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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

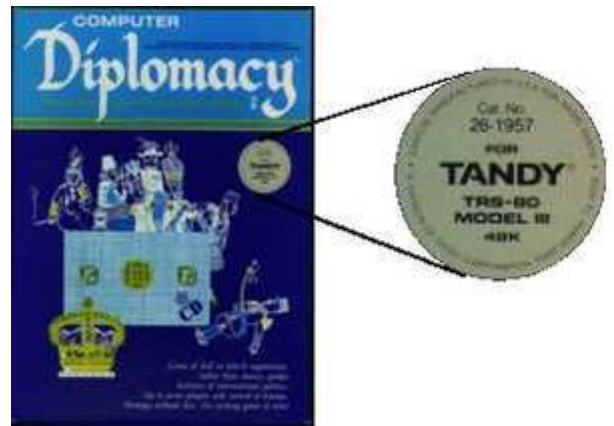


Description :

- 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

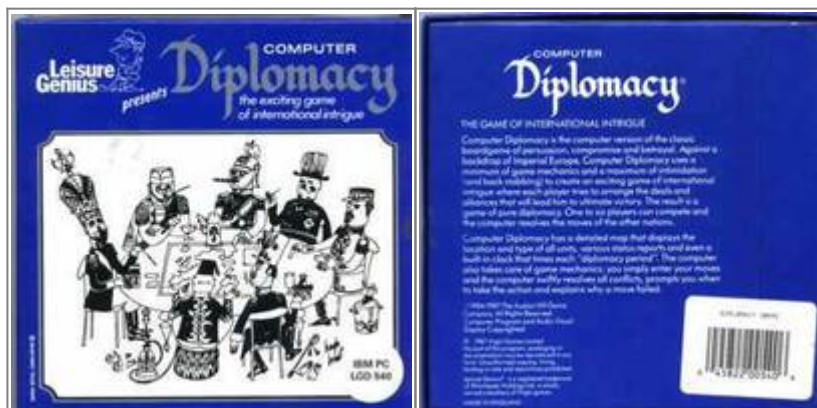


Description :

- 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.



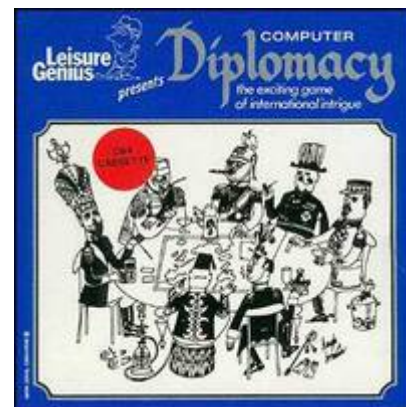
Virgin Games (Leisure Genius) - DOS - 1987



Description :

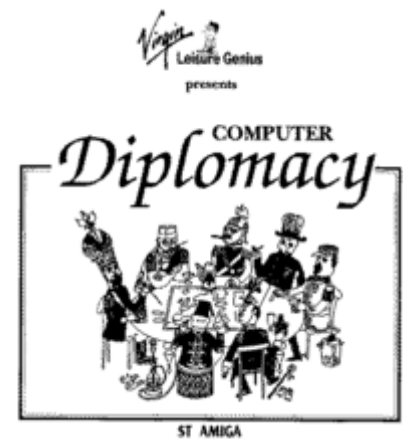
- Virgin Games est la seule société que je connaisse qui a obtenu les droits du jeu Computer Diplomacy d'Avalon Hill. Le jeu a été produit et vendu au Royaume-Uni sous le nom de Leisure Genius, et peut également avoir été disponible en dehors du Royaume-Uni. Malgré le fait qu'il soit apparu trois ans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



Description :

