south side, it is 16 units from the center to the edge. The map is a circle with a radius of 16 units. It is 16 units from the center to the edge. On the east side, it is 16 units from the center to the edge. On the west side, it is 16 units from the center to the edge. On the north side, it is 16 units from the center to the edge. On the south side, it is 16 units from the center to the edge.

Center. If the corners and edges are important, it should also be noted that the game cannot be won without the center. As in chess, don't neglect the middle of the map.

The middle may be considered two ways. First, an army in either Munich or Berlin is capable of reaching 19 empty cities within one or two turns.

Many space border directly into 3 or 4 centers, but Bulgaria, Serbia, and Black Sea border into 2 or 3 centers. These may be taken as the west and south-west corner lines. Where they intersect (77/20) is the exact center of the map.

The pivot-point of these lines is the impassable space of Switzerland. Attacks moving from one side of the empty space into the other may go around this space. It therefore makes campaigns to get across the "neutral zone" more difficult by forcing them to be divided into two wings.

**3. Sides of the Game**

There are roughly four stages to a Computer Diplomacy game. We will refer to these stages when we play the individual Game Powers is discussed.

**1. Negotiation.** There should continue throughout the game, of course. Or negotiators have to be the initial diplomacy—that first half-hour when everyone talks with (hopefully) everyone else. The plans and expectations which will be laid out in the early opening will also be touched on.

The initial negotiations may range from expressions of good will to going to war. This is usually the first three or four turns of the game. Negotiation, tactics, and similar topics. Most of the mood and progress of the early game will be defined during this period.

**Opening.** As in chess, the opening is both the first of the game and the first of the game. This is usually the first three or four turns of the game. Negotiation, tactics, and similar topics. Most of the mood and progress of the early game will be defined during this period.

Determining an appropriate opening is extremely important. You have your units at the center, and you want every one of them. You also have the most important units in the game.

**Midgame.** What this is depends on your point of view. If you are looking at the game as a whole, the midgame is the first three or four turns of the game. If you are looking at the game as a whole, the midgame is the first three or four turns of the game. If you are looking at the game as a whole, the midgame is the first three or four turns of the game.

**4. The Offensive Retreat.** Very rarely, the opportunity will arise to attack with retreating. Here is an example first noted by Eric Verbeke in 1973. Germany and Italy are allied against France and the position is:

