

Brouillon a terminer

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Computer Diplomacy



Avalon Hill - DOS - 1984

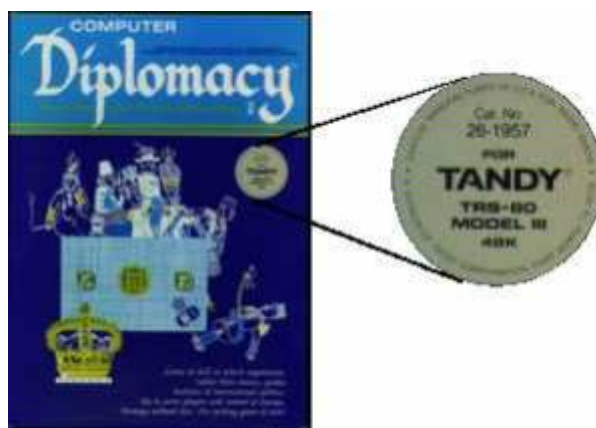


Description :

- 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

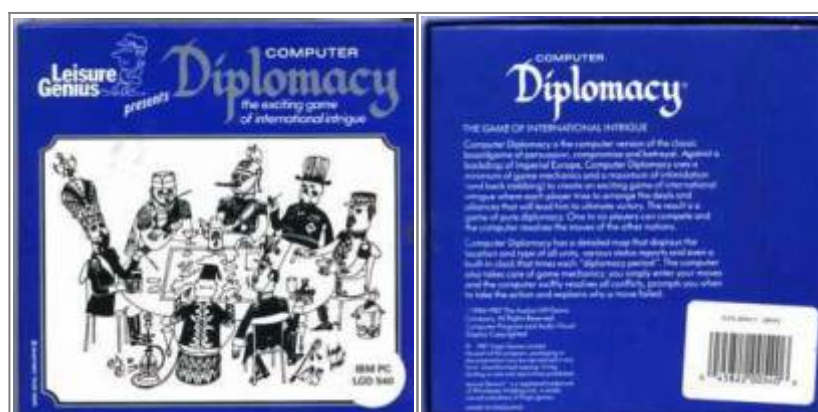


Description :

- 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.



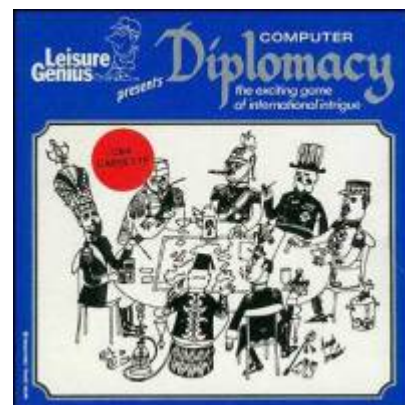
Virgin Games (Leisure Genius) - DOS - 1987



Description :

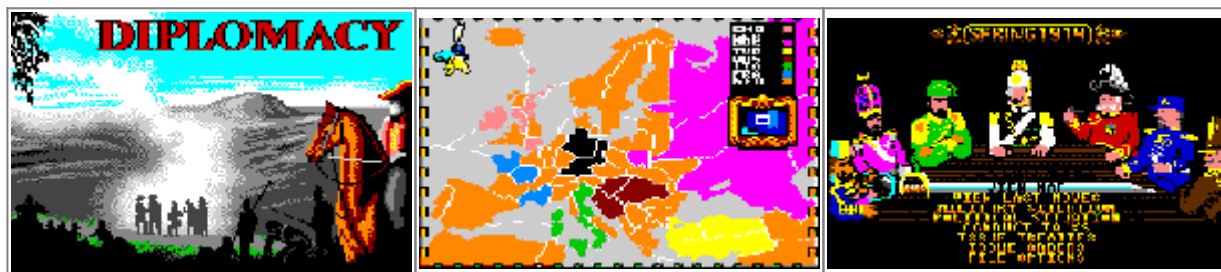
- Virgin Games est la seule société que je connaisse qui a obtenu les droits du jeu Computer Diplomacy d'Avalon Hill. Le jeu a été produit et vendu au Royaume-Uni sous le nom de Leisure Genius, et peut également avoir été disponible en dehors du Royaume-Uni. Malgré le fait qu'il soit apparu trois ans 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

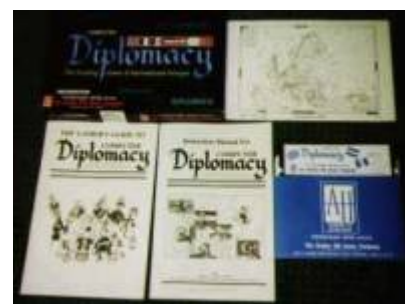


Description :