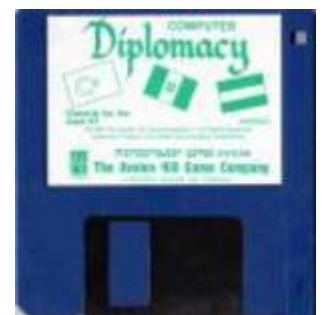
- En 1992, Virgin Games a sorti Computer Diplomacy pour Amiga au Royaume-Uni. La seule personne que j'ai trouvée qui possédait ce jeu n'avait plus la boîte, mais d'après la forme du manuel , je suppose qu'il était vendu dans le même emballage Leisure Genius que les autres versions de Virgin Games ci-dessus.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



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 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:



VIEW MAP
VIEW LAST MOVES
MILITARY SITUATION
POLITICAL SITUATION
CONDUCT TALKS
ISSUE TREATIES
ISSUE ORDERS
FILE OPTIONS

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 this 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 **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 easily position the pointer on 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 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** 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 enough 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 your completed the move, "Failed, insufficient support", the territory was not moved. If a unit with equal support is moved, dangled or hasn't issued a convoy 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.

supposed. If, however, the territory is occupied or controlled by another power, 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. If, of 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 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, wait? I hear you cry. You can't argue with a computer; it knows the rules and will follow you to play by them. So if you find yourself 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 "M", 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.

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 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 be defended.

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 talks, 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.

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, because he is so that he won't suspect my plan, and also make him surprised enough to believe I'm his only friend. Hmmm... when the heck, 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.

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THE GAMER'S GUIDE TO COMPUTER Diplomacy

A Note on Abbreviations

I. ELEMENTS OF THE GAME

1. Element #1: Alliance and Treachery
2. Element #2: Aggression and Defense
3. Element #3: Cheating
4. Element #4: The Small Time
5. Element #5: The Computer Attack
6. Element #6: Some Other Little Bits of the Trade

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

1. The DIPLOMACY Game
2. The Strategy of Position
3. The Strategy of Units
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

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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 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 then 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 Computer | Boardgame |
|-----------------------|--------------|-----------|
| CGR | CGR | Br |
| Engl Channel | ECH | En |
| Gulf of Lion | GLI | Lio |
| LIV | LIV | Lg |
| Livorno | LIV | Lvo |
| North Atlantic Ocean | NAO | Nat |
| North Sea | NOS | Nsg |
| Norway | NOS | Nsh |
| Tyrol | TIR | Ti |
| Tyrrhenian Sea | TYS | Tyn |
| Western Mediterranean | WME | Wm |



I. 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 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 grasp of tactics will come with playing the game. For strategy, see the next section—but the theory will usually pay for itself once you get it. More important than either is a sense of style—your own and that of others. A conscious, controlled use of style will yield far better results than any amount of tactical or strategic planning.