FRANCE: A, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, AA, AB, AC, AD, AE, AF, AG, AH, AI, AJ, AK, AL, AM, AN, AO, AP, AQ, AR, AS, AT, AU, AV, AW, AX, AY, AZ, BA, BB, BC, BD, BE, BF, BG, BH, BI, BJ, BK, BL, BM, BN, BO, BP, BQ, BR, BS, BT, BU, BV, BW, BX, BY, BZ, CA, CB, CC, CD, CE, CF, CG, CH, CI, CJ, CK, CL, CM, CN, CO, CP, CQ, CR, CS, CT, CU, CV, CW, CX, CY, CZ, DA, DB, DC, DD, DE, DF, DG, DH, DI, DJ, DK, DL, DM, DN, DO, DP, DQ, DR, DS, DT, DU, DV, DW, DX, DY, DZ, EA, EB, EC, ED, EE, EF, EG, EH, EI, EJ, EK, EL, EM, EN, EO, EP, EQ, ER, ES, ET, EU, EV, EW, EX, EY, EZ, FA, FB, FC, FD, FE, FF, FG, FH, FI, FJ, FK, FL, FM, FN, FO, FP, FQ, FR, FS, FT, FU, FV, FW, FX, FY, FZ, GA, GB, GC, GD, GE, GF, GG, GH, GI, GJ, GK, GL, GM, GN, GO, GP, GQ, GR, GS, GT, GU, GV, GW, GX, GY, GZ, HA, HB, HC, HD, HE, HF, HG, HH, HI, HJ, HK, HL, HM, HN, HO, HP, HQ, HR, HS, HT, HU, HV, HW, HX, HY, HZ, IA, IB, IC, ID, IE, IF, IG, IH, II, IJ, IK, IL, IM, IN, IO, IP, IQ, IR, IS, IT, IU, IV, IW, IX, IY, IZ, JA, JB, JC, JD, JE, JF, JG, JH, JI, JJ, JK, JL, JM, JN, JO, JP, JQ, JR, JS, JT, JU, JV, JW, JX, JY, JZ, KA, KB, KC, KD, KE, KF, KG, KH, KI, KJ, KK, KL, KM, KN, KO, KP, KQ, KR, KS, KT, KU, KV, KW, KX, KY, KZ, LA, LB, LC, LD, LE, LF, LG, LH, LI, LJ, LK, LL, LM, LN, LO, LP, LQ, LR, LS, LT, LU, LV, LW, LX, LY, LZ, MA, MB, MC, MD, ME, MF, MG, MH, MI, MJ, MK, ML, MN, MO, MP, MQ, MR, MS, MT, MU, MV, MW, MX, MY, MZ, NA, NB, NC, ND, NE, NF, NG, NH, NI, NJ, NK, NL, NM, NO, NP, NQ, NR, NS, NT, NU, NV, NW, NX, NY, NZ, OA, OB, OC, OD, OE, OF, OG, OH, OI, OJ, OK, OL, OM, ON, OO, OP, OQ, OR, OS, OT, OU, OV, OW, OX, OY, OZ, PA, PB, PC, PD, PE, PF, PG, PH, PI, PJ, PK, PL, PM, PN, PO, PP, PQ, PR, PS, PT, PU, PV, PW, PX, PY, PZ, QA, QB, QC, QD, QE, QF, QG, QH, QI, QJ, QK, QL, QM, QN, QO, QP, QQ, QR, QS, QT, QU, QV, QW, QX, QY, QZ, RA, RB, RC, RD, RE, RF, RG, RH, RI, RJ, RK, RL, RM, RN, RO, RP, RQ, RR, RS, RT, RU, RV, RW, RX, RY, RZ, SA, SB, SC, SD, SE, SF, SG, SH, SI, SJ, SK, SL, SM, SN, SO, SP, SQ, SR, SS, ST, SU, SV, SW, SX, SY, SZ, TA, TB, TC, TD, TE, TF, TG, TH, TI, TJ, TK, TL, TM, TN, TO, TP, TQ, TR, TS, TT, TU, TV, TW, TX, TY, TZ, UA, UB, UC, UD, UE, UF, UG, UH, UI, UJ, UK, UL, UM, UN, UO, UP, UQ, UR, US, UT, UU, UV, UW, UX, UY, UZ, VA, VB, VC, VD, VE, VF, VG, VH, VI, VJ, VK, VL, VM, VN, VO, VP, VQ, VR, VS, VT, VU, VW, VX, VY, VZ, WA, WB, WC, WD, WE, WF, WG, WH, WI, WJ, WK, WL, WM, WN, WO, WP, WQ, WR, WS, WT, WU, WV, WW, WX, WY, WZ, XA, XB, XC, XD, XE, XF, XG, XH, XI, XJ, XK, XL, XM, XN, XO, XP, XQ, XR, XS, XT, XU, XV, XW, XX, XY, XZ, YA, YB, YC, YD, YE, YF, YG, YH, YI, YJ, YK, YL, YM, YN, YO, YP, YQ, YR, YS, YT, YU, YV, YW, YX, YZ, ZA, ZB, ZC, ZD, ZE, ZF, ZG, ZH, ZI, ZJ, ZK, ZL, ZM, ZN, ZO, ZP, ZQ, ZR, ZS, ZT, ZU, ZV, ZW, ZX, ZY, ZZ

Remember that the "stab" or "war" is an illusion. As such it must occur as fast as possible. The illusion must be sustained by appropriate reactions by the allies. They will not want conceding emotional reactions, anger, surprise, threats, recommitments, the works. The illusion does not last long. It will not last long if the ally is not a good player. It will not last long, and of course, the more it is used, the less it will succeed. Plan well for it and use it sparingly.

**5. The Great Powers**

Each Great Power has a potential which has been measured in terms of past performance. Our knowledge of this comes primarily from the records of the past. The Great Powers are: France, Germany, Italy, Austria, and Turkey. Each Great Power has a potential which has been measured in terms of past performance. Our knowledge of this comes primarily from the records of the past. The Great Powers are: France, Germany, Italy, Austria, and Turkey.

**6. Negotiation**

ENGLAND. England is frequently of little interest to Austria early in the game. She may be asked to distract a hostile Russia far, less frequently, Germany, but England is not usually a factor in Austria's plans. It is not to her own interest. However, Austria may find a way to proceed (at least) to England's aid.

FRANCE. Austria usually has a strong interest in keeping France out of Italy. French fleets in the Mediterranean are not in Austria's favor. If at all possible, however, her attack on Russia is not to be undertaken. She is left open for a midgame alliance. Positive France anything to keep her political position strong.