- 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

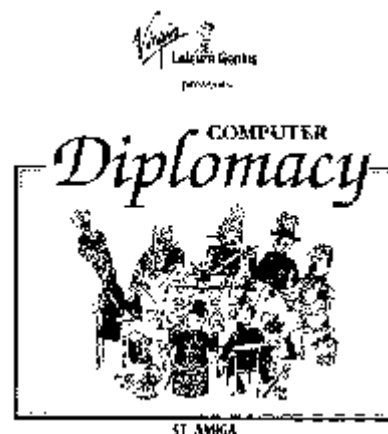
Description:

- 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 :

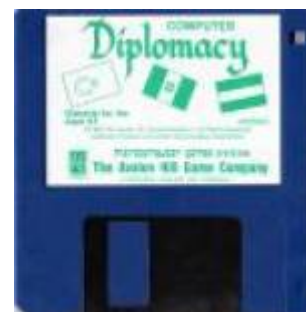
- En 1992, Virgin Games a sorti Computer Diplomacy pour Amiga au Royaume-Uni. La seule personne que j'ai trouvée qui possédait ce jeu n'avait plus la boîte, mais d'après la forme du manuel , je suppose qu'il était vendu dans le même emballage Leisure Genius que les autres versions de Virgin Games ci-dessus. 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



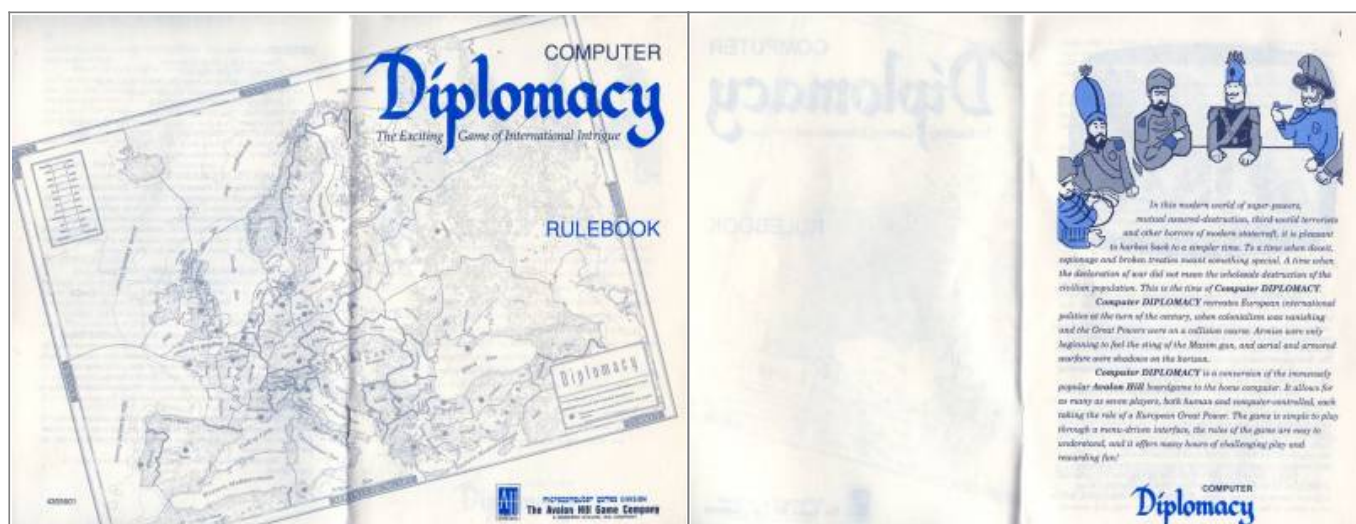
Description :



