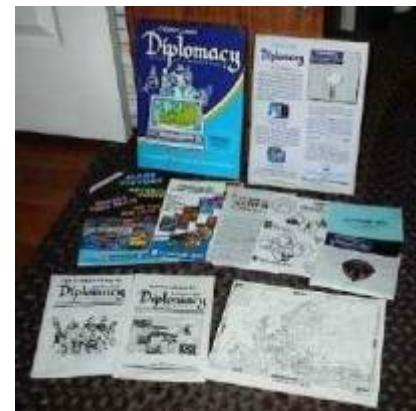


Brouillon a terminer

[Start](#) [Sommaire : Jeux Vidéo](#)

Computer Diplomacy

Avalon Hill - DOS - 1984

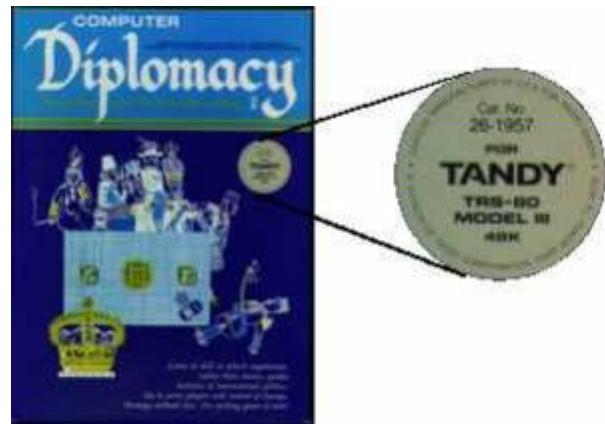


Description :

- 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 pouces et quart (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 ci-dessus). 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.

Boardgame Classic now available on TRS-80® I, III & IV!

But now there is Computer Diplomacy where up to four computer and/or computer controlled players can compete against each other or against the computer. The computer can play as a human, but it is so clever that it can play much more intelligently but as a lone player. In fact, it's hot for a single player to take one side and try to dominate the map. That's why this recently became known as "Computer Diplomacy".

Or simply, Computer Diplomacy also has all of the conveniences you expect in a computer game: a detailed strategic map that displays the locations and types of all units, various status reports and events at regular intervals, and a built-in timer.

The computer also takes care of game mechanics and simply makes your moves and the computer itself resolves all conflicts, complete you while to take the action and explains why a move is made.

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

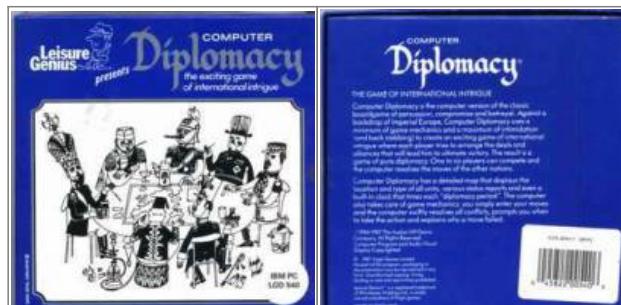
We'd be foolish not just say it's still a classic—but not just for several reasons.

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

© 1987 Avalon Hill Game Company, Inc. A Division of International Business Machines Corporation

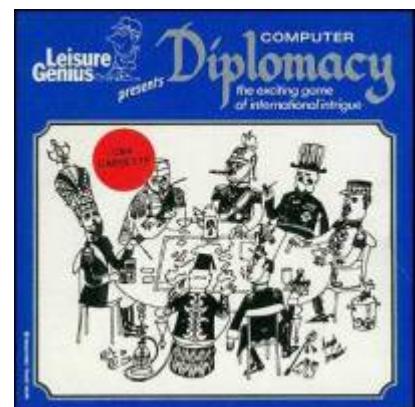
microcomputer games
The Avalon Hill Game Company
1017 Harvard Road • Baltimore, MD 21214 • (301) 734-5400

