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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

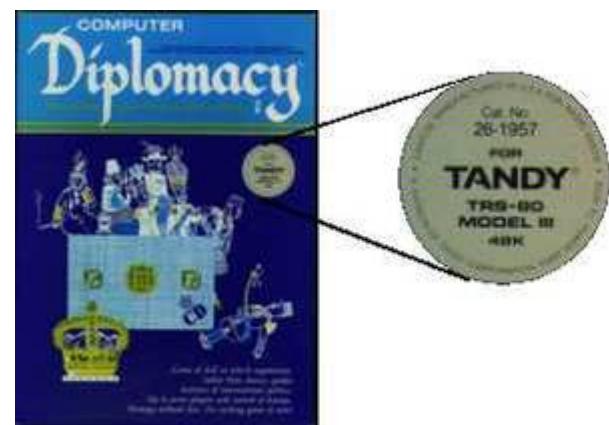


Description :

- 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.

Computer Diplomacy is the computer version of the classic, intelligent game of diplomacy, compromise and betrayal. Against a backdrop of Imperial Europe, Computer Diplomacy uses a minimum of game mechanics and a maximum of simulation, and has been designed to be a game of strategy and diplomacy where each player tries to arrange the shrewd and shrewd alliances that will lead him to ultimate victory. The result is a game of pure diplomacy, a balance between the trust needed to build and the猜疑 still in the back that leaves the backroom discussions.

But now there is Computer Diplomacy where six or less players can compete and the computer handles the moves of the other nations. Admittedly the computer isn't always as clever as a human, but it is a tremendous manager of strategy and supply centers. In fact, it's best for a single player to take one nation and try to conquer the map (though this certainly cannot be termed "diplomacy").

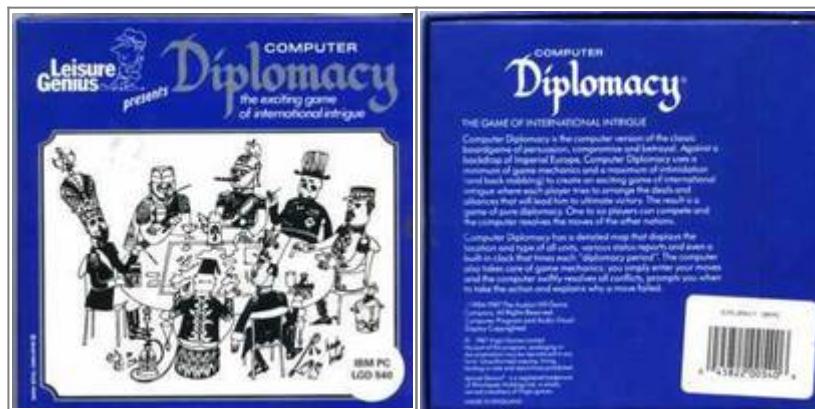
Of course, Computer Diplomacy also has all of the features you'd expect in a computer game. It keeps a record of every move, it keeps the location and type of all units, it can issue status reports and even a built-in check that times each "Diplomacy's period". The computer also takes care of game mechanics: yes, simply enter your moves and the computer will determine the best possible play when to take the action and explains why a move failed.

So, if Diplomacy is a classic, what is Computer Diplomacy? Well, it's humbler and just say it's a classic—but not just for the past.

Computer Diplomacy is available on diskette for your TRS-80 Model I, III and IV with 48K memory or 800K (Diskette soon to be available for the IBM PC).

microcomputer games
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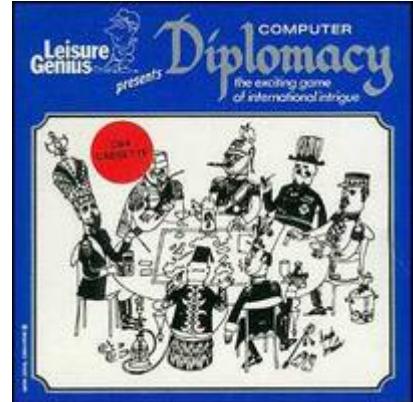
Virgin Games (Leisure Genius) - DOS - 1987



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.

