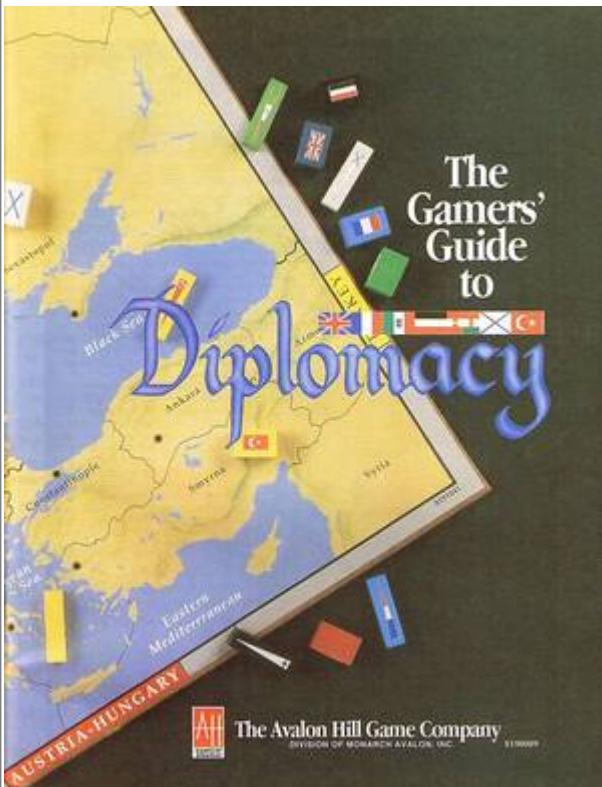
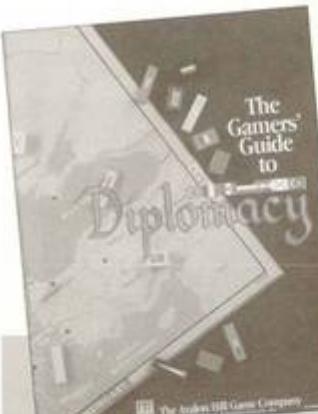


Start	
1ère Edition (1978)	2ème Edition (1979)

The Gamer's Guide to Diplomacy - 3ème Edition (1993)



The cover features a map of Europe and the Middle East, with major cities like Berlin, Paris, London, and Istanbul marked. Numerous small flags of different countries are scattered across the map, some overlapping. The title "The Gamer's Guide to Diplomacy" is written in a stylized blue font, with "Diplomacy" being particularly large and prominent. At the bottom left, it says "AUSTRIA-HUNGARY". The Avalon Hill Game Company logo and the text "DIVISION OF MONARCH AVALON, INC." are at the bottom right.



The book's cover is shown from a slightly different angle, highlighting the title and the map on the front cover.

Words . . .
 Thousands of words by the hobby's best players and leading lights. All about what has been called the "greatest boardgame of the 20th century" . . . DIPLOMACY!

Some 35 years ago, Allan Calhamer's DIPLOMACY was first published. Within a short time it had become one of the most popular multi-player games of strategy. Along the way, much has been written about the game—its play, its history and its hobby, in professional magazines, in amateur 'zines, even a book has been written about this most interesting of all wargames. In tribute to this vibrant hobby, and to mark the game's 35th anniversary, The Avalon Hill Game Company presents a new 64-page, full-color "Gamer's Guide to DIPLOMACY." The book is packed with thousands of words from the hobby's best players, offering insights into the strategy and play. The legendary Fred Davis writes of the variants that have arisen based upon the elegant design, and gives the reader a chance to try one of the best. A sample game lets one have a first-hand look at the fun of a postal match, with colored maps to make following the action even easier. Articles on the several methods of playing the GAME (face-to-face, by mail, and by electronic mail) explain by knowledgeable proponents show the brilliant diversity of this game. The coverage is topped off by Mr. Calhamer himself, who offers a brief pause on his design of DIPLOMACY, complete with a copy of the original map. Yet even with all this, the game and hobby is so diverse and colorful that not all could be covered. So as many as 150 words are devoted to other topics, touching upon subjects ranging from DipCon (the North American Championship) to the British hobby, from the hobby services to rules debates, and other surprising topics. Whether newcomer or old veteran, any reader is sure to find something new about his favorite game in these pages. *Avalon Hill's Gamer's Guide to DIPLOMACY* is the most complete book on this game and its hobby ever published, and is sure to be a "must read" by anyone with even a passing interest in it. While perhaps not the "final word" on the fascinating topic of DIPLOMACY, this 1993 *Gamer's Guide* is certainly the most complete and best to date. Available \$19.95 for \$15.95.