Virgin Games (Leisure Genius) - DOS - 1987

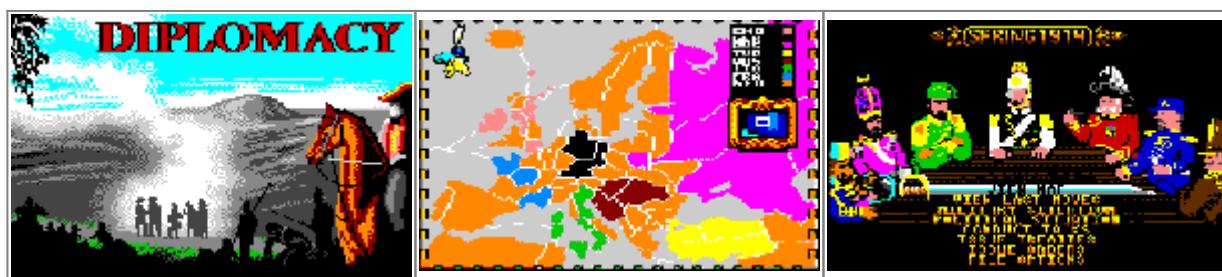


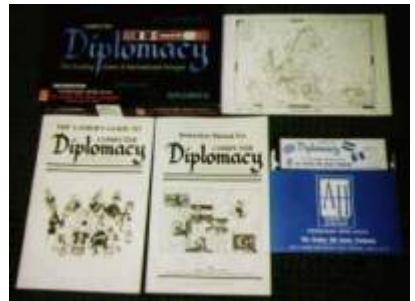
Description :

- 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.



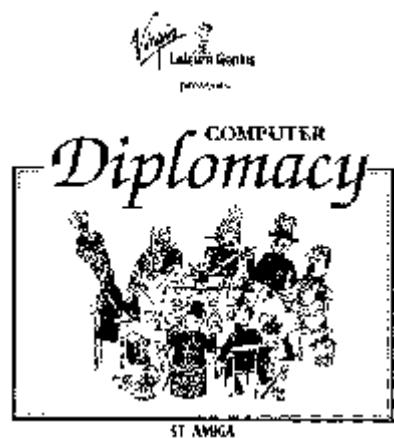
Avalon Hill - Amiga - 1991

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 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

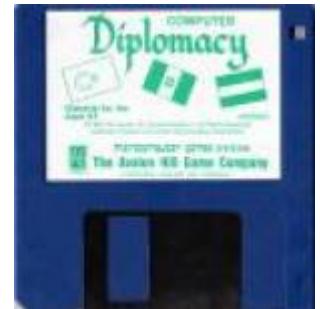
disponibles pour les plates-formes Macintosh et PC.

Source : texte ci-dessus 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.

Avalon Hill - Atari - 1992



Description :



- En 1992, Virgin Games a sorti Computer Diplomacy pour Atari ST/STe/TT sur disquette 3,5.
- Programmeur : Gareth Briggs
- Graphiste : William Coates
- Effets sonores : Shahid Kamal
- Lien :https://www.atarimania.com/game-atari-st-computer-diplomacy_21850.html



Notice Régles

ABOUT DIPLOMACY

The DIPLOMACY game depicts Europe, parts of the Mediterranean and North Africa, as a collection of geographical areas. Seas and oceans are subdivided into bodies of water and land units by frontiers and areas being served by fleets (convoys). Areas of land are called territories. Thirty-four of the territories are controlled by the computer and three by the player. The first player to occupy eighteen (18) such territories, and hold them, is declared the winner. For simplicity's sake we will group bodies of water into provinces under the term "Territories".

DIPLOMACY uses the concept of "defending powers". These are armies and fleets. An army can occupy any land territory. A fleet can occupy any water territory, as well as any land territory bordering a body of water. Only one army can occupy a given territory at a time. (Fleets can be located in St. Petersburg, Moscow, Berlin, Paris and south coast. Russia also has two fleets; a south and east Fleet). Entering these territories causes the intervening land, but not water, to become impassable (barrier) in order to change.