GERMANY. From Germany, Austria does derive something; and that is not hard to see. A German attack is usually (and usually unexpected) and almost always devastating to the Russians. A firm and healthy understanding with the Reich is important at the moment. Germany may help against Russia. This should be explored and the should not be discovered; but make first commitments with Austria policy regarding Russia policy will.

ITALY. Even if not with Italy a compromised, a guarantee of Italian friendship and neutrality is essential. Only a surprise attack will work. Italy is Austria's biggest worry, best ally in the beginning, and possibly worse enemy in the midgame. A lot of concern and negotiations will be contained here. Nine times out of ten, attacking Italy is an act of extreme folly.

RUSSIA. The first sign of Austrian disposition is to prevent a Russo-Turkish alliance. If Russia is not to be a factor, Austria must be ready to defend its own position in Austria. Even with Russia, help is Austria's best friend. Russia's neutrality at the worst (she would then attack England or Turkey). At best, an alliance against the Ottoman is the goal.

TURKEY. While friendship with Turkey is not impossible, it is unlikely. For that reason, its unexpected nature makes it doubly potent. There is never any harm in offering such an arrangement, (with distrust of Russia, Austria's position). Turkey is open to Austria. It is an ally with Turkey. Austria usually has a strong interest in keeping France out of Italy. French fleets in the Mediterranean are not in Austria's favor. If at all possible, however, her attack on Russia is not to be undertaken. She is left open for a midgame alliance. Positive France anything to keep her political position strong.

**7. The Phases Shift.** There are times when you and your ally will wish to make the opposition believe you are at war. This could be accomplished by an attack and counter-attack on Munich, the German army would take place counterattack that result in an exchange of assets, or an attack in which one ally takes a center from the other who does not actually have his position.

**1. KING FERDINAND.** The two Wicked Witches and the eastern colonies are the most likely to be the focus of the map. This was because one of the most powerful nations among U.S. players was the Franco-German, and England was their first ally. There is a strong possibility that the game will be decided in the early years of the game. It is most likely that the game will be decided in the early years of the game. It is most likely that the game will be decided in the early years of the game.



**2. Playing Austria**

Austria's great strength is in supply centers. First, each of her home cities borders on the center. Second, she has the most open access to the "line" of Balkan centers. Her defensive position is the most difficult to break. Austria's great strength is in supply centers. First, each of her home cities borders on the center. Second, she has the most open access to the "line" of Balkan centers. Her defensive position is the most difficult to break.

