

Brouillon a terminer

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Computer Diplomacy

Avalon Hill - DOS - 1984

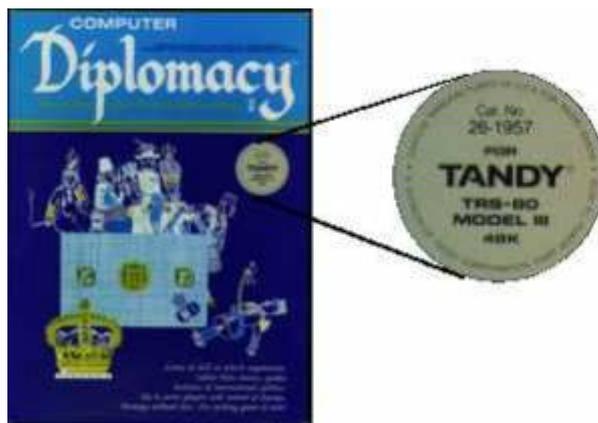


Description :

- 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

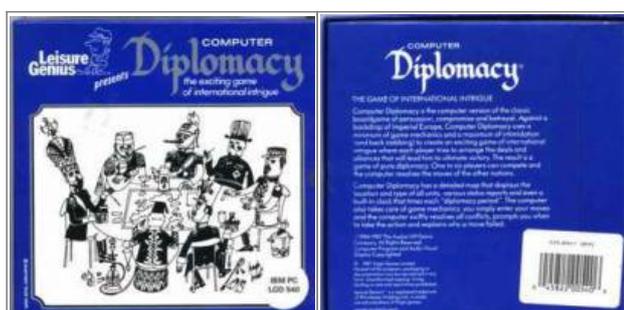


Description :

- 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.

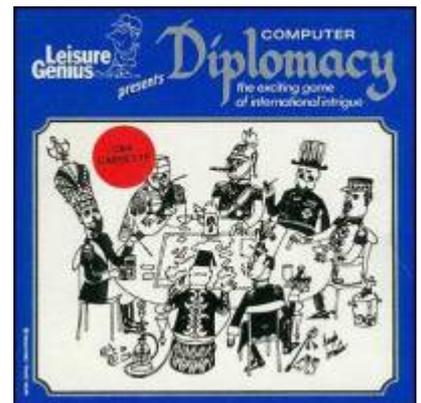


Virgin Games (Leisure Genius) - DOS - 1987

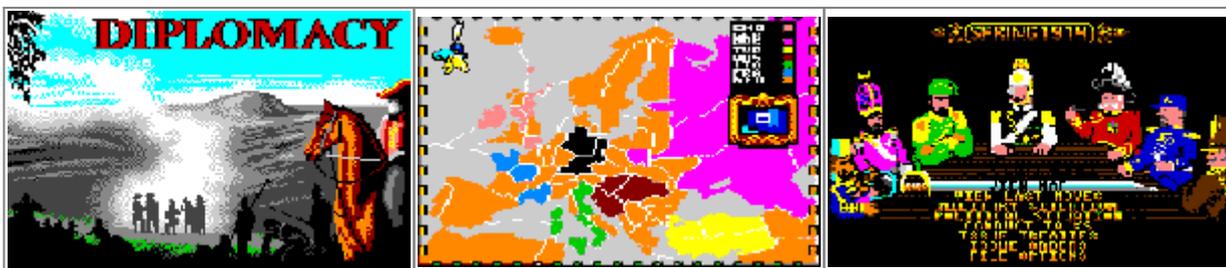


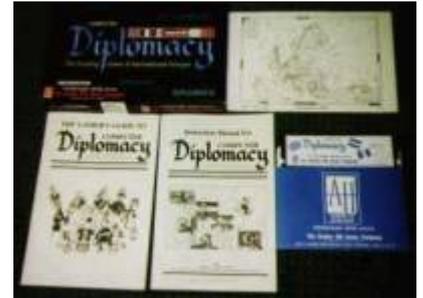
Description :

- 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 :

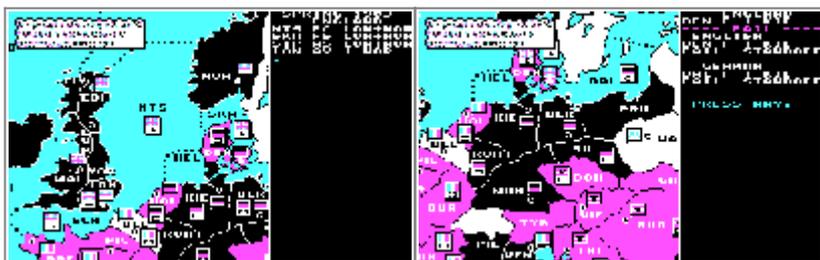
- Une image de la boîte est visible ci-dessus. Je n'ai pas d'informations supplémentaires, mais il est fort probable qu'il s'agisse de la version C64 antérieure, qui est probablement la même que la version DOS originale de 1984. L'extérieur de la boîte ne porte aucune date d'identification, mais elle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