Each army or fleet is divided into four parts: the Troop section, called fronts. 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 referred

unoccupied. If, however, the territory is occupied or contested 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, if an army occupying a territory may wish the support of units in adjacent territories to prevent invasion. The defending territory may then issue orders to prevent the invasion in order to limit the attack. If they fail, the unit will be forced to retreat or defend before the onslaught.

As a rule-of-thumb, to determine if an army or fleet can support another, add the number of units in a position to the number in question. So, if one unit is to support another in the attack, it would be capable of attacking the same target. To expand 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 move. Each unit can perform one action during a phase turn. That action is MOVE, SUPPORT, or CONVOY (in the case of fleets).

To occupy a territory, a player must retain control of the territory and the control of the adjacent territories. Control is won by being the last player to hold the territory. Once a territory is lost, it will remain in the control of the opposing force until another unit takes control of the same way on the next turn, by occupying it with more units than the last turn.

Unlike playing the board game of DIPLOMACY, you cannot cheat at the computer version. Oh wait, hear you cry. You can't argue with a computer, it knows the rules and will force you to play by the book. If you do something that goes against the rules, the computer will notice it and will force you to do it again. If you think you could find a way to break these somehow, I'm afraid you're wrong.

LOADING (Commodore 64)

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

A few moments later you will see the Loading screen. When the game has finished loading, credit 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.

CONTROLS (Commodore 64)

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

All of the questions the computer asks you can be answered using the cursor keys. The cursor keys, which are up, down, left and right movements of the cursor, will change the system. In addition to this, many of the answers can be answered by typing the first letter of the option you want. You'll be able to answer by pressing the letter "A" for "Agree" or "D" for "Decline". Computer players "PERM" or "RETURN" will choose the option that you have selected.

Most of the questions have sensible default answers that will be used if you don't type anything else.

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

CONTROLS (Commodore Amiga and Atari ST)

The only time the player need touch the keyboard is in entering the player's name. Pressing the left mouse button or the space bar will enter the player's name. Pressing the right button calls up the command menu. Pressing the left mouse button calls up the command menu with which additional commands and options are available.

SETTING UP THE GAME (Commodore 64)

Press any key or the joystick Esc button to begin. The first question you will be asked is "LOAD AN OLD GAME?". If this is the first time you have played, you will have an old game to load, or press for the next option, "NEW GAME".

To the next question, "HOW MANY PLAYERS?", you may enter any number between the minimum (two) and the maximum number of players (four). You may also use the number keys to select the number of players.

If you choose two or less players, you may control more than one country. If you select four players, you will be presented with a list of names for each player. You can then assign a computer or a human player to each name. If you select three or four other options of all possibilities have been exhausted.

The computer prints, "Player 1 is a computer controlled". Using left and right arrow keys you can choose "Human Player", or you may press F1 for Human and F2 for Computer. If you select 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 in the

Diplomacy section. If you select "Hard" for a Computer player, you should find it difficult to make that player win if you have made the right moves. If you select "Medium" or "Easy", the computer will generally make its life miserable, it won't be too interested in making a deal with you.

If you select to play as human-controlled and you can have all human players as humans, you must type in a name for that player. This is one of the few times you will need to type at the keyboard. The name cannot be more than eight characters long.

In the case of the diplomatic section, if you want to play as Computer (and level is Human) (and type is a name),

Last, you will be asked if you want to play with a "Time limit". The time limit relates to the amount of time you have to react to a situation. You can set the time limit anywhere between one minute and fifteen minutes. If you run out of time before you have finished doing your diplomatic dealing, the computer, rather abruptly, throws you into the session dealing with embassies.

Once this is completed, the computer will show you a brief summary of the setup you have created for this particular match. You are given the opportunity to play this setup, or reject it and go through the whole process again.

