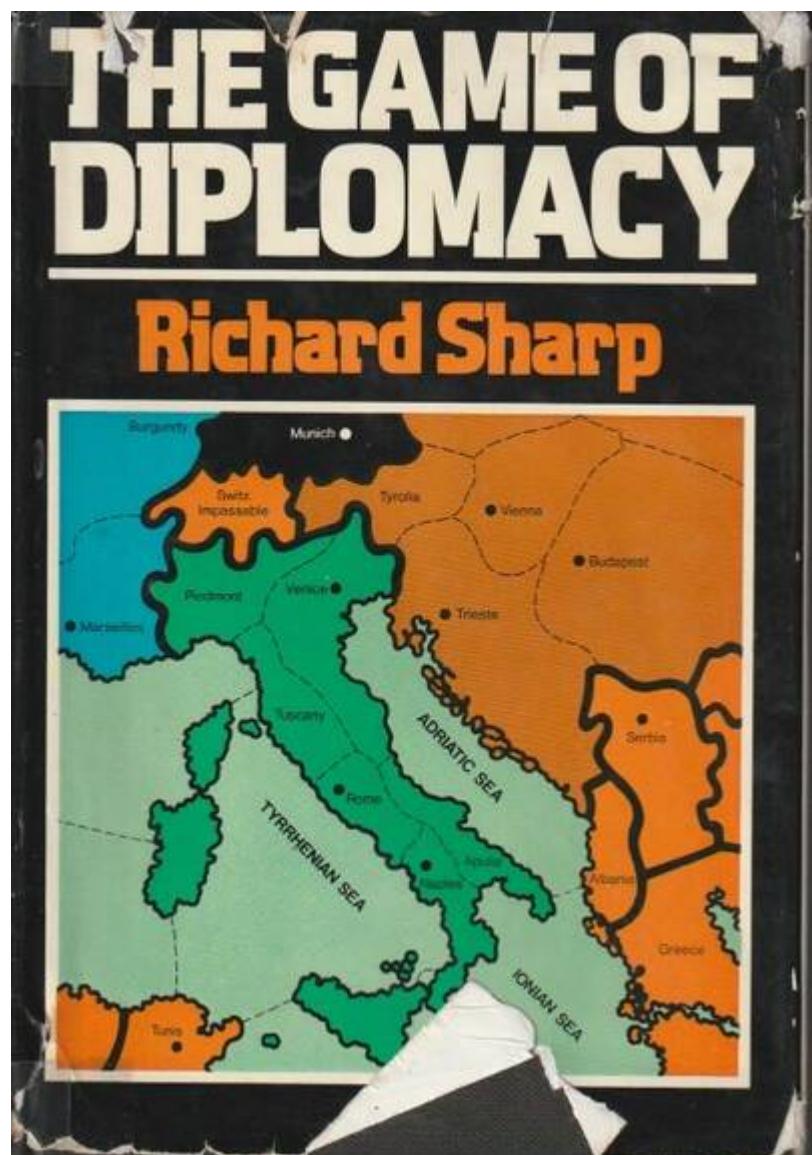


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# "The game of diplomacy" de Richard Sharp

**"The Game of Diplomacy" de Richard Sharp** est un article de présentation signé Jean-luc Chevrier à propos d'un grand classique de la littérature diplomatique

## Premier classique sur diplomacy



Le premier livre sur Diplomacy au temps des grands anciens (comme Nicolas Palmer, auteur du mythique "the comprehensive guide to board wargaming") a été publié en Grande-Bretagne en 1976. Un achat immédiat pour moi car étant sur place et une précieuse bible jalousement cachée aux

autres à l'époque...

## **Sommaire**

Au delà du premier chapitre sur l'explication des règles puis de la description de l'esprit du jeu, l'ouvrage fait la part belle aux tactiques étudiées pays par pays. Ces précieuses informations permettent au lecteur d'appréhender les stratégies des pays adverses et de répondre à ses propres interrogations métaphysiques.

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Des variantes sont également listées en fin d'ouvrage. Loin d'un exposé sur les règles et d'explications académiques ce livre se lit comme un roman, ce qui ajoute au plaisir pour un fan du jeu.

## Italie

Des conseils pour l'Italie (qui en a bien besoin...)

## 9 ITALY

With Italy we come to the exception – the one area in which it is generally agreed that the admirable balance of Diplomacy breaks down. Italy does *not* have as good a chance of winning as the other six countries. Results of completed postal games are unequivocal: in Britain, Italy has won twenty-three out of the first 303 – less than half as many as Russia, and five less than the next worst country, Turkey. In the most recent American survey I have seen (spring 1977), Italy had won fifty-four games out of 774, again less than half as many as Russia and nineteen less than England and Turkey in joint fifth place. These results are impressively consistent, Italy winning almost exactly seven per cent of games in both countries.

In face-to-face play, although no records are kept, my impression is that Italy fares even worse: I did once win such a game with Italy in rather a lucky fashion, having a fifty-fifty guess to make on the last move to beat Russia in a two-country ending. But apart from that, I have never played in a face-to-face game that Italy won, not counting one that was conceded at an absurdly early stage. (It was opening-time, of course.)

There is a small compensation for this in Italy's good survival record – if you draw the green pieces you are less likely than anyone except France to be eliminated early (1904 or before), and more likely than anyone except France and Turkey to survive to the end of the game. But all too often it's a lingering death, battling on for years with one or two units; I have no evidence to back this up, but I'm sure Italy is more likely than any other country never to progress beyond four units. Certainly it's happened to me often enough. I must confess that I approach the problems of playing Italy without enthusiasm; though my record in postal games – a four-way draw, an equal third and a fifth – is probably better than average, it's hardly inspiring. In a high-standard game, I would put Italy's chances of winning at zero, I'm afraid.

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Last update: **2025/11/22 17:33**