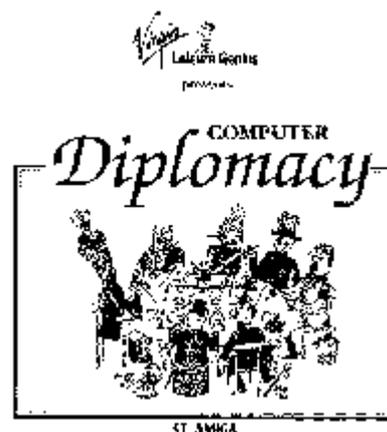
Avalon Hill - Amiga - 1991

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

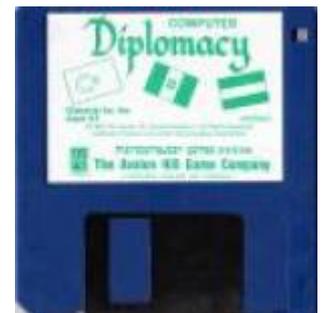
disponibles pour les plates-formes Macintosh et PC.

Source : les textes ci-dessus sont repris sommairement, et adapté et traduit issu de l'oeuvre (en Anglais) de **Simon Szykman** et qui figurait auparavant sur son site Web, mais plus disponible malheureusement depuis plusieurs années.

Avalon Hill - Atari - 1992



Description :



- En 1992, Virgin Games a sorti Computer Diplomacy pour Atari ST/STe/TT sur disquette 3,5.
- 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 Avision III Game Computers

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 removing 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 copy 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 "*, 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 long the computer gives you to complete any diplomatic task 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), **Force 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 only between Exit and Continue, use the cursor keys or the joystick left/right and RETURN or F10 to select it. Hopefully, you won't be disappointed by the return of your last turn.

Issue Treaties
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, disappointed", is the message you get when one of the moving units is moved, displaced 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 coalitions were making and the Great Powers were on a collision course. Armies were very beginning to be used in a major way. 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, DOWN, 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. F10 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 F10.

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 minimum (two) and the maximum number of players (seven). You may also use the number keys to select the number you require.

If you choose four or less players, 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 play at: **Hard, Medium or Easy**. The level you select specifies how difficult it 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 "Unsuccessful" 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, drop your request if it doesn't fit in with its own plans.

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 you to 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.

Diplomacy section. If you select "Hard" for a Computer player, you should find it difficult to make that player an ally if you have made them an enemy. In other words, if you attack it, invade its territory and generally make it life miserable, it won't be too interested in making a deal with you.

If you select a player to be human-controlled (and you can't have all seven players as 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 name cannot be more than eight characters long.

In short, for each of the players in the game, you must select: Computer (and level) or Human (and type in a name).

Lastly, 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 the Diplomatic portion of the game. You will notice that anywhere between one minute and fifteen minutes. If you run out of time before you have finished using your diplomatic dealing, the computer, rather than play, throws you into the section dealing with entering orders.

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 through the level with the existing (and very tedious) titles and music, press the left mouse button. This will take you to the SET-UP screen. This screen has a great deal of information displayed.

The largest box (in the center of the lower half of the screen) displays which player is assigned to what country. Immediately above that is a cross-shaped box. This is used to enter the total number of players (human 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 computers 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, where if you wish this player to be human or computer controlled. Whenever you select will be displayed in this box, as well as in the large box at the bottom. If you select HUMAN, you will be prompted for a name, and that name (rather than the word HUMAN) will be displayed.

The first is the **NO CHANGE**, it 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 screen that asks who you want to issue a treaty. This is because a country may want to offer treaties to more than one country.

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

Issue Orders
The Issue Orders option ends the Diplomacy section and enters you into the Issue Orders action on the next page.

File Options
If you select File Options, the game (near step) answers the game if you select playing with the disk screen. You will be presented with another menu of options. The first, **Return To Diplomacy**, allows you to go back to the game from the File Options menu. As soon as you do that, the game (near step) the sound, **Carrot Device**, into you change the current stage from disk to tape and back to disk again.

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

View Disk shows you 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 old games from your disk that appears when you select **View Disk**.

Start A New Game will end the game you are playing and put you back to the setup at the start of a new one.