SETTING UP THE GAME (Commodore Amiga and Atari ST)

Once you are thoroughly brief with the existing (and very tantalizing) titles and menus, press the left mouse button. This calls up the SET-UP screen. This screen is 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 controller. Immediately above that is the "New Game" button, which allows you to enter the number of players (humans and computers). You will notice that there are three selections for a four-player game. That is because there are three possible combinations of players and machines for that configuration.

To the left of the upper part of the screen is the player status box. Press and click on the player you wish to modify. Another box will then appear; if you wish to play as a "Human Player", or as a computer player. If you click on the C for Computer, it will be displayed. When you click on the H for Human, it will be displayed. This fact, 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.

Political Situation

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

Confident Talks

This option allows you to conduct diplomatic talks with Computer players. If there are no computer players in the game, nothing much will happen. If you want to talk with other human players via computer, it is necessary that talk with other human players will be conducted. If you want to talk with other human players, in which case you could use human.

With the Computer players in the game, when Computer Talks is selected, a message will appear asking you what country will do the talking. If there is more than one human player, you should only select the countries that you choose from this menu.

After selecting the country that will do the talking, you must select the country that will be the recipient of the message. "Anchorside" will probably have new news for you. Press any key after you have read the message. Another menu of options will be presented to you.

The second option (friendly greeting, abusive insults, threatening gestures) allows you to express your feelings toward the Computer player's country. The next option, the next option, allows you to make the good name of other players. However, if you are playing as a computer player, you will not be able to do this, as the computer does not have a name.

If you have a military alliance with the country, you will be asked to type the aid needed. A menu will appear with the options: "HOLD", "MOVE", "ATTACK", "BLOCKADE", "BOMBARD", etc. in 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 plans.

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 enables you to sign a treaty to one of the Computer players. After you have signed a treaty, you will be able 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 type a list of conditions not contained in the original treaty. This is the country to be approached with the offer of a treaty.

The next list of options are the range of practices to be offered.

The Diplomacy Section (Commodore Amiga and Atari ST)

At this point, the game goes to the strutting full color map of Europe. On screen is a list of countries for you to give the orders and the necessary "agents". In the top right corner is a flag for each of the human players. If you wish to communicate with one of the computer players, click on their flag.

The name of the game IS DIPLOMACY therefore, before talking between two human players is done in the traditional way. Communicating with the computer player is done through the mouse. Clicking on your flag says that you want to communicate with

Last

update:

2024/11/16

17:52



ABOUT DIPLOMACY

The DIPLOMACY map divides Europe, parts of the Mediterranean, Russia and minor parts of western Asia into 42 territories. Some territories include bodies of water and are visible only by boats and armies being carried by fleets (convoys). Areas of land are called provinces. Thirty-four of the provinces have cities marked in them. These are called capitals. The first player to capture all 34 capitals (18 land and 16 sea), is declared the winner. For simplicity's sake we will group bodies of water and provinces under the term Territories.

There are two types of "player controlled" territories. These are armies and fleets. An army can move through land territories. A navy can occupy any water territory, as well as any land territory bordering a body of water. Only one will stay occupy a given territory at a time. (Opposing armies and fleets cannot share the same territory at the same time.) Any player who has two navies in a south end east. Fleets entering these territories cannot cross the intervening land, but must instead proceed any geographical boundary in order to change course.)

The second type of territory is called a city. 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 referred

unopposed. If, however, the territory is occupied or contested by another player, the invader must have a numerical superiority. This is achieved by using other units in adjacent territories to support the attack.

Similarly, if a territory may attack the opponent's units in another province, the invader must have a numerical superiority. This is achieved by using other units in adjacent territories to support the attack.

As a ruled-of-thumb, to determine if an army or fleet can capture another unit, it must be in a position to attack the territory it is occupying. He must also have a numerical superiority. It must also be capable of attacking the same target. To capture a territory it is suggested to follow these rules:

If two units try to enter the same unoccupied territory, the unit with the greater support wins. If there is a tie, neither side was able to move. Each unit can perform only one action during a game turn. That action can be either an attack, a defense, or a movement.