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 <p><b>11. Playing Russia</b></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 it is balance her initial one-sea advantage, Russia has potential problems in expanding. While every other Great Power is virtually guaranteed at least one additional center in 1900, Russia can easily be kept out of London, and almost as easily be denied Romania.</p> <p>Experience indicates Complete Diplomacy is frequently an all-or-nothing proposition for Russia. She wins 2 out of every 9 games which end in victory of one Power, yet she is also eliminated more frequently than any Power except Austria.</p> <p>It is Russia's unique displacement to be between the two Wicked Witches. She is not 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>to doing so, the risks being created between the two alliances... 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 Choice. Once the game begins, 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 dangerous.</p> <p>Russia also has the option of allying with both Witches at the beginning. This has the advantage of allowing her to exploit three four-home centers in a major land power. Her allies will obtain a major naval claim against Spain or Italy. Russia can dominate the Continent, and both Witches for only one of them) and win. The problem is, Russia is still be aware that such a decision. If they decide to bury the hatchet, it will be to the hilt in the 1st Queen's back.</p> <p><b>Negotiations:</b></p> <p><b>AUSTRIA:</b> Russia should always seek the Dual Monarchy's good will. Over her territory, but a guarantee of Romania. An Austrian alliance is vital if Russia plans to attack Turkey. With Turkey as an ally, all Austria's enemies.</p> <p><b>ENGLAND:</b> 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 Russia's advantage to get Germany to return for compensation to England elsewhere. They both benefit. In such case, the territory which must be defended is more complicated.</p> <p><b>FRANCE:</b> 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 England of the attack, and allow the tide to run against England's naval and army. Russia is ready to move in for a last salvager of the spoils. The other option is to aid the alliance and thus ally with France and Germany who, allies, is very much in the middle.</p> <p><b>GERMANY:</b> Germany will want to ally with Russia to break down. There is more to be gained. What Russia wants above all is an opening of F. Sev-Ste. That means she will get Sweden. An alliance against England should always be suggested. If the Germans seem friendly toward France, encourage them, and offer an alliance against France over England is down for.</p> <p><b>ITALY:</b> 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 wage her of the upcoming League. Also offer Italy an alliance against Austria should Turkey be eliminated. All these 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 victory fleets.</p>	<p><b>TURKEY:</b> Russia/Turkey is one of the most powerful alliances on the board. Each has its own allies and yet they are so situated that they can help each other. Unless Austria, Italy and England/Germany oppose them strongly, and finally in the game, they are likely to sweep 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-Ste is a cardinal aim of Russian policy.</p> <p><b>Opening:</b></p> <p><b>(PRELIMINARY NOTE: F. Sev-Ste is the only reasonable opening for that sea. The alternatives, to Fin or Lev, accomplish nothing. Play the fleet in its proper place on water. The openings below consider only the other three seas.)</b></p> <ol style="list-style-type: none"> <li>1. A. Min-Ste, A. War-Gut, F. Sev-Ste.</li> <li>2. A. Min-Ste, A. War-Ctr, F. Sev-Ste.</li> <li>3. A. Min-Ste, A. War-Ctr, F. Sev-Ste.</li> <li>4. A. Min-Ste, A. War-Ctr, F. Sev-Ste.</li> <li>5. A. Min-Ste, A. War-Ctr, F. Sev-Ste.</li> <li>6. A. Min-Ste, A. War-Ctr, F. Sev-Ste.</li> </ol> <p>1. Russia must usually choose between a northern or southern strategy. This means putting her eggs in the appropriate basket. Here she is allied with Turkey against Austria. If there is a stand-off in Galicia or Romania in Spring, there will be support for the same order in the Fall.</p> <p>1. Russia must usually choose between a northern or southern strategy. This means putting her eggs in the appropriate basket. Here she is allied with Turkey against Austria. If there is a stand-off in Galicia or Romania in Spring, there will be support for the same order in the Fall.</p> <p>1. This is a northern attack against England. If Russia puts her eggs in that basket, she may as well trust Turkey and get into Romania. Even if the Turks order F. And-Ste they will stand off; the fleet can then move to Romania with support from Ukraine in the fall, again leaving Sev open for a second fleet. Some players prefer the alternative F. Sev-Ste in Spring. This is weaker, but does insure that the fleet remains so that Austria may be threatened. However, this creates a guessing game around Romania and Sevastopol if Turkey orders F. And-Ste, A. Con-Ste, F. Sev-Ste, and Russia orders a Sev-Ste.</p> <p>1. This is a southern attack against England. If Russia puts her eggs in that basket, she may as well trust Turkey and get into Romania. Even if the Turks order F. And-Ste, Russia may be able to make peace and concentrate on a northern offensive. There is nothing wrong with a Russo-Turkish alliance even when the Turks are overly greedy in the south. This opening threatens to keep England out of business while concentrating an army into Sweden. To be really effective, order a SVP/Fin, A. Lev-Ste (with Sweden), and build F. Sev-Ste.</p> <p>1. 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. Lev-Ste or -Pac, A. Lev-Gut.</p>	<p>1. This is an odd German opening. A War-Ste is preferable to a War-Pac because it threatens two supply centers. The other army can sweep Austria, or attack Prussia, or move to Sweden. In the last instance, F. And-Ste is a killer in 1902. On occasion, Russia just gives up Sweden and moves F. And-Ste in Fall 1901. Watch the German player here for when that happens.</p> <p>1. 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><b>Midgame</b></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 seize-navy 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><b>Endgame</b></p> <p>Russia's position, opening or nearly opening from it, is 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 arrangements 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 to reach the center. On the other hand, in the south Turkey, Austria, and the Balkans add up to 10 centers. That leaves only four more to pick up elsewhere. Those could only be Sev-Ste-Mex and one other. If England was Russia's ally here, a quick stab into Norway in 1901 would mean victory.</p> <p>With a Turkish main ally, Russia could win with 18 centers: F. Sev-Ste, F. Con-Ste, Scandinavia, 2nd Mid, England, Rome, plus one other. That could be Fin, Sev, or Bal, for instance.</p> <p>With any other main ally, Russia's winning position would shift slightly, but there would always be 18 centers which relatively easy reach.</p>