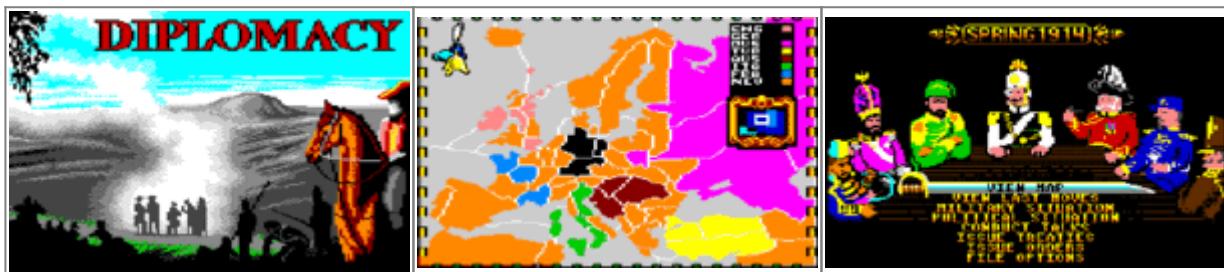
Virgin Games (Leisure Genius) - Commodore 64 - 1990



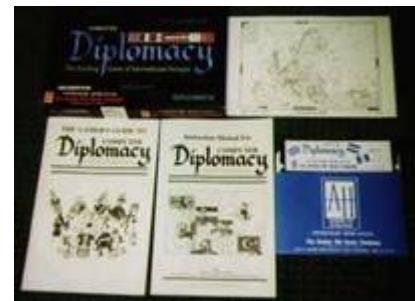
Description :

- 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



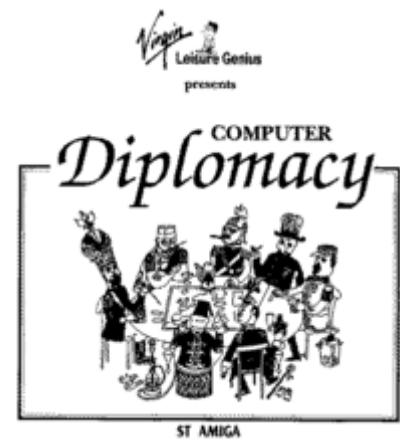
Description :

- 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 :

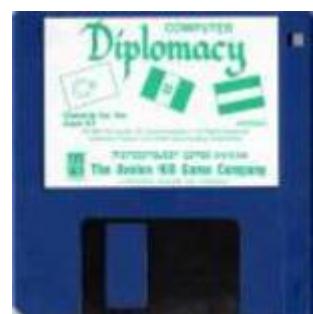
- En 1992, Virgin Games a sorti Computer Diplomacy pour Amiga au Royaume-Uni. La seule personne que j'ai trouvée qui possérait ce jeu n'avait plus la boîte, mais d'après la forme du manuel, je suppose qu'il était vendu dans le même emballage Leisure Genius que les autres versions de Virgin Games ci-dessus.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

ABOUT DIPLOMACY

The DIPLOMACY map divides Europe, parts of the Mediterranean Basin and some parts of western Asia into geographical areas. Territories are divided into areas of land or water and are controlled only by forces (units) being carried by fleets (convoy). Areas of land are called provinces. Thirty-four of the provinces have cities marked in them. These are called build centers. The first four provinces, starting with the city of Paris, and hold them, is deemed the winner. For simplicity's sake we will group bodies of water and provinces under the term *Territories*.

DIPLOMACY has two types of "playing pieces", these are armies and fleets. An army is a unit of land troops. A fleet 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 coasts, a north and south coast. It is also possible to move a unit from one coast to another. Entering these territories cannot cross the intervening land, but must sail around any geographical barrier in order to change coasts.)

Each game is divided into two Spring and Fall seasons, called turns. In the Spring, each player may move one or more 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.

