

[Start](#) [Sommaire : Jeux Vidéo](#)

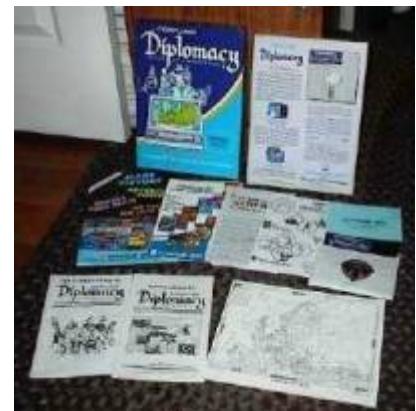
Computer Diplomacy

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

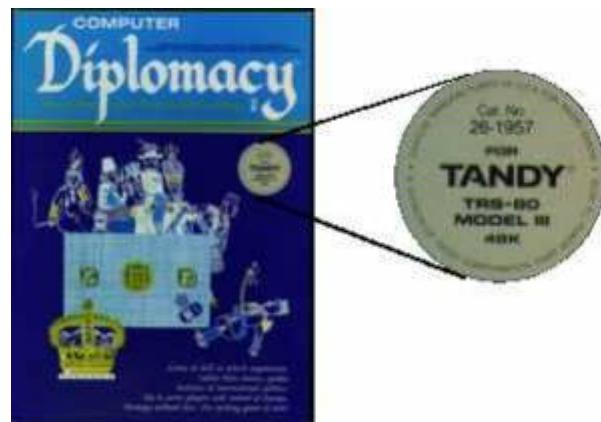


Description :

- 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 boardgame of political maneuvering. Aboard a battle-scarred Earthbound. From Computer Diplomacy, new dimensions of game mechanics and a measure of information (and backstabbing) to create a game of exciting international politics. Who will long live to ultimate victory. The result is a game of pure diplomacy, a balance between the trap needed to deal and the gambit risk in the book that leaves the future open.

The game is easy to learn yet deep and complex enough for hours of fun. It's a great addition to your computer library!

For years, the board game version of Diplomacy has been regarded as a true classic in the world of gaming. Now, pure digital diplomats, including one who's probably the most famous one in the world, can play it on their computers for years. It has also been noticed that the game has one flaw: for the last version of the game (as far as we're concerned), it's not possible to play it online.

But now there is Computer Diplomacy where you can play it online. And it's not just a simple version of the board game. Although the computer isn't always as clever as a human, but it's clever enough to make play worth more enjoyable for six or more players. In fact, it's best for a group of friends to play it together. So, if you're looking for a game that's both challenging and fun, then look no further. Although this certainly cannot be termed "diplo-macy".

Of course, Computer Diplomacy also has all of the conveniences you expect in a computer game: a detailed interface that displays the location and type of all units, various strategic options and a host of other features that make it a "classic" game.

The computer also takes care of game mechanics so simply enter your moves and the computer will do everything else. It's up to you where to take the action and explore why a move is better than another.

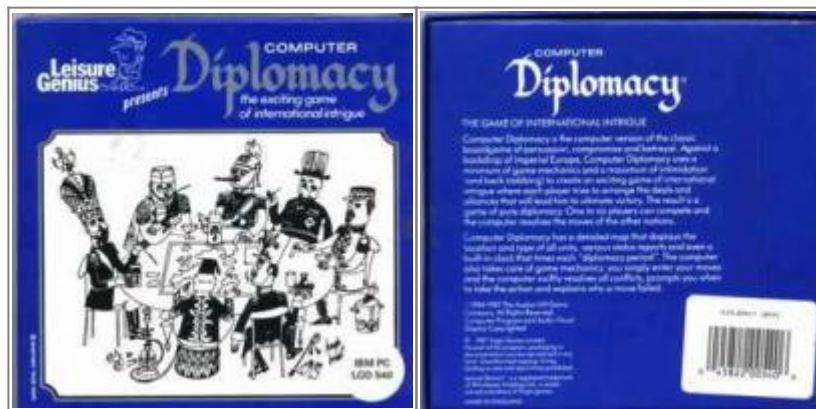
So, if Diplomacy is a classic, what is Computer Diplomacy?