 <p><b>12. Playing Turkey</b></p> <p>The southern Wicked Witch is, if anything, more wicked than the northern one. Her defensive position is superb—especially an island with land approaches, she ways into Turkey are divided between land and sea. This requires any potential enemy to have a strong and balanced fleet. The position of Turkey is so strategic, she can frequently get Austria or Russia to defend her rather than get 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 "base" of centers.</p> <p>One of the most frequent game ending situations is a 16-0 (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 often get as far as controlling Austria, Italy, the Balkans, Tunis, and 3 Russian centers. That's 17. Any of the other nearby centers which would give her victory (Civ, Mex, Mex, Sp) 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><b>Negotiations:</b></p> <p><b>AUSTRIA:</b> Turkey and Austria are not well situated 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 hitting Italy and getting into the Atlantic with all possible speed. The alliance also</p>	<p>frequently works because it is unexpected. Ordinarily, however, the best those 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><b>ENGLAND:</b> Initial negotiations with England will yield little news, perhaps, some information. Turkey's aim is to keep the Western powers unbalanced against each other. If England indicates any intention of attacking anybody, pass it on to the victim immediately. Do so even if the deal's no no—no, spread rumors, and in general malign Prussia/Albania.</p> <p><b>FRANCE:</b> Turkey should seek French help against Italy if a League opening is in the making. If Italy succeeds, her army 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><b>GERMANY:</b> Germany should be encouraged to attack Turkey's first victim (Austria or Russia). She will ultimately have trouble holding her gains against Turkey's armies. Getting Germany turned against England is also desirable.</p> <p><b>ITALY:</b> Offer any inducement for an alliance against Austria. It is not necessary to be sincere. Lie, cheat, and seek 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 Turkey is left free to send armies onto the middle of the board. This arrangement is frequently to Italy's detriment. Sooner or later her exposed back is going to catch a whiff of a summer. Turkey should snuff Italy's fears of this as much as possible, even while planning the inevitable (and almost inevitable) strike.</p> <p><b>RUSSIA:</b> 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 1900. It then goes to Constantinople the following Spring and to the Aegean in the Fall. It then proceeds into the Mediterranean area where it can hit Turkish naval units. In return, a Turkish army on her right flank assists Russian landward advances into Germany.</p> <p><b>Opening:</b></p> <p><b>(PRELIMINARY NOTE: There is no substitute for A. Con-Ste. The orders for the other two seas may vary.)</b></p> <ol style="list-style-type: none"> <li>1. F. And-Ste, A. Sev-Ste.</li> <li>1. F. And-Ste, A. Sev-Ste.</li> <li>1. F. And-Ste, A. Sev-Ste.</li> </ol> <p>1. This opening opens all sorts of problems for Russia. If she has successfully ordered F. Sev-Ste, she is in no trouble. Even if the ordered F. Sev-Ste, she is going to have difficulty maintaining her position.</p>	<p>1. The intent here is in the Fall, F. Con-Ste, A. Sev-Ste (or 10) for a second push. If Russia touchlessly ordered F. Sev-Ste, Turkey can still defend. F. Con-Ste, A. Sev-Ste will hold all her home centers and leave Ankara open for the build of a fleet.</p> <p>1. Turkey can employ this opening when she is unsure of Russia but does not wish 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><b>Midgame</b></p> <p>Turkey's midgame should be a strong push of armies toward Munich and/or flats 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 Romania and Bulgaria, ordering each to attack the other every season. This will prevent a stab but may make it more difficult for late retooling. There are no guarantees in Complete Diplomacy. (Skill, almost none. Those familiar with frustration-aggression theory will tell you that you've guaranteed a lot of both in Complete Diplomacy.)</p> <p><b>Endgame</b></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 points 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 snuffing her ally. Austria or Italy will be easier to betray than Russia, generally speaking.</p> <p>With Italy, particularly, Turkey will be very hampered in. Italy will receive Tunis and one other center at least (Greece rather than Vienna so Turkey's armies will be more free to advance. Italy will probably have demanded more, and Turkey may have had to give it.) Turkey could then obtain Bal-Ste-Rom-Bal-Vic, Germany, and 3 Russian centers for a total of 14. She might also get Mid-Bal-Par for 14. It is hard to see any other centers for Turkey, so a stab of Italy becomes almost inevitable.</p>	<p><b>Question:</b> Inquiries arising from this Guide may be addressed to The Avalon Hill Game Company, 4117 Harford Rd., Baltimore, MD 21141. 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 Complete Diplomacy may be addressed directly to The Avalon Hill Game Company.</p>

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Last update: 2025/11/22 17:33