The Avalon Hill Game Company
 4517 Harford Road, Baltimore, MD 21214
 Please send me _____ copies of The Gamer's Guide to Diplomacy @ \$19.95 each.
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Description

En 1993, Avalon Hill a publié un nouveau Guide du joueur sur la diplomatie (Product Code: 8190009), qui n'est pas une édition révisée de la précédente mais un guide complètement nouveau.

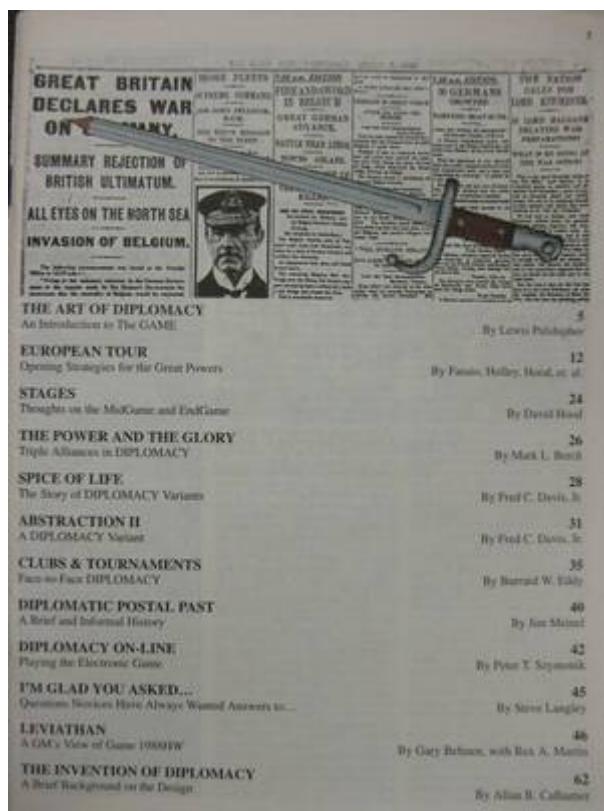
Ce guide contient 64 pages et est édité par **Rex A. Martin**, il contient des articles rédigés par des personnes qui sont (ou étaient) éminentes dans le domaine du hobby.

Grâce à la contribution de plus d'une douzaine de personnes, le guide présente une vision plus équilibrée du jeu.

Ce guide est également un peu daté, mais beaucoup moins que l'édition de 1979. C'est inévitable puisqu'une communauté évolue avec le temps, contrairement à un livre imprimé. Comme pour le guide précédent, celui-ci est également plus utile pour les personnes relativement nouvelles dans le jeu.

Sommaire

- “The Art of Diplomacy”: Une Introduction au jeu par **Lewis Pulsipher**
- Tournée européenne : stratégies d'ouverture pour les grandes puissances par **Fassio, Holley, Hood** etc... (Contient Des stratégies d'ouverture d'ensemble)
- Phases : réflexions sur le milieu de partie et la fin de partie par **David Hood**
- La Puissance et la gloire : les Triples Alliances à Diplomacy par **Mark L. Berch**
- Les épices de la vie : l'histoire des variantes de Diplomacy par **Fred C. Davis, Jr.**
- Abstraction II : une variante de Diplomacy par **Fred C. Davis, Jr.**
- Clubs & Tournois : Diplomatie en face a face par **Eddy W. Burrard**
- Passé de la diplomacy postale : Histoire brève et informelle par **Jim Meinel**
- Diplomacy en ligne : joué le jeu électronique par **Peter T. Szemonik**
- Je suis heureux que vous ayez posé... : Des questions auxquelles les novices ont toujours voulu des réponses... par **Steve Langley**
- Léviathan : le point de vue d'un directeur général sur le jeu 1988HW de **Gary Behnen** avec **Rex A. Martin**
- L'invention de Diplomacy : un bref retour sur la conception par **Allan B. Calhamer**



Aperçu

Cliquer sur le lien pour ouvrir un extrait du guide :

3ème Edition

Source : texte repris sommairement, que j'ai 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.

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