We'd be tempted and just say it's still a classic—but not just for several reasons.

Computer Diplomacy is available on diskette for your TRS-80 Models I, II and IV with 48K memory at \$9.95. Diskette is also available for the IBM PC.

microcomputer games
A Division of The Avalon Hill Game Company
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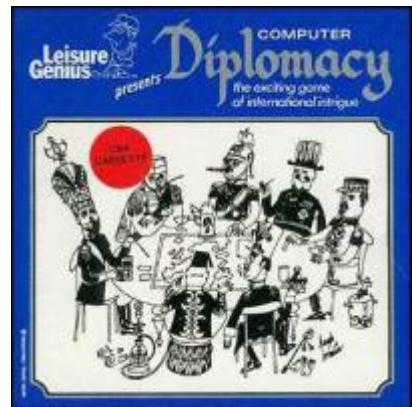
Virgin Games (Leisure Genius) - DOS - 1987



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.

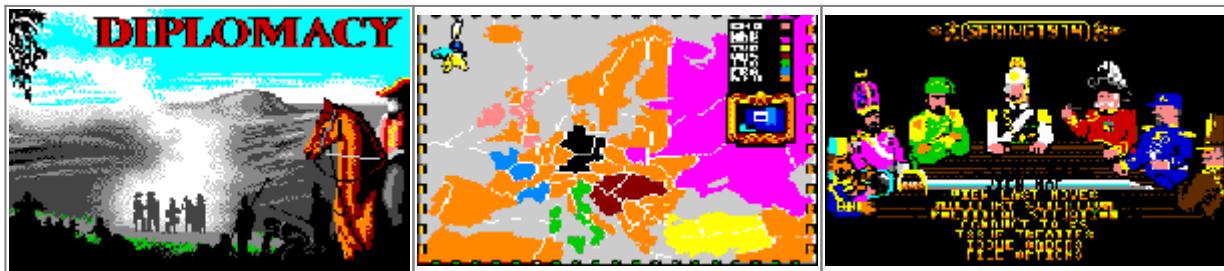
Virgin Games (Leisure Genius) - Commodore 64 - 1990



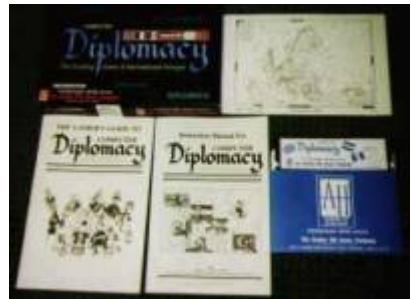
Description :

- 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

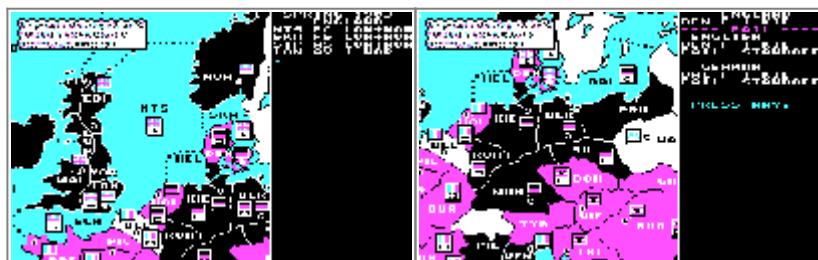


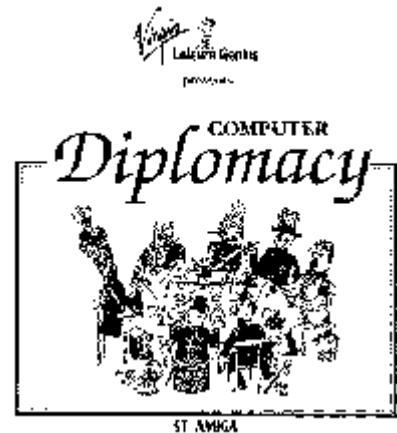
Description :

- 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 :

