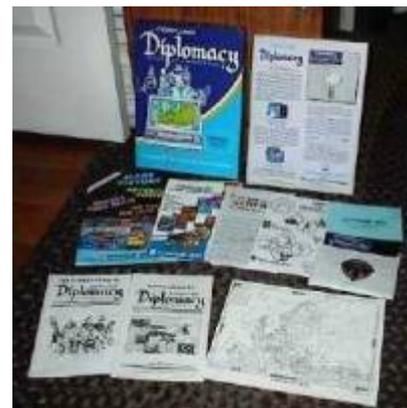


Brouillon a terminer

[Start](#) [Sommaire : Jeux Vidéo](#)

Computer Diplomacy

Avalon Hill - DOS - 1984

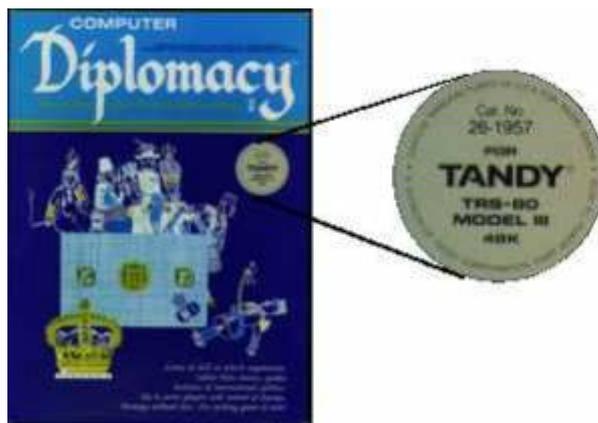


Description :

- 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

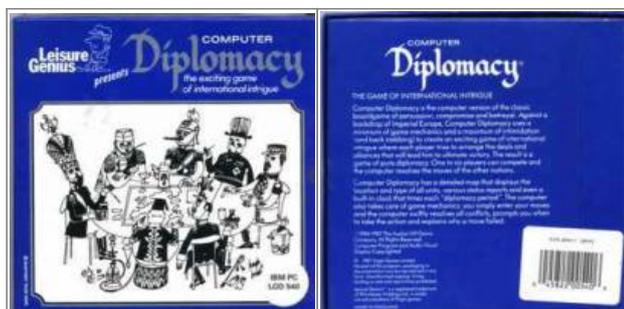


Description :

- 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.

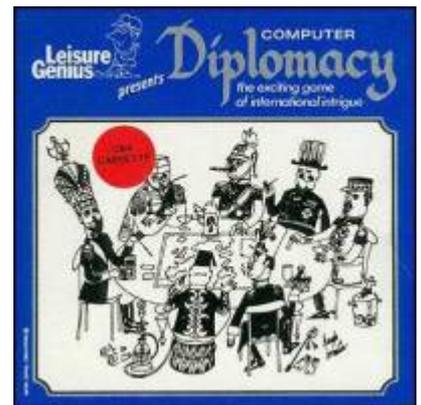


Virgin Games (Leisure Genius) - DOS - 1987

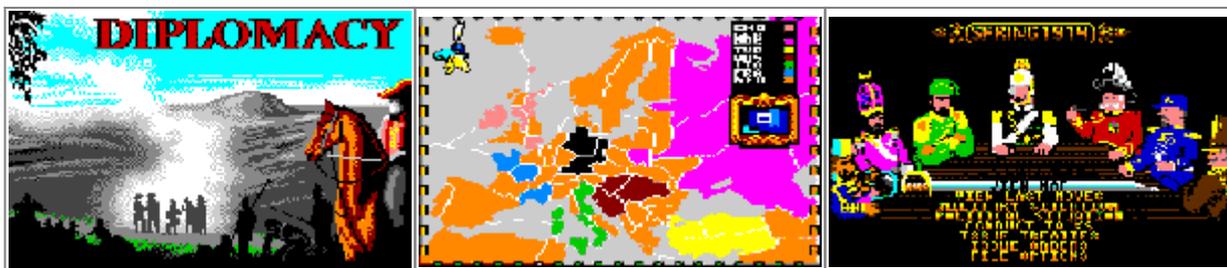


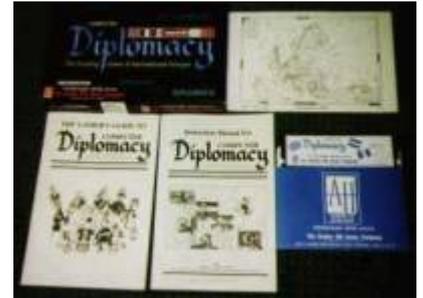
Description :

- 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 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.

