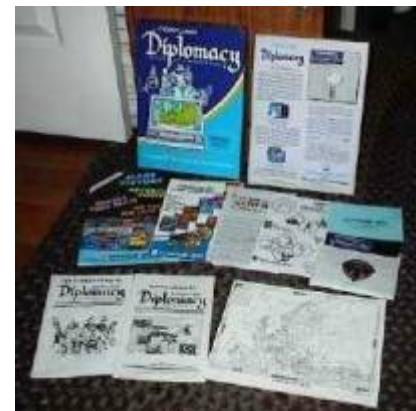


Brouillon a terminer

[Start](#) [Sommaire : Jeux Vidéo](#)

Computer Diplomacy

Avalon Hill - DOS - 1984

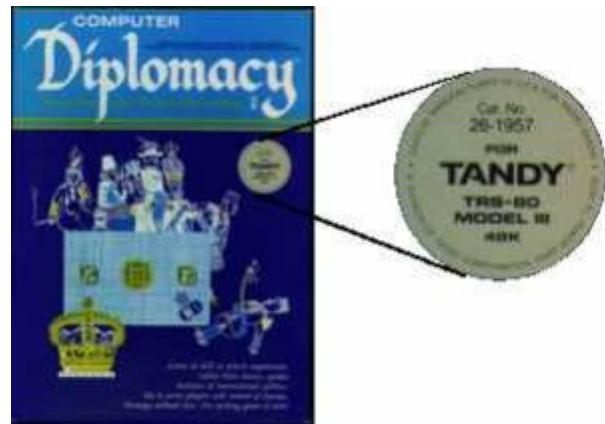


Description :

- 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

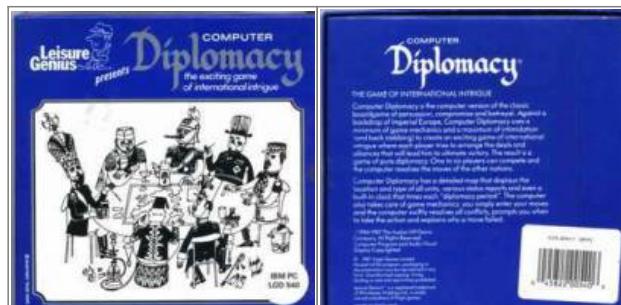


Description :

- 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.

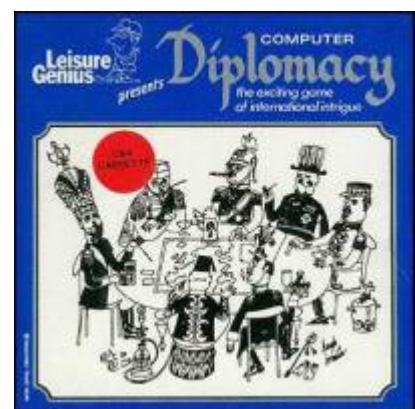
The advertisement features a large image of the 'COMPUTER Diplomacy' game box on the left. To its right, the title 'Computer Classic' is written in large, bold, blue letters. Below the title, the text reads 'Boardgame Classic now available on TRS-80® I, III & IV!'. The central part of the ad contains several paragraphs of text describing the game. At the bottom, it says 'Computer Diplomacy is available on TRS-80® I, II, III & IV'. It also includes the 'microcomputer games' logo and 'The Avalon Hill Game Company' name.

Virgin Games (Leisure Genius) - DOS - 1987

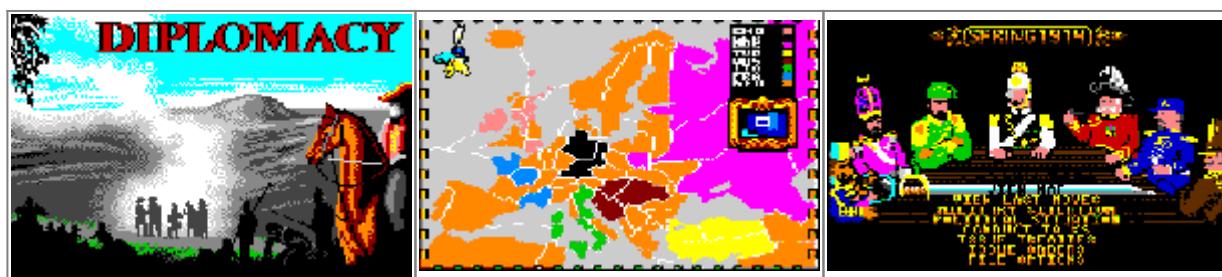


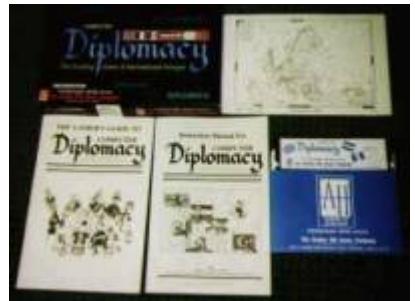
Description :

- 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

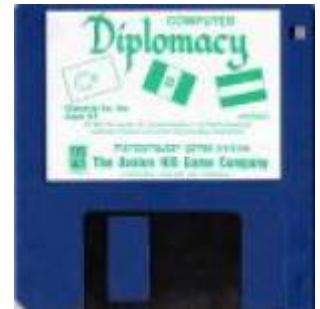
disponibles pour les plates-formes Macintosh et PC.