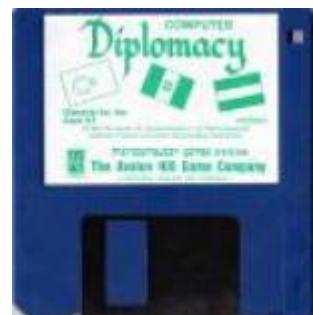
- En 1992, Virgin Games a sorti Computer Diplomacy pour Amiga au Royaume-Uni. La seule personne que j'ai trouvée qui possérait ce jeu n'avait plus la boîte, mais d'après la forme du manuel, je suppose qu'il était vendu dans le même emballage Leisure Genius que les autres versions de Virgin Games ci-dessus.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

ABOUT DIPLOMACY

The DIPLOMACY map divides Europe, parts of the Mediterranean Basin, and some parts of western Asia into geographical areas. Areas and oceans are subdivided into bodies of water and are made up by Earth and areas being carried by Earth and air. Some areas are controlled by a single power, while others have cities scattered in them. These are called held centers. The first player to conquer eighteen (18) such centers, and hold them, is declared the winner. For simplicity's sake we will group bodies of water together under the term 'Oceans'.

DIPLOMACY has two types of "playing pieces". These are armies and fleets. An army can occupy any land territory. A navy can occupy any water territory, as well as any land territories bordering a body of water. Only one army or fleet can occupy a territory at a time (Special Note: Spain and St. Petersburg have two oceans, a north and south coast. Brigadier also has two oceans, a south and east. Please remember that you can't have two armies in one ocean, or two fleets in one geographical territory in order to change counts).

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 occupied, and no other army or fleet is trying to enter at the same time, it is seized

unopposed. If, however, the territory is occupied or contested by another power, the invader must have an numerical superiority. This is achieved by using other units to defend territories to support the attack.

Similarly, if with seengering a territory may wish the support of certain units to assist in an invasion, they may do so. These units must equal or exceed the strength of the invader in order to help the attack. If they fail, the unit will be forced to retreat or abandon before the onslaught.

In order to determine if an army or fleet can expect another unit, it must be in a position to attack the territory in question. So, if one unit is to support another in the attack, it must be capable of attacking the same target. To expand a territory to do this, 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 side may enter. In this case, the unit with the higher strength will win. That can be STAND, MOVE (into an adjacent territory), SUPPORT (in attack or defense), or CONVOY (in the case of fleets). To expand a territory, one must capture it in its entirety. The territory need the conquest of the Full territory. 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 it over. If a unit conquers a territory and i.e., by seengering 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 see what other players are doing, so how can you know what they're doing? So if you find that you are prevented from doing something you thought you would do, take a close look at the rules, yes will probably find that you have broken those somehow.

LOADING (Commodore 64)

Insert the disk in your drive. Type: LOAD "D64", 8, 1 and press RETURN.

A few moments later you will see the Loading screen. When the game is loaded, heading 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 drives and restart the computer.

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CONTROLS (Commodore 64)

Use a joystick or Port 1 or the cursor keys (C64) and SHIFT/CTRL and the RETURN key.

All of the computer version's computer tasks 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 system. In addition to the usage of the cursor keys can be answered by typing the first letter of the word. You will then be asked to type the second letter, pressing the Y or N. You can type H or C for Human or Computer players. FIRE or RETURN will choose the option that you have entered.

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

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

CONTROLS (Commodore Amiga and Atari ST)

The only time the player and touch the keyboard is in entering the player's name. Pressing the left button selects items or 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 "DO YOU WANT TO LOAD GAME?". If this is the first time you have played, you will have an old game to load, or press fire to start a new one.

To the next question, "HOW MANY PLAYERS?", you may answer 12 or less. However, maximum (two) and the maximum number of players (four). You may also set the number keys to select the number you require.

If you chose first or less players, you may control more than one unit. If you chose two or more, you will be prompted to enter a list of alliances. You may accept or reject the computer's choice of alliance. If you reject it, the computer will offer another selection until all possibilities have been exhausted.

