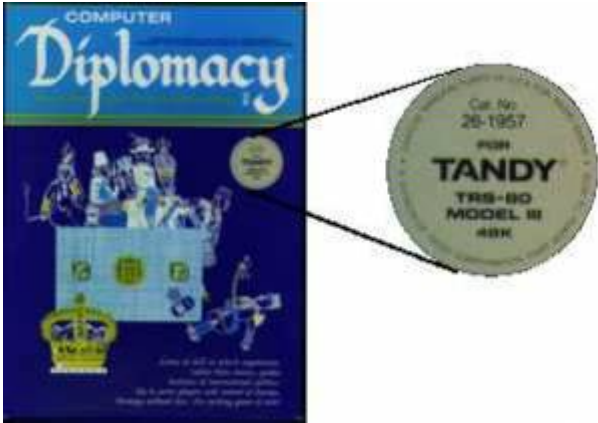


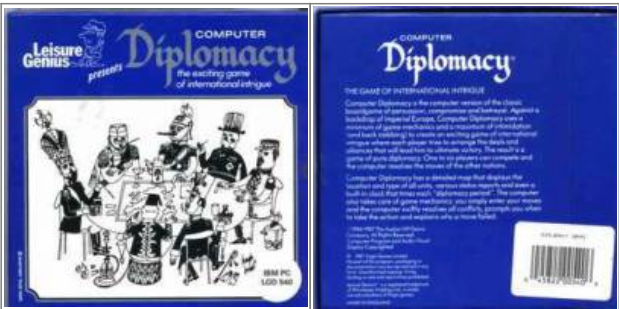


Description :

- 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.

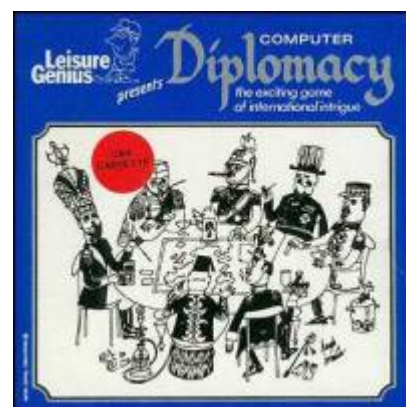


Virgin Games (Leisure Genius) - DOS - 1987

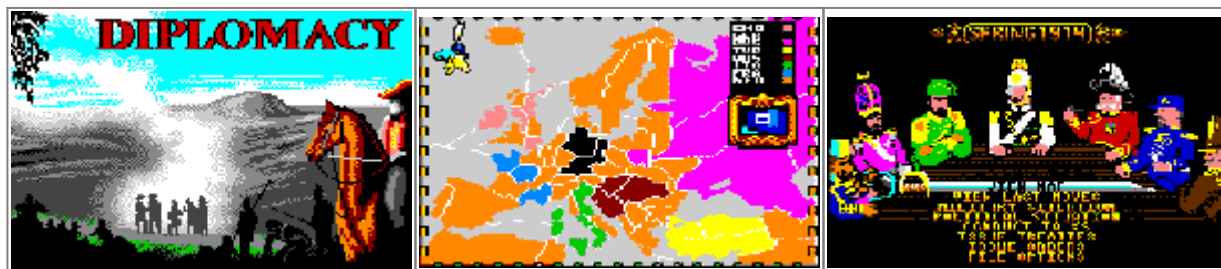


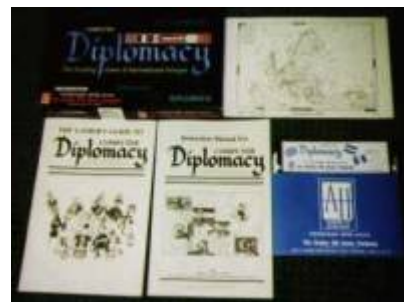
Description :

- 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.



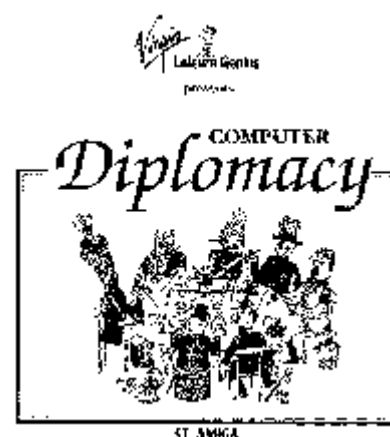
Avalon Hill - Amiga - 1991

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

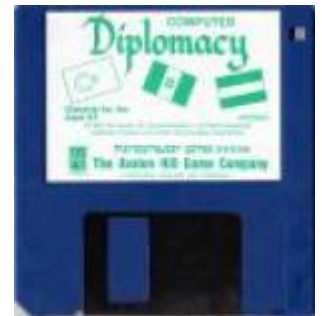
disponibles pour les plates-formes Macintosh et PC.