**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 :

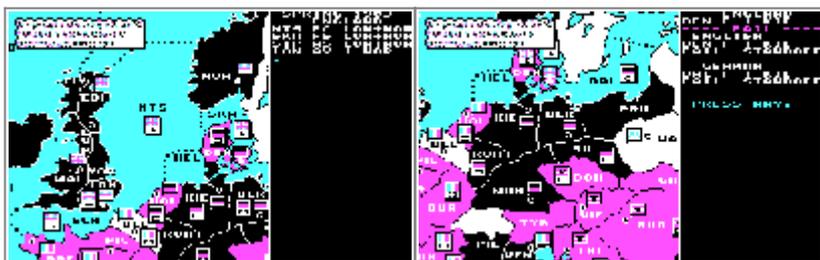
- Une image de la boîte est visible ci-dessus. Je n'ai pas d'informations supplémentaires, mais il est fort probable qu'il s'agisse de la version C64 antérieure, qui est probablement la même que la version DOS originale de 1984. L'extérieur de la boîte ne porte aucune date d'identification, mais elle 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.



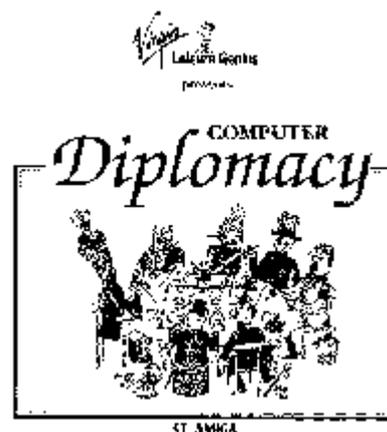
Avalon Hill - Amiga - 1991

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

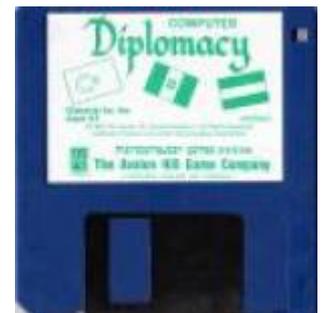
disponibles pour les plates-formes Macintosh et PC.

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 Règles

COMPUTER Diplomacy
The Exciting Game of International Intrigue
RULEBOOK

AT&T MICROCOMPUTER SYSTEMS DIVISION
The Austin Hill Game Company

approach it, however, the territory is occupied or restricted by another power, the order must have a numerical superiority. This is achieved by using other units in adjacent territories to support the attack.

Normally, a unit occupying a territory may assist the support of units in adjacent territories to prevent invasion. The defending units must equal or exceed the strength of the invasion in order to halt the attack. If they fail, the unit will be forced to retreat a distance before the invader.

As a rule of thumb, to determine if an army is that an equal number of units, it must be in a position to attack the territory in question. So, if you wish to support another on the attack, it must 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 support wins. If there is a tie, neither unit may enter. Each unit may perform only one action during a game turn. That can be STAND, MOVE (into an adjacent territory), SUPPORT (to attack or defend), or CONVOY (in the case of fleets).

To occupy a territory, a player must remain in control of the territory until the conclusion of the Fall term. 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 control in the same way on the first unit (i.e., by occupying it until the conclusion of the next Fall term).

Unlike playing the board game of DIPLOMACY, you cannot cheat at the computer version. Oh, would I love you try. You can't swap with a computer; it knows the rules and will force you to play by them. So if you find that you are provoked from doing something you thought you would do, take a close look at the rules; you will probably find that you have broken them somehow.

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

A few moments later you will see the Loading screen. When the game has finished loading, control will be displayed at the bottom of the screen. When this happens, you can begin playing.

LOADING (Commodore Amiga and Atari ST)
For both Amiga ST and Commodore Amiga, place the disk in the drive and restart the computer.

There are three boxes left. One is labeled **TACTICS**. This selects how tough a set of computer opponents you wish to face. The last two are marked **FIRST PERIOD** and **NEXT PERIODS**, followed by a time limit (from 1 to 10 minutes). This is how many days the computer gives you to complete any diplomatic tasks before it automatically enters into the Issue Orders section (explained in the next section).