The next question is "DO YOU WANT TO 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 it is

unopposed. If, however, the territory is occupied or contested by another power, the invader must have an numerical superiority. This is achieved by using other units to defend territories to support the attack.

Similarly, if with seengering a territory may wish the support of certain units to assist in an invasion, they may do so. These units must equal or exceed the strength of the invader in order to help the attack. If they fail, the unit will be forced to retreat or abandon before the onslaught.

In order to determine if an army or fleet can expect another unit, it must be in a position to attack the territory in question. So, if one unit is to support another in the attack, it must be capable of attacking the same target. To expand a territory to do this, 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 side may enter. In this case, the unit with the higher strength will win. That can be STAND, MOVE (into an adjacent territory), SUPPORT (in attack or defense), or CONVOY (in the case of fleets). To expand a territory, one must capture it in its entirety. The territory need the conquest of the Full territory. 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 it over. If a unit conquers a territory and i.e., by seengering 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 see what other players are doing, so how can you know what they're doing? So if you find that you are prevented from doing something you thought you would do, take a close look at the rules, yes will probably find that you have broken those somehow.

CONTROLS (Commodore Amiga and Atari ST)

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

SETTING UP THE GAME (Commodore Amiga and Atari ST)

On your first or second time playing with the same (and very tasteful) title and menu, 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 (humans and computer). You will notice that there are three selections for a four-player game. That is because there are three different combinations of players and countries for that configuration.

To the left of the upper part of the screen is the player status box. Power and allies are listed with a radio button. Another box will list the country, and if you wish the player to be human or computer controlled. Whatever 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.

diplomania-wiki - <https://diplomania-gen.fr/dokuwiki/>

PLAYING THE GAME

The game is divided into two sections: the Diplomacy section, followed by the basic Orders section.

The Diplomacy Section (Commodore 64)

In the Diplomacy section, the following menu is displayed:

To select an option, press the arrow keys, move the cursor up and down, press FIRE to select the option highlighted by the cursor. With one quick click, the option you selected is finished from the menu. This is what they allow you to do in such cases.

View Map

This option allows you to view the world map in three types: Diplomacy maps only, the three types of maps (Troop Map showing the position of troops), Ownership Map (showing who owns which 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 just displayed.

ABOUT DIPLOMACY

The DIPLOMACY game divides Europe, parts of the Mediterranean, India and parts of eastern Asia into geographical areas. Some areas are subdivided into bodies of water and some only by frontiers and areas being served by fleets (coastal areas). Areas of land are called provinces. There are 18 provinces in total. Each province has its own unique history and culture. 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 into the same territories.

DIPLOMACY has two types of "playing pieces": 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 army or fleet can occupy a given territory at a time (Open House Rule). So St. Petersburg has four land neighbors and one sea neighbor. Russia also has two fleets, a north and east. Fleets entering these territories cannot cross the intervening land, but must travel around it to get to their destination.

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 piece, the invader must have numerical superiority. This is achieved by using other units to subdue territories to support the attack.

Similarly, if an army is attacking a territory may assist the support of units in adjacent territories to accomplish this. The defending forces can also choose to strengthen their position in order to limit the attack. If they fail, the unit will be forced to retreat at standard before the onslaught.

If a fleet attacks a territory, it must be supported by another fleet or else it will be destroyed. It is important to note that a fleet can support another fleet in the same territory in question. So, if one fleet is in support another on the attack, it would 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 superior weight. If there is a tie, neither unit may move. In this case, the two units will both drop a piece here. That can be to STAND, MOVE (to an adjacent territory), SUPPORT (in attack or defense), or CONVOY (in the case of fleets).

To occupy a territory, a player's unit remains in control of the territory until the Fall turn. It can then be attacked by 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 on the next turn(s), by occupying it with more superior weight.

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 the book. But you can always argue with your computer. If you thought you could do, take a close look at the rules, yes, will probably find that you have broken them somehow.

LOADING (Commodore 64)

Insert the disk in your drive. Type LOAD "", 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 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.

Political Situation

You may observe tensions that have been issued between countries using this option. For the countries played by Computer players, this also shows the state of diplomatic relations with other countries.