CONTROLS (Commodore 64)

Use any key or the joystick for basic input. If you select "Hard" for a computer player, you should find it difficult to make that player an ally if you made them an enemy. In other words, if you attack it, invade its territory and gain control of its resources, 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 as many as seven players, both human and computer-controlled, each taking the role of a European Great Power), the game is simple to play through a menu-driven interface, the rules of the game are easy to understand, and it offers many hours of challenging play and rewarding fun!

SETTING UP THE GAME (Commodore Amiga and Atari ST)

Once you are thoroughly bored with the exciting (and very tasteful) title and music, press the left mouse button. This calls up the SET-UP 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. The number of players can be as high as three, but 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 this player to be human or computer controlled. Whatever you select will be displayed in this box, and you can then click 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.



11. Playing Russia

Russia's position is a peculiar one. Like France, she has access to both major seas. However, that access is restricted. Russia cannot transport naval power from one sea to the other as France can.

This dual sea Dominate is unique among the Great Powers and creates the best chance for a surprise attack on the continent at the beginning. Hence the 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.

Russia's offensive capacity is likewise limited. She could join Seven-League and still not be a compact Great Power with forces from Italy that can sustain the loss of one or more home centers and still maintain a substantial fleet.

As if to balance her initial one-unit advantage, Russia has potential problems in expanding. While every other Great Power is virtually guaranteed at least one unit of naval power, Russia can easily be kept at four units and almost as easily be denied resources.

Experience indicates Computer Diplomacy is frequently an all-or-nothing proposition for Russia. She wins 2 out of every 9 games which end in a draw. However, she is also eliminated more frequently than any Power except Austria.

In Russia's unique displeasure is to be between the two Wicked Witches.

by doing so, she risks being crushed between the two alliess... but she may also convince France and Italy that Austria and Russia are more dangerous to each other.

On the whole, if England and Turkey are Wicked Witches, Russia is the Ice Queen. Once she starts rolling, it's difficult to stop. One reason is that she can easily move from one front to the other. If Turkey is with England at 13 units, but a Russia with 13 units is less so.

Russia also has the option of allying with both Witches at the beginning. This has the potential to be disastrous, but her two major centers have a great deal of power. Her allies can dominate the Continent, stab both Witches for only cost of three and win. The problem is, Russia is still between the two Witches. If they decide to bury the hatchet, it will be up to her in the Ice Queen's lair.

Negotiations

AUSTRIA: Russia should always seek the Dual Monarchy's good-will. Offer her anything, but get a guarantee of Rumania. As an Austrian alliance in Fall 1902, Russia may offer to let Austria use her navy to sweep the Black Sea. 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-Ser-Bus is a cardinal sin of Russian policy.

ENGLAND: England is usually interested in attacking other France or Germany. She should be encouraged. Russia may offer any reasonable guarantee of neutrality (or not, if the victim is Germany). If England is to be an ally, it is to Russia's advantage to get Norway in return for compensation in England's home centers. She is the only Great Power (aside from Italy) that can sustain the loss of one or more home centers and still maintain a substantial fleet.

GERMANY: Germany will use the Dual Monarchy's bad-will to its advantage together. A Franco-German alliance against England should be encouraged.

FRANCE: France may be Russia's ally if England and Germany are fighting together. A Franco-German alliance against England should be encouraged. France should be encouraged. Russia may offer any reasonable guarantee of neutrality (or not, if the victim is Germany). If England is to be an ally, it is to Russia's advantage to get Norway in return for compensation in England's home centers. She is the only Great Power (aside from Italy) that can sustain the loss of one or more home centers and still maintain a substantial fleet.

ITALY: Offer anything possible to encourage an Austria-Italy alliance against France. This will distract a Wicked Witch and do away with a Wicked Witch in any event. If Italy is friendly, there is still time to war on the upcoming Lepanto. Also offer Italy an alliance against Austria. She is the only Great Power that can sustain the loss of one or more home centers and still maintain a substantial fleet. It will prove a great temptation. This will be greatly to Russia's advantage; later on, Italy will be held up to the Ice Queen's wintry blizzards.