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

The Diplomacy Section (Commodore Amiga and Atari ST)
At this point, the game goes to the starting full color map of Europe. On screen is a dialog box which gives the season, year and the message "Players". In the lower right corner is a flag for each of the human players. If you wish to communicate with one of the computer players, click on your flag.

The name of the game is **DIPLOMACY** (shown below) and any military action is conducted, there is always time to talk. Talking between two human players is done in the traditional way. Communicating with the computer players is done through the menu. Clicking on your flag says that you want to communicate with



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 (coastal areas) or land (inland provinces). The bodies of the province have three territories. These are called **hold centers**. The first player to occupy a hold center, 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 can occupy a given territory at a time. (Special Note: Spain and St. Petersburg have two coasts, a north and south coast. Armies also have two coasts, a north and south coast. Fleets occupying these territories cannot cross the intervening land, but must not surround any geographical territory in order to change coast.)

Each game year is divided into the Spring and Fall seasons, called turns. At the start of a game year, each territory in an adjacent territory during a turn. If the territory is unoccupied, and no other army or fleet is trying to enter at the same time, it is entered

unoccupied. However, the territory is occupied or controlled by another power, the order must have a numerical support. 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 in 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 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** (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 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 cry. You can't cheat with a computer. It knows the rules and will play for you by itself. So if you feel that you are prevented 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)

Turn on 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, you will be directed at the bottom of the screen. When this happens, you are ready to play.

LOADING (Commodore Amiga and Atari ST)

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

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possible to destroy using other assets or ships, you have their cooperation.

When an army unit is selected, the computer will prompt for the fleet to support the unit and the landing point. If you select the East Sea, 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 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 centers 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 hold center. The territory must be in the country who is building the unit and must be a hold center. If a player must defend a unit, you will be prompted to specify which unit must be built.

IN CONCLUSION

Everything done by the players to other players affects their holdings, both combat and diplomacy. If you are active or unready on the table, the Computer players will begin to attack you. Add a few attacks to this and they will start to hate you. Trust nobody, talk to everybody, and be active 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 board game to your collection. There are many other 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 the general public.

The **GENERAL** is a 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.

Notice Guide du joueur



THE GAMER'S GUIDE TO COMPUTER DIPLOMACY

A Division of THE AVALON HILL GAME COMPANY
Baltimore, Maryland • 21202

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0-0862 2879-7 48 433044

DIPLOMATIC PAPERS
A Collection of Advice and Answers on Computer Diplomacy
By **Ken Walker**
A New on Advancements

Because this guide was originally written for the board game, the method for making out orders and recording moves is slightly different than in the computer game. But it will only help you.

A Diplomatic move consists of three parts, including the type of unit (Army or Fleet), its province of origin, and its destination. Thus, moving an army from Constantinople to Britain is written: A Con-Bal.

If a Fleet in Greece wants to support the above move, it is written: F Gov S A Con-Bal.

If the army from Constantinople wants to go in Britain by way of the Black Sea, it is written: A Con-Bal, but the Fleet then moves: F Black Sea.

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

Province	Computer Code	Boardgame Code
Call of Balkans	CB	Bal
English Channel	EC	Eng
Call of Lyon	CL	LY
Liverpool	LVP	Lvt
Lisbon	LIV	Lvo
North Atlantic Ocean	NAO	Nat
Negevian Sea	NS	Nev
North Sea	NS	Nor
Paris	PAR	Par
Tyrol	TYR	Ty
Tyrrhenian Sea	TS	Tyr
Western Mediterranean	WMT	Wm

1. ELEMENTS OF THE GAME

Each of the Great Powers has different potentials and demands a different playing style for Success. The Computer Diplomacy as a whole has many elements, however, which remain the same from game to game, point to point.

Computer Diplomacy may appear to be a military game, but in many ways it is not. A group of tactics will come with playing the game. For strategy, on the most serious, that the player will spend much of his time not on war, but on diplomacy. A computer control and unit of style will yield far better results than any amount of tactical strategic planning.

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What I mean is that I'll get that unit out if it's the last thing I do. An offensive player makes these moves and sometimes in other part of his interest of risk.

The best answer to the treasury problem is to have no money... that is, to play differently from game to game. The player who always keeps his agreements is also always breaks them is predictable. His opponent will get his money and act accordingly.

It is most preferable to be unpredictable. Keep agreements carefully in one game, but break back in the next, have a strong ally in the third, and so on.

In any event, always have a good reason or explanation for what you do. Players do not expect consistency although they will ask for it, but they do expect consistency. Sometimes my answer will be, "One very angry really good soldier me." "Why did you stain my back?" My answer was, "Because it was black."