Conduct Talks

This option allows you to conduct diplomatic talks with Computer players. If there are no computer players in the game, selecting conduct talks will have no effect. If you are playing an alternate game, such as Civilization, this option will not work and will do exactly nothing (unless you are in very bad terms with them, in which case you could use garnishments).

With the Computer players in the game, when Conduct Talks is selected, the computer will ask which country should do the talking. If there is more than one human player, you should only select the countries that you control from this menu.

After selecting the country that will do the talking, you must select from the list of options: SUPPORT, MOVE, CONVOY, CANCEL, or ANKHOUSON. Each option will provide some news for you. Press any key after you have read his message. Another menu of options will be presented.

The first three options (friendly greeting, abusive insults, threatening postures) allow you to express your feelings toward the Computer player's country. Spread Rumors is the next option, allowing you to spread the good name of your country. However, if you are not on good terms with another country, they may choose to believe you. Finally, you may request Military Aid. If you are in a military alliance with the country, you will be asked by the computer to select the type of military aid to offer the system. SUPPORT, MOVE, CONVOY, CANCEL. This option is the same way as issuing orders (which is dealt with later in this manual). The country may, however, deny your request if it doesn't fit in with its own interests.

When you have completed all talk that you want to conduct for the country, select the option Finished.

Issue Treaties

The next option on the menu, for the Diplomacy section, is to issue treaties. This option is available only when playing against Computer players. Unlike Conduct Talks, this option also lets you to select from the list of all human-controlled countries. After selecting the country who wishes to propose a treaty, you will be asked to select the type of treaty that you want to offer the country. This is the country to be approached with the offer of a treaty. The next list of options are the range of treaties to be offered.

Building New Units (All Versions)

At the end of the Fall turn, supply armies and units are created. 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 may be built in each unit's slot. The unit will be built in the territory it is currently in and will be a local unit. If a player creates a unit in a foreign unit's slot, you will be prompted to specify which unit must disband.

DIPLOMACY is a very simple game to play, but it will take a long time to learn all the rules and gain the hang of the computer game, consider adding the handbook to your collection. There are many awesome publications devoted to DIPLOMACY and thousands of play-by-mail games taking place around the world. For 20 years it has been a favorite at game conventions, and now is even played by email.

IN CONCLUSION

Everything done by the players to other players affects their standing: both combat and diplomacy. If you are abusive or unfriendly in the talk, the Computer players will begin to dislike you. Add a little friendliness to your talk and you will be liked by everyone. When you are nice to people, they will be nice to you. That's the art of Diplomacy.

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PLAYING THE GAME Using 4 Tactics of DIPLOMACY

1. THE DIPLOMACY Board
2. The Diplomatic Game
3. The Diplomatic Game
4. Rules of the Game
5. Diplomatic Powers
6. Playing Africa
7. Playing Asia
8. Playing France
9. Playing Germany
10. Playing Italy
11. Playing Russia
12. Playing Turkey
13. Geographical Note

The first in the list, No-Change, is used to leave the current situation 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 who you want to issue a treaty to. This is because a treaty can only be issued to another country that has not yet accepted it.

Note that treaties are not offered or accepted until the Diplomacy period ends.

Issue Orders

The final Orders option ends the Diplomacy section and returns you to 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 slowest player. You can be presented with a choice of options: Save Game, Load Game, To Options allows you to go back to the game from the File Options menu. As soon as you do this, the game timer restarts. The menu, Current Device, lets you change the current storage device from disk to tape and back again.

Save Current Game allows you to save the game that you are playing onto disk. Load Old Game lets you reload a game that you have saved onto disk.

View Disk shows you how many games you have saved onto the disk in your data drive. If you select tapes as your current device, this option will disappear. There is an option to delete games from your disk and a choice of whether you want to View Disk.

Start a New Game starts a new game and then you are playing and put you back to the entry at the start of a new game.

Returns to BASIC does just that. If you select this and then say Yes to the "Are You Sure?" prompt, the game will be cleared and you will be put back to the BASIC prompt.