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





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 carried by fleets (navies). Areas of land are called provinces. Territories of the provinces have cities marked in them. These are called cities. The first player to occupy a city (1st such unit, 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": There 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 unit may occupy a given territory at a time. (Naval units, Spain and its Portuguese have two counts, a north and south one. Armies also have two counts, a north and south one. Fleets occupying two territories cannot cross the intervening land, but must not occupy any geographical barriers in order to change count.)

Each game year is divided into the Spring and Fall seasons, called turns. A fleet or army may move from one territory to another in 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 power, the invader must have a numerical superiority. This is achieved by using other units in adjacent territories to support the attack.

Similarly, 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 defeat the attack. If they fail, the unit will be forced to retreat or captured before the invasion.

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 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 in a supporting role.

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 (into an adjacent territory), REPORT (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 removing 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 say. You can't cheat with a computer. It knows the rules and will follow you to play by them. So if you find that you are prevented from doing something you thought you had the right to do, take a close look at the rules. You will probably find that you have broken those rules.

LOADING (Commander 64)

Turn on the disk in your drive. Type **LOAD "M", 6, 1** and press RETURN.

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

LOADING (Commander Amiga and Atari ST)

For both Atari ST and Commander Amiga, place the disk in the drive and restart the computer.

5

possible to destroy using other available ships providing they have the cooperation.

When an army unit is selected, the computer will prompt for the fleet to occupy 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 order for the army unit. The landing point can be another fleet when you are doing multiple fleet movements.

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

Building New Units (All Versions)

At the end of the Fall turn, supply orders and units are created 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 build order. The territory must be in the country who is building the unit and must be a land unit. If a player must defend a unit, you will be prompted to specify which unit must be defended.

IN CONCLUSION

Everything done by the players to other players affects their ratings: both combat and diplomacy. If you are abusive or unkindly to the allies, the computer players will begin to dislike you. Add a few attacks to this and they will start to hate you. Trust 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 modern 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 PCs.

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

CREDITS

Game Design: Alan Colman
Programs: Virgin Software
Rulebook Editing and Art Direction: John Hoff
Production Coordinator: Philip Gholio
Art Dept. Coordinator: Alan Ross
Prog. Dept. Coordinator: Tom Viscovsky
Playtesters: Tom Harty, Doug Howard, Bill McHaffey, Terence Hill, Nina Selby, Sam Vassilopoulos, the Niddals, the Morris, William Reed, Carol Hoff
Printing: Monarch Services

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Notice Guide du joueur



THE GAMER'S GUIDE TO DIPLOMACY

"Now if I've followed the old lady's instructions correctly, this should make him forget my past sins, because here in this he's not my enemy any more, and also make him understand me before I'm too early. Good, because... what the heck, I'll put in a little more to make sure his government gets me out of trouble about 1900."

Order: 1/14/83, 1 August 1988.



microcomputer games
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1. ELEMENTS OF THE GAME