A player who keeps many agreements will appear almost as good a reputation for non-agreements as a player who keeps all of his. One who is willing to talk will have a reputation for being willing to make a deal. Both are essentially handy in negotiation.

Element 2: Aggression and Defense

Knowing when to attack and when to defend is important in **Computer Diplomacy**. That starts you, but in this game it frequently isn't.

Part of the problem in playing this game, since players will be aggressive or defensive before their personalities and towards those divisions. Doing well in the game often means being aggressive or defensive by decision by the situation, not personal feelings.

Another difficulty is understanding the situation. Overlook reactions have good sense than one player's feeling. It can't be denied that **Computer Diplomacy** is a game of risk. It is the same before they do one year. However, it is often a fatal mistake to pick the "wrong" other.

This especially true at the game's beginning. It is not nearly necessary to attack another player immediately. It is a great advantage, true, if a player can be caught off guard and destroyed before he has a chance to respond. But it may very well be that the victim was not the attacker's real enemy. This understanding... and easily.

On the other hand, a player may feel himself with a diplomatic situation to flow and eventually he can't make the choice to eliminate one might be a good idea, but it's not the only one. If he's correct, he can still probably succeed with his in a strong position. If he's been wrong, he'll see the game's end.

As the game progresses and a player expands, he will discover his feeling to flow and eventually he can't make the choice to eliminate one might be a good idea, but it's not the only one. If he's correct, he can still probably succeed with his in a strong position. If he's been wrong, he'll see the game's end.

Element 3: Chancing

Most who start Chancing in this game is a game which makes a certain level of deception. Even so, there are some kinds of chancing which are definitely not of them.

Most people start **Computer Diplomacy** in a regular game. The members don't know each other as players, strengths, weaknesses, style, dependability, and so on. This knowledge becomes part of how they play. There is nothing wrong in that, it is part of making a difference. For in 1911, for instance, the **Diplomacy** of every nation with the Russian Empire had to take into account the possible personality of the Tsar.

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Element 1: Communication

The name of the game is "Computer Diplomacy"—and "World War 1". Seeing the map and reading the Rules, the player may become more oriented with the military aspects of the game. The rest part of **Computer Diplomacy** is played mostly during the negotiation periods. The key to victory is communication.

Many players make one or more of these mistakes in communicating:

1. They negotiate only with close neighbors, or
2. Only with allies (and maybe enemies), or
3. Less as the game progresses.

Resolving negotiation is always a mistake. Approach every situation and every player with an open mind. Open ears, not open eyes.

A player's nearest neighbors are of course at the greatest interest to him. But he can't ignore the others. What Turkey does may be vital to England. For instance, there is no part of the board which is far from a sea. Every effort should be made to talk with all the other players. Try to influence their policies and actions.

Skilled players become near neighbors later in the game. As their ability of position over, so do alliances. A chance of friendly contact early in the game may lead to an alliance later, when it's needed. The game is so unpredictable—don't overlook any possibility, no matter how unlikely.

It is a huge mistake to stop negotiating with someone. As frequently happens that the person talking each other one means may form a profitable alliance later. But that can't be done if they stop negotiating with each other. This is the trap regarding of the various of their struggle.

4. The ocean is being. Offering that an alliance will allow the use of units and supply centers which might otherwise have to be shared with a third party. Just because an ally is a welcome addition to a growing empire. Even if policy demands an enemy's destruction, offers of support may seem like a welcome or even his resistance as a key point. This can be dangerous, while the ally is helpful, can't be repeated too often.

5. The ocean is being. He should be made offers which, hopefully, can't be refused. No nation should pass without someone attempts to negotiate and survive. Even if it appears really unattractive, they may be more valuable than you think. Show him, some way, that he stands to profit more than your proposed outcome than your destruction.

6. The ocean is being. The rest side should talk back. Oversee at that time. An alliance against another power makes sense. Otherwise somebody else may get strong enough to stamp him out of the game.

The best game requires somebody has something in the water that there are three players. But the nations have all more with each other. There are three players, success is a three-way situation. Details of the game and tactics are more and more for the rest of the game and often need to be carefully worked out.

There will be times when the ocean is being and not enough. He'll tell you've got, to make every second count. In **Computer Diplomacy** the successful player never stops talking.

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well, an attack. The successful player knows. He will hear much that will help him avoid traps from others, stop of the ocean, and so on. The careful player is always rewarded.

Element 2: Alliance and Treason

Early in the game, one is **Computer Diplomacy**. So is done—well, not one's best. Every player's style should be some judicious combination of these elements. "Diplomacy is not," as the Rules book says, "the part of the game."