The Diplomacy Section (Commodore Amiga and Atari ST)

At this point, the game goes into the Diplomacy part of Europe. Europe is the continent which gives the game, year and the name "Diplomacy". 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.

Issue Orders is the same as DIPLOMACY described, 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 menu. Clicking on your flag says that you want to communicate with

Notice Guide du joueur

"Now if I've followed the old lady's instructions correctly, this should make her forget my past sins. Inefable him so that he can't say she's a bad person. I'm not a bad person. I'm his only friend. Heh... ... what the heck, I'll just be a bad person. to make sure his punishment goes into effect without a doubt."

Credit: Club #52, 1 August 1968.

THE GAMER'S GUIDE TO COMPUTER DIPLOMACY

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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 names of the countries and provinces are slightly different than the computer game. But it is still easy to pick up.

A Diplomacy menu consists of three parts, indicating the type of unit (Army or Fleet), its province of origin, and its destination. Thus, moving an army from France to England would be a French Army to a British Army.

If a Fleet in Greece wants to support the above move, it is written F Gr S Con-Brd.

If the army from Constantinople wants to go to Bulgaria by way of the Black Sea, it writes A Con-Brd, but the fleet then writes F Blc A Con-Brd.

The second problem is that some provinces are written two ways. Translating names shouldn't prove too difficult, but if you are still stuck, here they are.

Province	Country	Abbrev:
Gulf of Berlin	GBR	Ber
English Channel	ECB	Eag
Canal of Lyon	GDL	Lyo
Lyons	LIV	Lyt
Lisbon	LIV	Lvn
North Atlantic Ocean	NAO	Nas
Southern Ocean	SOS	Sng
North Sea	NTS	Nbk
Tynnis	TYN	Tyl
Tyrrhenian Sea	TYR	Tyr
Western Mediterranean	WME	Wtn

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 board game, and thus has many more variables than the board game, which remain the same from game to game, position to position.

Computer Diplomacy may appear to be a military game, but in many ways it is a political game. The major difference is that in a military strategy, the next action—but the player will readily stick to that—counts as well. More important than either is a sense of style—your own and that of others. A conscious control and use of style will yield far better results than any amount of instant or strategic planning.

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	<p>11. Playing Russia Russia's position is a puzzle one. Like France, she has access to both major seas. However, her best move is to remain neutral. Russia cannot transfer naval power from one side to the other as France can.</p> <p>This shall not change in a war among the Great Powers and events will force Russia to have an additional fleet at the beginning. Hence she has to be prepared for both sides. That means that Russia's best strategy is to keep units in both areas.</p> <p>Russia's defensive strategy is likewise unique. She could join Sevastopol or St. Petersburg and still remain a compact Great Power with three major ports. However, if she joins St. Petersburg (and Paris) that can sustain the loss of one or more major ports and will leave her vulnerable to attack.</p> <p>As to balance, Russia has one clear advantage. While every other Great Power is virtually guaranteed at least one additional carrier in 1986, Russia can easily keep one or two. However, Russia's best strategy is to defend herself.</p> <p>Diplomatic: Russia has a frequently an all-or-nothing proposition for Russia. She wins 2 out of every 9 games which is victory of one Power, yet she'll also eliminated more frequently than any Power except America.</p> <p>In the first article discussion on the 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/Turkey against the other.</p>	<p>is doing so, she risks being crushed between the two others ... , yet she may also convince France and Italy that Germany and Austria are more than dangers.</p> <p>One reason, if England and Turkey like Wicked Witch, Russia is the Queen. Once she starts talking, she is at hand to stop. One reason is that she cuts across the major submarine lines. An England or a Turkey with 11 units in the Atlantic is a serious threat to Russia.</p> <p>Russia also has the option of allying with both Witch at the beginning. This has the advantage of allowing her to exploit those four lines as a major land power. Her allies would be in a major naval blockade situation. However, it is not necessary that she does that. Both the Witches (by itself or them and wife) the problem is, Russia is, Russia will be forced to avoid resources. If they decide to trust the teacher, it will be up to the hits in the Ice Queen's book.</p>
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