ATTACK: (in attack or defense), or COUNTER: (in the case of fleets). To occupy a territory, a player must remain in control of the territory until the conclusion of the Full turn. Control is won by being the last player to move in the territory. If two units are in a territory, it will remain in the control of the occupying force until another unit takes control in the same way on the next turn (i.e., by occupying it until the conclusion of the next Full turn).

Using the computer version of DIPLOMACY, you cannot cheat at the computer version. Oh sorry I hear you cry. You can't argue with a computer. It knows the rules and will force you to play by them. So if you find that you are presented with doing something you know you shouldn't do, just ignore the rules, you will probably find that you have broken them somehow.

LOADING (Commodore 64)
Insert the disk in your drive. Type LOAD "*,8,1 and press RETURN.

A few moments later you will see the Loading screen. When the game has finished loading, credit 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.

possible to occupy using other countries' ships providing you have their cooperation.

When an army unit is selected, the computer will prompt for the fact, to determine the unit and the landing point. If you select the fact, the computer will ask for the number of units to be moved and the landing point but does not automatically issue the orders for the army unit. The landing point may be another fleet when you are doing a naval assault.

When you have finished entering the orders for the country, select: ORDERS COMPLETED.

Building New Units (All Versions)

After selecting the unit to be built, the system will ask for the name of the new unit. 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 build estate. The territory must be in the same province as the unit and must be a build estate. If a player must choose a unit, he will be prompted to specify which unit must be built.

IN CONCLUSION

Everything done by the players to other players affects their building: both combat and diplomacy. If you are abusive or unfriendly in the talk, the Computer players will begin to dislike you. Add a few attacks to this and they will start to hate you. Trust us, nicely talk to everyone and you will be liked by all the other players, 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 computer games, you will be able to play against your friends. There are many amateur publications devoted to DIPLOMACY and thousands of play-by-mail games taking place around the world. For 35 years it has been a favorite at game conventions, and now is even played by email.

The GENERAL is 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.

CREDITS

Game Design - Alex Colikow
Programmer - Virginia Software
Renaissance Editing and Art Director - John Wolf
Production Coordinator - Martin Ognik
Art Director - Michael J. Dorn
Prog. Dept. Coordinator - Len Vakansky
Playtesting - Tim Henry, Doug Brewster, Bill MacFie, David L. Johnson, Steve Maxfield, Jim Sikkab, Ron Morris, William Reid, Gavell Hunt
Printing - Monarch Services

YOU NAME IT, WE GAME IT...

The Avalon Hill Game Company is the world's largest publisher of strategy boardgames of skill. We manufacture over 150 games, including wargames, sports strategy and statistical replay games, and general interest games. We also publish card games, as well as fantasy and science-fiction games. For more information with pretty pictures, write the factory and ask for a Complete Game Catalog. Consider the latest Price List for current prices.

THE AVALON HILL GAME COMPANY

Customer Relations
4317 Harford Road
Baltimore MD 21214

WARRANTY NOTICE

To the original purchaser only. The Avalon Hill Game Company warrants the need to be free of defects in material for 30 days. If found to be defective, the consumer may return the item to us and we will replace it at no charge. If after that period, there needs become defective, return it to us and we will replace it at no charge for a \$12 service charge. To ensure identification of the original purchaser, please complete and seal the enclosed registration card.

The Avalon Hill Game Company makes no warranties, either express or implied, with regard to the software program or the game. As quality determines marketability, or fitness for any particular purpose. The product is sold "as is".

This software, including programs and documentation is copyrighted.

Notice Guide du joueur

From:

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

Permanent link:

https://diplomania-gen.fr/dokuwiki/doku.php?id=formes_de_jeu:pc:computer_diplo&rev=1731779523

Last update: 2024/11/16 17:52

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

Printed on 2025/07/20 00:07