In the opening negotiation, there is nothing wrong in presenting everyone everything you know of the move. One or more of them will receive the best part of your talk, but that's not the goal of the game. Working at **Computer Diplomacy** really involves some degree of secrecy. Each player must find some way of avoiding the rest pitfalls of too late and too fast.

On the other hand, one who completely ignores other agreements he makes to be better off. He may find himself betrayed by them. If he will lose the chance of negotiation—move to whom he won't give his best information of negotiation will know in advance what's happening.

The middle ground is hard to find. A game in which the players are in a difficult position, which is often regarded as less preferable than the unpreferred one.

The best rule for one unit is that, with a deal, a deal is a deal. If you do, there are no practice workers for its own sake, but after it's 20% worth the price. If the poor player who won't ask for the 2 or 3 orders he needs to win. And after the poor player who wins an agreement, it's as if he can grow from a mere 2 units all the way up to 2.

In a **Computer Diplomacy** game, the players will talk each other about. Whenever one of them needs one for himself, his neighbors will jump in to help.

One of the reasons that one needs more often is that he knows other than that he cannot see the game. A player may become unacceptably attached to an alliance if he won't talk with his best friend and I've been betrayed. There may also be the action of message ("I'll never forget that

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A French victory here depends on getting Turkey in the end. France, Britain, Italy, Yugoslavia, Greece, Czechoslovakia and the USSR are all against Turkey. Add Munich for London for the first. The trick is, of course, getting Turkey.



9. Playing Germany
Germany, like Austria, lies at the center of the board. She has a problem of territorial access to the sea, although with two coastal bays. Her ally, Italy, has a good deal more.
Germany's greatest problem is a north of neighbors. Although she has Italy, she has others. Every Great Power except Turkey can attack Germany in the first game year. No other country can make that claim. No other country would want to.
The Reich's weak position is also a source of strength. She does not wish to stir the wrath of both the North Sea and the Atlantic. Balkan gold mine. Properly played, the Germans can enjoy the middle of the board with their allies. Germany could conceivably win while the British/Wichos are still muddled in the corner.
The German strategy which aims to work best is a coalition expansion of first and without transferring at the end. Germany shares with Austria and Russia the characteristic of being a high-tech, high-education country. Unlike Austria and Russia, Germany is frequently to draw—about 25% more often than the other two.

10. Reaching 10 requires only 2 more of the following positions: Austria, Italy, or Turkey. If Germany has secured her rear—the North Sea, usually—and gotten deep into the Balkans, she has a good chance of winning.



10. Playing Italy
Although she has land connections with Europe, Italy is in many ways an island. Because Switzerland is impossible, the land connections to Italy are restricted. Like England, Italy has three coastal supply centers (in Italy, Italy and the two Wicked Wichos can hold three flats at sea).
Even so, the Italian position is moderately weak. She has directly across the main route through the Mediterranean. Turkey's (or France's) way to sea and England's (or France's) way to Paris. Furthermore, her center in Venice is exposed to immediate Austrian attack. France, moving out of Marseille and through Spain, can quickly concentrate land naval forces against Italy.
But the Italian position has some strengths. She can quickly become a large land power with having only 10 flatland acres to the interior of the Continent. She is almost always followed by an invasion of the Balkans. This has the advantage of allowing her to capture those three inner centers which are often at sea within themselves. By playing the middle-man, managing two of the main things to attack the third, Italy can derive a bit of benefit.
Italy must be more available to the Balkan Power than any other country. With one exception she must attempt to keep the other players from being eliminated, so long as that policy is successful, his choices of



11. Playing Russia
Russia's position is a peculiar one. Like France, she has access to both major seas. However, this access is restricted. Russia cannot create land power from sea to the other as France can.
The ideal way to manage is to acquire against the Great Powers and create the land for Russia to have an additional flat at the beginning. Hence she has four base centers and four units. This is not the advantage it might seem. A flat built on sea flat is of no use on the side.
Russia's defensive capacity is likewise weak. She could lose Sevastopol or St. Petersburg and still retain a compact Great Power with three base centers. She is also the only Great Power (aside from Italy) that can capture the loss of one or more base centers and still maintain a winning line.
As if it is not so, her initial one-ship advantage, Russia has several problems in expanding. While any other Great Power is virtually guaranteed at least one additional center in 1918, Russia can only be kept out of Sweden, and almost as easily be denied Norway.
Experience indicates Computer Diplomacy is frequently an all-or-nothing proposition for Russia. She wins 2 out of every 5 games which end in victory of one Power, but she is also eliminated more frequently than any other Power except Austria.
It is Russia's unique disposition to be between the two Wicked Wichos. She is not in a position to eliminate both of them at once, unless she allies with France/Germany against one and Austria/Italy against the other.