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TURKEY: Russia/Turkey is one of the most powerful alliances on the board. Both are Wicked Witches, and their combined forces are measured that they can help one another. Austria-Italy and England-Germany are not as strong, and early 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-Ser-Bus is a cardinal sin of Russian policy.

Openings

(PRELIMINARY NOTE: F-Ser-Bus is the only reasonable opening for that unit. The alternatives, to F or to Lye, accomplish nothing. Put the fleet in its proper place: on water. The openings below consider only the effects of the opening on the rest of the board.)

1. A. Min-Lye, A. War-Gol, F. Ser-Bus.
2. A. Min-Ser, A. War-Lye, F. Ser-Bus.
3. A. Min-Ser, A. War-Gol, F. Ser-Bus.
4. A. Min-Lye, A. War-Gol, F. Ser-Bus.
5. A. Min-Ser, A. War-Gol, F. Ser-Bus.
6. A. Min-Ser, A. War-Gol, F. Ser-Bus.

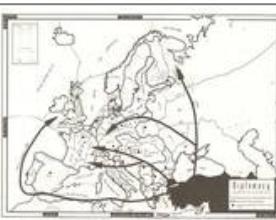
Russia must usually choose between a northern or southern strategy. This means putting her egg in the appropriate basket. Here she is allied with Turkey against Austria. If there is a stand-off in Galicia or Rumania in Spring, then she will be support for the same order in Fall.

2. This is the anti-Turkey opening. In the Fall, A. Ser-Aer prevents the Black Sea from being closed. And also prevents the Black Sea from being a serious threat. If the Turks order F-Ser-Bus they will be stood off; the fleet can then move to Rumania with support from Ukraine in the Fall, again leaving Ser-Ser in a weaker position. However, players prefer the alternative F-Ser-Bus in Spring. This is weaker, but also more effective. A. Ser-Bus in Spring will allow Russia to move to Rumania and attack Austria. However, this creates a pinning game around Rumania and Sevastopol if Turkey orders F-Ser-Bus. A. Con-Bul. It's even worse if Turkey orders A. Ser-Bus.

3. This is a northern attack, against England. If Russia puts her egg in that basket, she will be forced to attack Turkey and get into Rumania. Even if the Turks take Sevastopol, Russia may be able to make peace and concentrate on a northern offensive. There is nothing wrong with a Russia-Turkish alliance. However, the Turks are not a threat to Russia. They are a threat to England. Russia should be able to use the Black Sea to threaten England's fleet to keep England out of Norway while conveying an army into Sweden. To route, diabolical, order A. Sop-Fin, A. Lye-Ser, F. Ser-Bus, and, finally, A. Ser-Bus.

4. This is a deliberately neutral opening and is more effective than it looks. It gives Russia new options and provides her centers to cover her home centers in case of attack. At the same time she will have a number of offensive options in Fall 1902: A. Lye-Ser or -Finc, A. Lye-Gol.

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12. Playing Turkey

The southern Wicked Witch is, if anything, more wicked than the north one. Her defensive measures are super—essentially an island with appendages. She has Turkey, the Balkans, and the Black Sea. This requires any potential enemy to have a strong and balanced force. The position of Turkey is so strategic that she can frequently put Austria or Russia in difficult situations.

Turkey's offensive position is good. She has quick access to the Mediterranean and is close to the Balkan "knot" of centers.

One of the most frequent game ending situations is a 16- or 17-unit Turkey. She will have the Black Sea, the Balkans, and the Aegean. Austria-Germany-England, or some such combination. The reason for this is that Turkey does not have a majority of centers on her side of the statements line (the Black Sea). She can only hope to get a majority of centers by controlling Austria, Italy, the Balkans, Tunis, and 3 Rumanian centers. That's 17. Any of the other nearby center which would give her victory (Cyo, Mar, Afar, Sop) can be had from the other side. Turkish policy would be wise to aim at getting one of those centers as early in the game as possible.