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|---|---|--|---|
|  <p>11. Playing Russia</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 (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, she risks being crushed 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 strong, but a Russia with 13 units is formidable.</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 often be a major naval clash 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 means that and resources. If they decide to bury the hatchet, it will be to the hill in the 1st Queen's back.</p> <p>Negotiations</p> <p>AUSTRIA: Russia should always seek the Dual Monarchy's good will. Other than settling, 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>ENGLAND: England is usually interested in attacking either France or Germany. She should be encouraged. Russia may offer any reasonable guarantee of neutrality for her ally, if the victim is Germany. If England is to be an ally, it is Russia's advantage to get Norway in return for compensation to England elsewhere. They both benefit. In such case, the territory which must be defended is more complicated.</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 England of the attack, and allow the ally to see against England's reward will assist Russia in 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>GERMANY: Germany will ally with Russia distinctly less from the Low Countries. What Russia wants above all is an opening of F. Sev. The latter 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>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 runs 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 disrupted. 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>TURKEY: 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, the most at least have the Sultan's good will. Convincing Turkey not to order F. And. It is a cardinal aim of Russian policy.</p> <p>Opening</p> <p>(PRELIMINARY NOTE: F. Sev. For 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.)</p> <ol style="list-style-type: none"> 1. A. Min. Lev. A. War. Gul. F. Sev. Arm. 2. A. Min. Lev. A. War. Gul. F. Sev. Arm. 3. A. Min. Lev. A. War. Gul. F. Sev. Arm. 4. A. Min. Lev. A. War. Gul. F. Sev. Arm. 5. A. Min. Lev. A. War. Gul. F. Sev. Arm. 6. A. Min. Lev. A. War. Gul. F. Sev. Arm. <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 the anti-Turkish opening. In the Fall, A. Sev. Arm. promises to give the Sultan support. It also leaves Sev. open for the build of a second fleet. If the Turk order of And. It will be 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. Arm. in Spring. This is weaker, but does insure that also few scenarios so that Austria may be threatened. However, this creates a guessing game around Romania and Sevastopol if Turkey orders F. And. It is a cardinal aim of Russian policy if Turkey also orders a Sev. Arm.</p> <p>1. This is a northern attack against England. If Russia puts her eggs in that basket, she may as well not Turkey and get into Romania. Even if the Turk order of Sevastopol, 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 Norway while concentrating an army into Sweden. To be really ambitious, order A. Sev. Arm. A. Lev. Sev. (with Sweden), and build F. Sev. Arm.</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. Sev. / Pac. A. Lev. Gul.</p> | <p>1. This is an anti-German opening. A War. Gul. is preferable to a War. Gul. because it threatens two supply centers. The other army can cover Wicaria, or attack Prussia, or move to Sweden. In the last instance, F. And. It is a killer in 1902. On occasion, Russia just gives up Sweden and moves F. And. It in Fall 1902. Watch the German player have his 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>Midgame</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. This means attacking Austria or Germany (or both, in alliance with France and Turkey). If Turkey is gone, a prize-winning 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>Endgame</p> <p>Russia's position, opening or nearly potential from, 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. And. Lev. 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. Arm. Gul. Fin. Germany, Scandinavia, And. It. England, Rome, plus one other. That could be, Sev. or, And. 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>12. Playing Turkey</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 force. 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 10-0 (10-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 conquering Austria, Italy, the Balkans, Tunis, and 3 Russian centers. That's 17. Any of the other nearby centers which would give her victory (Chio, And. Lev. Sev.) 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>Negotiations</p> <p>AUSTRIA: 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>ENGLAND: Initial negotiations with England will yield little news, 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 diplomat is so—be, spread rumors, and in general malign Portugal, Albania.</p> <p>FRANCE: 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>GERMANY: 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>ITALY: 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 scimitar. Turkey should snuff Italy's fears of this as much as possible, even while planning the inevitable (and almost inevitable) strike.</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 1900 to 1904. 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 help Turkish naval units. In return, a Turkish army on her right flank assists Russian landward advances into Germany.</p> <p>Opening</p> <p>(PRELIMINARY NOTE: There is no substitute for A. Con. It. The orders for the other two seas may vary.)</p> <ol style="list-style-type: none"> 1. F. And. Lev. A. Sev. Arm. 1. F. And. Lev. A. Sev. Arm. 1. F. And. Lev. A. Sev. Arm. <p>1. This opening poses all sorts of problems for Russia. If she has traditionally ordered F. Sev. Arm., she is in real trouble. Even if the ordered F. Sev. Arm., she is going to have difficulty maintaining her position.</p> | <p>1. The intent here is in the Fall, F. Con. Lev. A. Sev. Arm. (or 10) for a second push. If Russia touchlessly ordered F. Sev. Arm., Turkey can still defend. F. Con. Lev. A. Sev. Arm. 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 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>Midgame</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>Endgame</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 And. Lev. Sev. Arm. Gul. Fin. Germany, and 3 Russian centers for a total of 18. She might also get And. Lev. For 16. It is hard to see any other centers for Turkey, so a stab of Italy becomes almost inevitable.</p> | <p>Question: Inquiries arising from this Guide may be addressed to The Avalon Hill Game Company, 4117 Harford Rd., Baltimore, MD 21144. 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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