12. Negotiations
AUSTRIA. Back of the Central Powers has strength to worry about without adding to the other's difficulties. Germany wants a non-aggression pact with Austria. She should keep it, but unless she can get an alliance with England and France, that effort is likely to fail. In fact, if Germany attacks Austria in 1918 or 1919, Austria is apt to collapse quickly. But Germany also has a right to fear. It is a good idea to attempt to discourage any Austro-Italian alliance. That usually opens trouble for the Austrians.
ENGLAND. Always negotiate for an alliance. A sensible pact limits England to no more than two armies and Germany to no more than two flatland centers. This combination is powerful, but thought with possible ends.
England, reaching far to the north and south, can fit Germany on two fronts. German armies can threaten most of England's holdings on the Continent. Any pact should carefully define any flatland centers of concern.
FRANCE. An alliance here is difficult but desirable. It can be directed against England, eliminating a Wicked Wicho. Once that happens, however, the allied units are sometimes so crowded that they attack each other instead of new enemies. A lot of trust and mutual guarantees are needed to make the alliance work. France generally benefits more from it than Germany, so the latter should be aware of this point to its credit.

An England-France-Germany alliance is also extremely potent and very desirable for Germany. While England and France must withdraw at the will of Russia and Italy, Germany is "freed" to move right for the number bids of rapidly moving in Austria and the Balkans (to increase some goods from the partition of Russia). This advantage is offset by the fact that Germany's lack in sea flat and that she is between her two loving friends.
ITALY. Germany should make every effort to ensure that Italy's role remains France to negotiate with Italy. Italy should be invited to attack France if that is Germany's intent. Italy should be offered help against Austria if France is Germany's ally. Flat chance... but very important.
RUSSIA. Because Germany's first gains are in the west, she doesn't want to be distracted in the east. Reaching an amicable understanding about Scandinavia—over if Germany does not intend to help in the first few years, Russia is very important. She usually settles issues about England and Turkey that should be beneficial.

An alliance with Russia is often good and does not even harm in exploring it. If Germany shouldn't fight with England/France, she will absolutely not Russia (and Italy).
TURKEY. It's hard to know how to approach Turkey. A Russia-Turkey alliance is not wanted—that means a Russian accretion toward North coast or later. But if Turkey gets killed, the Russian knows will take the Balkans anyway. Turkey is generally a good ally. She usually settles issues about England and Turkey that should be beneficial.
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being attacked or reduced. The one exception Turkey, the Ottomans can't lose any allies, but more frequently they're better off not. One of the Turkish navy gets going, it runs right through Turkey and Iraq.

13. Negotiations
AUSTRIA. Austria is Italy's first big enemy and best potential friend. Her main strategy is landward, into the Balkans, Turkey, and Russia. If the Vienna Treaty ends can be negotiated, and Italy is not in a position to make a pact with either the two powers to lead her (Austria or Russia) or a pact which allows the two powers to lead her (Austria or Russia) or a pact which allows the two powers to lead her (Austria or Russia).
ENGLAND. For years, England is powerless to visit Italy. If England attacks France, this is almost always followed by an invasion of the Mediterranean. If England allies with France, the result is usually a French attack on Italy. Italy's diplomatic strategy should be to encourage England to go south and southeast. Convincing the English with offering against them for that France is, or looks to be, neutral. Others will certainly be the devious player.
FRANCE. No alliance with France is best because it has no natural enemies. It can be adapted to the only thing that Italy needs to move north and east as a lead power. Usually a pact of neutrality and mutual defense is the best approach. Italy would like to see France as friendly to England or neutral.
GERMANY. An alliance against Austria is always possible, if not a real ally on both sides. Getting Germany to attack France (not to ally with England) is the best play. A strong Germany is not an immediate threat to Italy. Her use of the flatland centers is only against the Balkans. It often helps to inform Germany that Italy will side with France in the event of an Anglo-German alliance. Be firm.

RUSSIA. The flat sea is a good friend. Russia will remember her early in the game. Faced with a hostile Austria, Italy frequently has another choice to make. Russia. Exchange her against Turkey or England, but seldom against Germany.
TURKEY. An alliance with Turkey is not impossible. In fact, it's possible. As if Turkey is willing to limit herself to a single flat in the Black Sea and concentrate on attacking Austria and Russia, a night work. This strategy usually involves convincing Russia to ally with Austria if getting inland. (She often keeps the Turkish that she can't take. But she will have to be supported by a second flat.) The alliance is difficult to secure and maintain. But that, if Italy's ally is Austria, offering Turkey this acquisition of the moon may lead her away.

is doing so, she risks being crushed between the two alliances. But the one who opposes France and Italy that Germany and Austria are more desirable targets.
On the whole, if England and Turkey are Wicked Wichos, Russia is the top choice. She has the right to ally, she is almost always. One reason that she can't attack the major distance limit. An England or Turkey with 10 units may be secure, but a Russia with 10 units is not.
Russia also has the option of allying with both Wichos at the beginning. This has the advantage of allowing her to capture those three inner centers as a major land power. Her ally will have to be a major naval child around Spain or Italy. Russia can dominate the Continent, and both Wichos are only one of them and vice. The problem is, Russia will be issues that could be resolved. If they decide to try the tactics, it will be to the flat in the Sea Queen's hand.