When all of the options are correct, click the **BEGIN** box.

PLAYING THE GAME
The game is divided into two sections: the Diplomacy section, followed by the Issue Orders section.

The Diplomacy Section (Commodore 64)
In the Diplomacy section, the following menu is displayed:

VIEW MAP
This option allows you to view the three types of Diplomacy maps available. The three types of maps are: **Standard Map** (showing the current Diplomacy Board), **Power Map** (showing the position of troops), and **Ownership Map** (showing who owns each 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 last displayed.

VIEW LAST MOVES
This option allows you to review the action of your last turn and of the other players' last turn. Each country is shown with its list of units, the orders for each unit, and whether it was successful or not. With each screen of information you have the option to Continue or Exit back to the options menu. To swap between Exit and Continue, use the cursor keys or the joystick left/right and **RETURN** or **FIRE** to select it. Hopefully, you won't be disappointed by the return of your last turn.

Issue Orders
If the report is "Failed: insufficient support", the unit that you intended to move did not have enough support to complete the move because the territory was either attacked by a unit with greater support or the attacking unit had greater support. If you have "Insufficient support", the territory was attacked by a unit with equal support to you, and neither of you completed the move. "Failed: no one to transport" is the message you get when one of the moving units is moved, damaged or hasn't moved a colony order.

Military Situation
Selecting this option will show you what supply orders are served by each country and how many more are needed to win.

In this modern world of super powers, mutual assured destruction, third world terrorism and other forms of modern terrorism, it is pleasant to harken back to a simpler time. To a time when deceit, espionage and broken treaties meant something special. A time when the destruction of war did not mean the wholesale destruction of the civilian population. This is the time of **COMPUTER DIPLOMACY**.

COMPUTER DIPLOMACY recreates European international politics at the turn of the century, when colonialism was waning and the Great Powers were on a collision course. Armies were only beginning to be put on a regular time. To a time when deceit, espionage and broken treaties meant something special. A time when the destruction of war did not mean the wholesale destruction of the civilian population. This is the time of **COMPUTER DIPLOMACY**.

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COMPUTER DIPLOMACY is a recreation of the increasingly popular **ANALOG DIPLOMACY** to the home computer. It allows for 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!

CONTROLS (Commodore 64)
Use a joystick or Port for the cursor keys (UP/DN and LEFT/RIGHT) and the **RETURN** key.

All of the questions the computer asks you can be answered using the above controls. Left and Right movement of the joystick, or left and right movement of the mouse, will change the screen. In addition to this, many of the questions can be answered by typing the first letter of the option you want. You'll be prompted by pressing the Y or N. You can type H or C for Human or Computer player. **FIRE** or **RETURN** will choose the option that you have selected.

Most of the questions have 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 watch the joystick and see what happens.

CONTROLS (Commodore Amiga and Atari ST)
The only time the player needs the keyboard is in entering the player's name. Pressing the left button selects items and 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 "LOAD AN OLD GAME?" If this is the first time you have played, you won't have an old game to load, so press fire for the default answer of NO.

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

If you choose first or last player, you may control more than one country. If you select four players, you will be presented with a list of alliances. You may accept or reject the computer's choice of alliances. If you reject it, the computer will offer another selection until all possibilities have been exhausted.

The computer prints "Player 1 is 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 will be programmed for a name, and that name (either the word HUMAN or other) is to deal with the player when it is the

Political Situation
You may review treaties 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 all-human game, it is assumed that talks with other human players will be done normally (unless you are so very bad terms with them, in which case you would use gestures).

With the Computer players in the game, when **Conduct Talks** is selected, a menu of countries is shown. Select the country that will 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 Computer-controlled countries to talk to. The "Ambassador" will probably have some news for you. Press any key after you have read his message. Another menu of options will be presented to you.

The first three options (friendly greeting, absolute loyalty, strengthening gestures) allow you to express your feelings toward the Computer player's country. **Spread Rumors**, the next option, allows you to malign the good name of other players. However, if you are not so good terms with the country you are talking to, they may choose not to believe you. Finally, you may **Request Military Aid**.

If you have a military alliance with the country, you will be asked to select the aid needed. A menu will appear with the options: **SUPPORT**, **MOVE**, **CONVOY**, **CANCEL**. These options will be the same way as issuing orders (which is dealt with later in this manual). The menu may, however, show your request if it doesn't fit in with its own plan.