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 12. <i>Playing Turkey</i> The western Wicked Which is, if anything, more wicked than the northern one. Her <i>defensive</i> position is superb—essentially an island with land approaches, the ways into Turkey are divided between land and sea. This requires any potential enemy to have a strong and balanced force. The position of Turkey is so strategic she can frequently get Austria or Russia to defend her rather than see the other get a hot's shirt. Turkey's offensive position is good, too. She has quick access to the Mediterranean and is close to the Balkan "kiss" of centers. One of the most frequent game ending situations is a 16- or 17-unit Turkey dividing the board with England/France, England/Germany, England/Italy, or some such combination. The reason for this is that Turkey does not have a majority of centers on her side of the statement line that run through the middle of the board. She can often get as far as conquering Austria, Italy, the Balkans, Tunis, and 3 Russian centers. That's 17. Any of the other equally common which would give her victory (Fin, Mex, Mex, SPY) can be held from the other side. Turkish policy would be either sit or getting one of those centers as early in the game as possible. <i>Negotiations</i> AUSTRIA: Turkey and Austria are not well suited to be allies. Austria has access Turkey's has and must remain open for negotiation. However, the alliance is not impossible and often the prospect of hitting Italy and getting into the Atlantic with all possible speed. The alliance also	frequently works because it is so unexpected. Ordinarily, however, the best these two can achieve is a temporary truce. Currently the Turks should do nothing to antagonize Austria, regardless of their ultimate plans. It soon leads to dissing the alliance. ENGLAND: Initial negotiations with England will yield little over, perhaps, some information. Turkey's aim is to keep the Western powers antagonized against each other. If England indicates any intention of attacking anybody, pass it on to the victor immediately. Do so even if she didn't see it—this spread rumors, and in general oust the British from Africa. FRANCE: Turkey should seek French help against Italy if a League is forming in the Atlantic. If Italy succeeds, her navy will be a huge threat to France (she is the Turkish navy, but at least it's across the Atlantic.) Otherwise, any arrangement which keeps France out of the Mediterranean is a good idea. GERMANY: Germany should be encouraged to attack Turkey's first victim (Austria or Russia). She will strongly have trouble holding her gains against Turkey's strikes. Getting Germany turned against England is also desirable. ITALY: Offer any inducement for an alliance against Austria. It is not necessary to be sincere. Lie, cheat, and steal to prevent an Austro-Italian alliance. Turkey can ally with Italy, but the relationship is uneasy. The advantage of the alliance is that Italy can quickly breach the Russian line while Turkey is left free to send armies into the middle of the board. This arrangement is frequently to Italy's detriment. Sooner or later her exposed back is going to catch a schtick. Turkey should use Italy's fears of this as much as possible, even while planning the inevitable (but almost inevitable) strike. RUSSIA: Russia is Turkey's best potential ally. What to do with the Tsar's Black Sea fleet is frequently a problem. Turkey should negotiate aggressively and persistently with the Russian player. A commitment to evacuate the Black Sea is an essential arrangement whether Turkey's intentions are sincere or not. One very daring plan, but one which puts in work a usually neglected unit, is to allow the Russian fleet to enter the Black Sea in Fall 1903 to 1904. If then gets to Constantinople the following Spring and to the Aegean in the Fall, it can proceed into the Mediterranean zone where it can help Turkish naval units. It enters, a Turkish army on her right flank across Russian landward borders into Germany. <i>Openings</i> PRELIMINARY NOTE: There is no substitute for <i>A Good Deal</i>. The stakes for the other two units may vary. 1. <i>F. Ask-Be, A. Say-Don.</i> 2. <i>F. Ask-Be, A. Say-Don.</i> 3. <i>F. Ask-Be, A. Say-Don.</i> 4. <i>F. Ask-Be, A. Say-Don.</i> 1. This opening goes all sorts of profitable for Russia. If she has suitably ordered <i>F. Ask-Be</i>, she is in real trouble. Even if she ordered <i>F. Say-Don</i>, she is going to have difficulty maintaining her position.	2. The inner line is in the Fall. <i>F. Ask-Be, A. Say-Don</i> for Italy for a western push. If Russia successfully ordered <i>F. Say-Be</i>, Turkey can still defend. <i>F. Ask-Be, A. Say-Don</i> will hold all her home centers and have Austria open for the back of a fleet. 3. Turkey can employ this opening when she is aware of Russia but does not want to move to Austria. It may be that she has a reasonably good with Russia which includes a pre-arranged stand off in the Black Sea. Among other things, this can be used to divert other players into believing Russia and Turkey are at war, even though they are allied. Without that issue, the opening is weak, but makes the best of an uncertain situation. <i>Midgame</i> Turkey's midgame should see a strong push of armies toward Munich and/or Spain toward Spain. If this can appear to be an intervention on behalf of a beleaguered ally, so much the better. Once Turkey has reached this stage, she can concentrate more on offense and worry less about defense. With 6-7 units she has become difficult to attack. Turkey's position is more exposed if her alliance is with Austria. Her main strength is developing in Russia and Italy, on the flanks. The center is more vulnerable. Finally, in this situation, Turkey owns Greece and Bulgaria. The two allies may agree to station armies in Romania and Bulgaria, ordering each to attack the other every season. This will not prevent a stab but may make it more difficult for him to retaliate. There are no guarantees in <i>Computer Diplomacy</i>. (Well, almost none. Those familiar with Russian aggression theory will tell you that you're guaranteed a lot of both in <i>Computer Diplomacy</i>.) <i>Endgame</i> Allied with Austria or Russia, Turkey should by now have some fleets in the Atlantic. If not, forget it. Sidenote. Allied with Italy, Turkey should have some armies in Germany, while Balkan fleets are in the Atlantic. If not, forget it. Sidenote. If the game is moving toward collapse, Turkey must begin to consider waiting for ally. Austria or Italy will be easier to betray than Russia, generally speaking. With Italy, particularly, Turkey will be very hampered (i.e. Italy will receive Trieste and one other center at least (Greece rather than Vienna or Turkey's armies will be more free to advance. Italy will probably have dominated units, and Turkey may have had to give in.) Turkey could thus obtain <i>the Say-Don-Be-Be</i>, Germany, and 3 Russian centers for a total of 16. She might also get <i>the Say-Don-Be-Be</i> for 14. It is hard to see any other centers for Turkey, so a stab of Italy becomes almost inevitable.
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