14. Negotiations
AUSTRIA. Russia should always ally with the Dutch Monarchy's good will. Offer her anything, but get a guarantee of Russia. An Austrian alliance is vital if Russia goes to attack Turkey. War Turkey as an ally, tell Austria's interests.
ENGLAND. England is usually interested in attacking either France or Germany. She should be encouraged. Russia way after any reasonable guarantee of security to aid. If the victory in England is to be an ally to Russia's advantage to get Norway to return for compensation to England elsewhere. They both benefit. In each case, the territory which must be defended is more considerable.

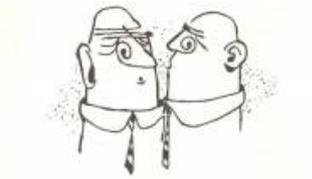
FRANCE. France will be Russia's ally if England and Germany are going together. A France-Germany alliance against England should be encouraged. Russia has two options here. One is to let them fight. The other is to ally with Russia. Russia is ready to move in for a best-of-three of the game. The other option is to ally with the alliance and die with France and Germany. This is a very weak choice.
GERMANY. Germany will ally with both Wichos to lead from the Low Countries. While Russia wants above all is the opening of F. Ein-Dei. That offers the best way to get Russia. An alliance against England should always be suggested. If the German sees Italy toward France, encourage there, and offer an alliance against France once England is done for.
ITALY. Do everything possible to encourage an Austro-Italian alliance against Turkey. This will force a hostile Turkey and do away with a Wicked Wicho in any way. If Turkey faces can be formally, there is still flat to wait for all the opening Turkey. After offer Italy an alliance against Austria once Turkey is defeated. All Italian Balkan coast will force a great advantage. This will be similar to Russia's victory. Italy is, Italy will be used up to make up to the Sea Queen's victory. Italy is, Italy will be used up to make up to the Sea Queen's victory.

15. This is a good German opening. A Russian's evaluation to a War-Zin because A. Germany's two armies. The other army was away Warsaw, or attack Poland, or move to Sweden. In the last instance, F. Ein-Dei is a flat in 1918. The occasion, Russia just give up Sweden and move F. Ein-Dei in 1918. The German player has the flat that he wants.

16. In this opening, Russia has simply not made up her mind. She is going after Austria and England at the same time. If she allies with France/Germany, Italy, and Turkey, there are not bad odds. They make the case of Russia's unique position on the board.

17. This is an Anglo-German opening. A Russian's evaluation to a War-Zin because A. Germany's two armies. The other army was away Warsaw, or attack Poland, or move to Sweden. In the last instance, F. Ein-Dei is a flat in 1918. The occasion, Russia just give up Sweden and move F. Ein-Dei in 1918. The German player has the flat that he wants.

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"Of course DIPLOMACY is a very game." I said in this. Then I showed him the picture I had on his nose, just as he couldn't forget our deal!"

Credit: Adapted from Flat 404, 12 July 1967.

19. This is an Anglo-German opening. A Russian's evaluation to a War-Zin because A. Germany's two armies. The other army was away Warsaw, or attack Poland, or move to Sweden. In the last instance, F. Ein-Dei is a flat in 1918. The occasion, Russia just give up Sweden and move F. Ein-Dei in 1918. The German player has the flat that he wants.