Negotiations

AUSTRIA: Turkey and Austria are not well suited to be allies. Austria's best and most natural path is to be a German ally. 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

frequently works because it is so unexpected. Ordinarily, however, the two can act as a temporary truce. Certainly the Turks should do nothing to antagonize Austria, regardless of their ultimate plan. If Turkey is to be an ally, she will do so.

ENGLAND: Initial negotiations with England will yield little, perhaps, some information. Turkey's aim is to keep the Western powers separated against each other. If England indicates any intention of attacking anything other than France, Austria, or Germany, Turkey should not ally with her, spread rumors, and, in general make life difficult for England.

FRANCE: Turkey should seek French help against Italy if Lepanto is opening in the making. If Italy succeeds, her war will be a huge threat to France. (So is the Turkish war, but at least it's more distant.) Otherwise, any arrangement, which changes one of the Mediterranean is a good idea.

RUSSIA: Russia is Turkey's best possible ally. What to do with the Turks is the first question. Turkey is a Wicked Witch, and she is grottoes and perspicuously with the Russian player. A common goal to neutralize the Black Sea is an essential arrangement whether Turkey's intentions are or not. That's a very strong plus, but which path to a 17-unit Turkey is left free to send worms into the middle of the board. This arrangement is frequently a Turkish's desire. Sooner or later her exposed back is going to be a victim of Italy's dominion. Sooner or later her exposed back is going to be a victim of France's or England's. That's the trap of this as a possible alliance, even while planning the inevitable (well almost inevitable) strike.

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PRELIMINARY NOTE: There is no incentive for A Con-Bul. The order for the other two units may vary.

1. F. Aak-Bus, A. Tony-Arm.
2. F. Aak-Bus, A. Tony-Arm.
3. F. Aak-Bus, A. Tony-Arm.

3. This opening poses all sorts of problems for Russia. If she has recently ordered F-Ser-Bus, she is in real trouble. Even if she ordered F-Ser-Bus, she is going to face difficulty maintaining her position.

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3. This is the best here in the Fall. A. Ser-Aer for a winter push, if Russia successfully ordered F-Ser-Bus, Turkey can still defend. F Con-Ant. A. Ser-Ant will hold all her home centers and leave Ankara open for the fleet of a fleet.

4. Turkey's midgame should be a strong push of menia past Manich and/or flavor Spain. If this can appear to be an intervention on behalf of a beligerent ally, so much the better.

Once Turkey has reached this stage, she can concentrate more on offensive worry less about defense. With 6 units she has the best chance of attack.

Turkey's position is more exposed if her alliance is with Austria. Her strategic situation is developing in Russia and Italy, on the flanks. The center is more vulnerable.

Finally, in this situation, Turkey owns Greece and Bulgaria. The two allies may agree to station armies in Rumania and Bulgaria, ordering each to move to the Black Sea. This will be a very strong plus, but it is also more difficult for less rewarding. There are no guarantees in Computer Diplomacy. (Well, almost none. Those familiar with frustration-aggression theory will tell you that you're guaranteed a lot of both in Computer Diplomacy.)

Endgame

Allied with Austria or Russia, Turkey should by now have some fleets in the Atlantic. If not, forget it. Otherwise...

...if Turkey is allied with Austria, Turkey should be some generic in Germany, while Italian fleets are in the Atlantic. If not, forget it. Statemate.

If the game is moving toward stalemate, Turkey must begin to consider nibbling her ally. Austria or Italy will be easier to betray than Russia, given the circumstances.

With Italy, particularly, Turkey will be very hemmed in. Italy will move Trieste and one other center at least (Greece rather than Vienna or Trieste's armie will move free to the Black Sea). Turkey will have to defend. If Turkey really had to give in to Turkey could then obtain a. Bul-Ser-Bus. Bul-Vie, Germany, and 3 Rumanian centers for a total of 14. She might also get F-Ser-Bus/Fir 16. It is hard to see any other centers for Turkey, on a side of Italy becomes almost inevitable.

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