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 Règles

**COMPUTER
Diplomacy**
The Exciting Game of International Intrigue
RULEBOOK

RETURN

In this modern world of super powers, mutual assured destruction, third world terrorism and other horrors of modern history, it is pleasant to have a look back to a simpler time. In a time when disease, 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 is a continuation of the immensely popular *Diplomacy* board game for 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!

Computer
Diplomacy

ABOUT DIPLOMACY

The DIPLOMACY game depicts Europe, parts of the Mediterranean and North Africa. The map consists of 104 geographical areas. Seas and oceans are subdivided into bodies of water and are usually controlled by fleets and armies being carried by fleets (convoy). 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 centers, and hold them, is declared the winner. For simplicity's sake we will group bodies of water in provinces under the term "Territories".

DIPLOMACY is a game of "diplomatic power". 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 only be moved from St Petersburgh to the Baltic and south east. Russia also has two fleets; a south east fleet (Russia) entering these territories cannot cross the intervening land, but must move via the north geographic boundary in order to do so.

Each army or fleet is divided into two parts: The Field army, called fronts. 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 referred

occupied. If, however, the territory is occupied or contested by another, 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 be invaded by the invading force 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 in support another in 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 side 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 occupying force until another unit takes control of the same way on the next turn, or, by skipping it until the next turn, or until it falls.

Unlike playing the board game of DIPLOMACY, you cannot cheat at the computer version. Oh, I wish you could. You can't argue with a computer; it knows the rules and will force you to play by the rules. If you are playing a game and doing something you thought you could do, take a close look at the rules, you will probably find that you have broken those somehow.

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 can be answered by pressing the RETURN key. To answer a question by the computer player, FIRE or RETURN will cause the option that you have selected.

Most of the questions have sensible default answers that will make it easier for you to play.

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 cursor keys will move the cursor around the screen. Pressing the right mouse button will cancel any command or option that you have selected.

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, "NO".

To the next question, "HOW MANY PLAYERS?", you may enter any number between the minimum (two) and the maximum number of players (seven). 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 four countries to choose from. If you select six or more players, you will be presented with a list of the computer's choice of alliances. If you select eight, you will need to offer another selection until all possibilities have been exhausted.

The computer prints, "Player 1 is computer controlled". Using left and right arrow keys you can choose "Human Player", or you may press F1 for Human or C 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", the computer will be more intelligent and generally easier to beat. If you select "Easy", the computer will be beaten easily.

If you select "HUMAN" as human-controlled and two or more human players are human, 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 names cannot be more than eight characters long.

In the next section, "LEVEL OF DIFFICULTY", you must select Computer (and level) or Human (and type in 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 complete a turn. 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 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 setting (and very tattle-tale) title and music, 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 country. Immediately above that is the number of players you have chosen (the 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 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 add a human player, you will then be prompted to enter the name of the new player. You will notice that to the right of the new player's name is the number of human players still available. 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 player, this option, 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 are playing an all-human game, it is assumed that talks with other human players will occur. If you are playing with one computer player, you will be presented with the computer's name and the name of the computer player you are playing with. This allows you to easily communicate with the computer player.

With the Computer players in the game, when Computer Talks is selected, a message will appear asking you what country you 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 the country that you want to talk to. If you select "Russia", the "Austro-Hungarian" will probably have some new ideas. Press any key after you have read his 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 with one computer player, you will be presented with the computer's name and the name of the computer player you are playing with. This allows you to easily communicate with the computer player.

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 select a list of conditions not controlled by the two players. This country may, however, deny your request if it doesn't fit in with the conditions of your last turn.

If you select "Fired" (cancel a proposal), 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 "Fired" (cancel a proposal) and the attacking unit has equal support to you and neither of you completed the move, "Fired" (cancel a proposal) is the message you get when one of the competing forces is moved, is delayed or hasn't moved a supply route.

Military Strategy

Selecting this option will show you what supply routes are used by each country and how many routes are needed to win.

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

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

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 country may want to offer treaties to more than one country.

The next option, "Accept", allows you to accept or decline the Diplomacy proposal.

The Issue 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, meaning the game is now playing with the stock market. You will be presented with a menu of options. Load Old Game or Delete Old Game allows you to go back to the game from the File Options screen. As soon as you do this, the game timer restarts. The menu, Current Device, lets you change the current storage from disk to tape and back again.

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

View Disk lets you know how many games you have saved onto the disk in your disk drive. If you select tape as your current device, this option will disappear. There is an option to delete files from your disk that appears when you select View Disk.

View File lets you know how many files you have saved while playing and get back to the menu at the start of a new game.

Return to BASIC does just that. If you select this and then say 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 to the starting full color map of Europe. On screen is a legend for the various game pieces and the different "armies". On screen is a legend for the various game pieces and the different "armies". The name of the game is DIPLOMACY therefore, before any military moves are made, it is time to always time to talk. 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