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 <p>12. Playing Turkey</p> <p>The western Balkan which is, if anything, more valued than the northern one. Her defensive 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 fleet. The positions of Turkey in so strategic she can frequently get Austria or Russia to defend her rather than see the other get a lion's share.</p> <p>Turkey's offensive position is good, too. She has quick access to the Mediterranean and is close to the Balkan "knot" of events.</p> <p>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 units on her side of the statements that run through the middle of the board. She can often get as far as opposing Austria, Italy, the Balkans, Tunis, and 3 Russian centers. That's 17. Any of the other possible enemies which would give her victory (i.e., Mex, Mex, SP) can be held from the other side. Turkish policy would be either to sit or getting one of those centers as early in the game as possible.</p> <p>Negotiations</p> <p>AUSTRIA: Turkey and Austria are not well placed to be allies. Austria has access Turkey's base and must neutralize both the expansion. However, the alliance is not impossible and offers the prospect of blocking Italy and getting into the Atlantic with all possible speed. The alliance also</p>	<p>frequently work because it is unexpected. Ordinarily, however, the best these two can achieve is a temporary truce. Certainly the Turks should do nothing to antagonize Austria, regardless of their ultimate plans. It is worth hints to discuss the alliance.</p> <p>ENGLAND: Initial negotiations with England will yield little, except, perhaps, some information. Turkey's aim is to keep the Western powers antagonized against each other. If England indicates any intention of attacking, plan it as to the victor immediately. Do so even if she didn't use the—do, special resources, and in general, watch Portugal/Africa.</p> <p>FRANCE: Turkey should seek French help against Italy if a League of Nations is in the making. 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.</p> <p>GERMANY: Germany should be encouraged to attack Turkey's first move (Austria or Russia). She will strongly have trouble holding her gains against Turkey's armies. Getting Germany turned against England is also desirable.</p> <p>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 arrangement of the alliance is that Italy can quickly breach the Russian line while Turkey is left trying 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 schmeer. Turkey should consider Italy's fears of this or such a possibility, over while planning the inevitable (and almost inevitable) strike.</p> <p>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 object. A commitment to control the Black Sea is an essential arrangement whether Turkey's intentions are sincere or not. One very daring idea, but one which you to work a usually neglected unit, is to allow the Russian fleet to enter the Black Sea a full 180 to 190. 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. In return, a Turkish army on her right flank allows Russian landward advances into Germany.</p> <p>QUESTIONS</p> <p>FREE-MAN-AT-NOSE: There is no substitute for A-Cor-Bul. The answer for the other two units may vary.</p> <ol style="list-style-type: none"> 1. F Ask-Big, A Sep-Arm. 2. F Ask-Con, A Sep-H. 3. F Ask-Big, A Sep-Con. <p>1. This opening goes all sorts of profitable for Russia. If she has usually ordered F-Ton-Flam, she is in real trouble. Even if she ordered F-Ser-Flam, she is going to have difficulty maintaining her position.</p>	<ol style="list-style-type: none"> 2. The inner hint is in the Fall, F-Con-Ang, A Sep-Con (or H) for a western push. If Russia has previously ordered F-Ser-Flam, Turkey can still defend, F-Con-Ang, A Sep-Arm will hold all her home centers and force Austria open for the bulk 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 at least a reasonable pair with Russia which includes a pre-arranged stand-off in the Black Sea. Among other things, this can be used to divert other players from 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. <p>Middleway</p> <p>Turkey's midgame should see a strong push of armies toward Munich and/or Paris toward Spain. If this can appear to be an intervention on behalf of a beleaguered ally, so much the better.</p> <p>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.</p> <p>Turkey's position is more exposed if her alliance is with Austria. Her main strength is developing in Russia and Italy, on the flank. The center is more vulnerable.</p> <p>Finally, in this situation, Turkey owns Greece and Bulgaria. The two allies may agree to divert armies to Romania and Bulgaria, ordering such to attack the other every season. That will not prevent a stab but may make it more difficult for late rewordings. There are no guarantees in Computer Diplomacy. Well, almost none. Those familiar with Russian aggression theory will tell you that you're guaranteed a bit of both in Computer Diplomacy.</p> <p>Endgame</p> <p>Allied with Austria or Russia, Turkey should by now have some fleets in the Atlantic. If not, forget it. Sidenote:</p> <p>Allied with Italy, Turkey should have some armies in Germany, while Italian fleets are in the Atlantic. If not, forget it. Sidenote:</p> <p>If the game is moving toward collapse, Turkey must begin to consider switching her ally. Austria or Italy will be easier to betray than Russia, generally speaking.</p> <p>With Italy, particularly, Turkey will be very hampered in. Italy will receive Trieste and one other center at least (Greece rather than Vienna so Turkey's armies will be easier free to advance. Italy will probably have dominated units, and Turkey may have had to give in.) Turkey could then obtain the Ser-Flam-Bul-Flam, Germany, and 3 Russian centers for a total of 16. She might also get the Ser-Flam for 16. It is hard to see any other centers for Turkey, so a deal of Italy becomes almost inevitable.</p>	<p>Questions: Inquiries arising from this Guide may be addressed to The Avalon Hill Game Company, 4017 Hartford Rd., Baltimore, MD 21214. If a printed version is desired, please include a stamped, self-addressed envelope with your letter. Questions of a general nature relating to the game of Computer Diplomacy may be addressed directly to The Avalon Hill Game Company.</p>
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