When you have completed all talks 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 offer a treaty to one of the Computer players. Unlike **Conduct Talks**, this option only lets you select from the list of all human-controlled countries. After selecting the country you wish to propose a treaty, you will be asked to select from a list of countries not controlled by the same player. 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.

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



ABOUT DIPLOMACY

The **DIPLOMACY** map divides Europe, parts of the Mediterranean Basin and some parts of western Asia into geographical areas. Some areas are subdivided into bodies of water and are usable only by fleets and armies being moved by fleets (overseas). Areas of land are called provinces. Territories of the province have cities marked in them. These are called **held cities**. The first player to occupy a city (H) such nation, and hold them, is declared 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 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 unit may occupy a given territory at a time. (Special Note: Spain and St. Petersburg have two units, a north and south one. *Algonzo* also has two units, a north and south. Fleets occupying these territories cannot cross the intervening land, but must sail around any geographical barrier in order to change coast.)

Each game year is divided into the Spring and Fall seasons, called **turns**. At the start an army may move from one territory to an adjacent territory during a turn. If the territory is unoccupied, and no other army is there is trying to enter at the same time, it is entered

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

Normally, a unit occupying a territory may assist the support of units in adjacent territories to prevent invasion. The defending forces must equal or exceed the strength of the invasion in order to hold the attack. If they fail, the unit will be forced to retreat or die before the onslaught.

As a rule-of-thumb, to determine if an army or fleet can support another unit, it must be in a position to attack the territory in question. So, if one unit is to support another in an attack, it must 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 support wins. If there is a tie, neither unit may enter. Each unit may perform only one action during a game turn. That can be to **STAND**, **MOVE** onto an adjacent territory, **SUPPORT** (in attack or defense), or **CONVOY** (in the case of fleets).

To occupy a territory, a player must remain in control of the territory until the conclusion of the Fall turn. 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 control in the same way on the first unit (i.e., by occupying it until the conclusion of the next Fall turn).

Unlike playing the board game of **DIPLOMACY**, you cannot cheat at the computer version. Oh, would 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 feel that you are provoked from doing something you thought you would do, take a close look at the rules, you will probably find that you have broken the same condition.

LOADING (Commodore 64)

Insert the disk in your drive. Type **LOAD "D", R, 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.

possible to destroy using other *auxiliary* ships providing you have their cooperation.

When an army unit is selected, the computer will prompt for the fleet to convey the unit and the landing point. If you select the fleet first, the computer prompts for the territory to move from and the landing point but does not automatically issue the orders for the army unit. The landing point can be another fleet when you are doing multiple fleet moves.

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

Building New Units (All Versions)

At the end of the Fall turn, supply orders and units are counted up. 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 held ocean. The territory must be in the country who is building the units and must be a held unit. If a player must disband a unit, you will be prompted to specify which unit must be disbanded.

IN CONCLUSION

Everything done by the player to other players affects their holdings: both combat and diplomacy. If you are obtuse or untidily in the talks, the Computer players will begin to dislike you. Add a few attacks to this and they will start to hate you. Treat nobody, talk to everybody, and be selective in your attacks, 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 the computer game, consider adding the boardgame to your collection. There are many another publications devoted to **DIPLOMACY** and thousands of play-by-mail games taking place around the world. For 30 years it has been a favorite at game conventions, and now is even played by Email.

The **GENERAL** is magazine published by **The Avalon Hill Game Company** regularly contains material on the game. In addition, there are many articles listing in book form available through our order department.

CREDITS

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 Program: Virgin Software
 Rulebook Editing and Art Direction: John Huff
 Production Coordinator: Phyllis Quash
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 Printing: Mosaik Services

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Notice Guide du joueur



"Now if I've followed the old lady's instructions correctly, this should make him forget my past deeds, defiable him so that he won't suspect my plan, and also make him paranoid enough to believe I'm his only friend. Hehehe... what the heck, I'll put in a coin just to make sure his government goes into civil shambles about 1969."

Credits: 17th Feb 85, 1 August 1988.

**THE GAMER'S GUIDE TO
COMPUTER
Diplomacy**

COMPUTER DIPLOMACY is THE AVALON HILL
GAME COMPANY's 17th Annual award-winning
computerized game of INTERNATIONAL DIPLOMACY



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