- 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



8  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. Thirty-four of the provinces have cities marked in them. These are called major cities. The first player to occupy a major city (H) must maintain, 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. (Special Note: Spain and St. Petersburg have two counts, a north and south count. Anyone who has two counts, a north and south fleet, entering these territories cannot cross the intervening land, but must not reveal any geographical borders in order to change counts.) Each game year is divided into the Spring and Fall seasons, called turns. At the start of each turn, you may move from one territory to an adjacent territory during a turn. If the territory is unoccupied, and no other army or fleet is trying to enter at the same time, it is entered	unoccupied. If, however, the territory is occupied or contested by another power, the invader must have a numerical superiority. This is achieved by using other units in adjacent territories to support the attack. Similarly, a unit occupying a territory may aid the support of units in adjacent territories to prevent invasion. The defending forces must equal or exceed the strength of the invader in order to halt the attack. If they fail, the unit will be forced to retreat or be destroyed before the onslaught. As a rule-of-thumb, to determine if an army or fleet can support another unit, it must be in a position to attack the territory in question. So, if one unit is to support another in 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 to STAND, MOVE (into an adjacent territory), SUPPORT (in attack or defense), or CONVOY (in the case of fleets). To occupy a territory, a player must remain in control of the territory until the conclusion of the Fall turn. Control is won by being the last player to hold the territory. Once a territory is occupied, it will remain in the control of the occupying force until another unit takes control in the same way on the first unit (i.e., by 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 argue with a computer. It knows the rules and will force you to play by them. So if you find 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) Insert the disk in your drive. Type LOAD "M", R, 1 and press RETURN. A few moments later you will see the Loading screen. When the game has finished loading, order 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.	4 CONTROLS (Commodore 64) A joystick is required for use in the earlier game (C64E and SHEETS/C64E) 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 system. In addition to this, many of the questions can be answered by typing the first letter of the option you want. You can be answered by pressing the Y or N key. You can type H or C for Human or Computer play. FILE or RETURN will choose the option that you have selected. Most of the questions have multiple choice answers that will be used if you simply press FILE. 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 players' names. Pressing the left button selects items and movements. 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 will have an old game to load, or press fire for the default answer of NO. In the next question, "HOW MANY PLAYERS?" you may enter any number between one and ten. 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" you may press H for Human or C for Computer. If you select a computer player, you must indicate 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 he is in	8 Diplomacy section. If you select "Hard" for a Computer player, you should find it difficult to make that player as ally if you have made some in enemy. In other words, it won't be too interested in making a deal with you. If you select a player to be human-controlled (and you can have all seven players as human), you must type 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 Diplomacy portion of the game. This can be set 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, shows you the status dealing with existing orders. Once this is completed, the computer will show you a brief summary of the setup you have created for the 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 bored with the existing (and very tedious) titles and music, press the left mouse button. This will take up the SET-UP screen. This screen has a great deal of information to display. 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 last 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. 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, asking if you wish this player to be human or computer controlled. Wherever 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.
8 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 WINTER PERIOD and NOCT PERIODS, followed by a time limit given in minutes. This is how quickly the computer gives you to complete any diplomatic task before it automatically enters into the Game 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 Game Orders section. The Diplomacy Section (Commodore 64) In the Diplomacy section, the following menu is displayed:  On the right-hand side of the map is the color key. The colors are used to indicate each country. Underneath the key is a panel which magnifies the area around the point of the button. The menu inside the flashing box shows the point that will be selected when FILE is pressed. This allows you to easily position the pointer at the territory you require. View Last Moves This option allows you to review the status of your last turn and of the other players' last turn. Each country is shown with its last 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 keep between Exit and Continue, use the cursor keys or the joystick left/right and RETURN or FILE is select it. Hopefully, you won't be disappointed by the outcome of your last turn. 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 held by a unit with greater support or the intended units 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: insufficient support" is the message you get when one of the moving units is moved, destroyed or hasn't moved a territory order. Military Situation Selecting this option will show you which supply routes are used by each country and how many more are needed to win.	7 After making the VIEW MAP selection, a picture of the board is shown. The map menu (in the shape of a brass helmet) is positioned at the top left-hand corner. This can be moved around with the joystick or mouse. Press the FILE key to select the map. The top left can be used to move the other maps and go back to the other options in the Diplomacy section. Position the cursor over any part of the map and press FILE or RETURN. A menu will appear over the cursor. On the menu, the current map is displayed within the brackets. The three different types of maps can be selected or you may select "Exit", which will take you back to the Diplomacy options. Use the mouse or the joystick to select the option you want. To return to the top left corner, from anywhere on the screen, press CLARION. Depending on their function, the maps highlight different terrain. All the maps allow you to examine the status of a territory. To examine the status of a territory, move the cursor over the territory and press FILE. Press FILE again to get rid of the status panel. On the right-hand side of the map is the color key. The colors are used to indicate each country. Underneath the key is a panel which magnifies the area around the point of the button. The menu inside the flashing box shows the point that will be selected when FILE is pressed. This allows you to easily position the pointer at the territory you require. View Last Moves This option allows you to review the status of your last turn and of the other players' last turn. Each country is shown with its last of units, the orders for each unit, and whether it was successful or not. 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Military Situation Selecting this option will show you which supply routes are used by each country and how many more are needed to win.	8 Political Situation You may review treaties that have been issued between countries using this option. For the countries played by Computer, 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 meeting will have no effect. If you are playing an all-human game, it is assumed that talks with other human players will be done verbally (unless you are so very bad terms with them, in which case you could sue someone). The first time options (friendly greeting, hostile insults, threatening gestures) after you to express your feelings toward the Computer player's menu. Neutral Response, the first option, allows you to maintain the good name of other players. However, if you are not in good terms with the country you are talking to, they may choose not to believe you. Finally, you may Request Military Aid. When you have had no message, another status of options will be presented to you. The first time options (friendly greeting, hostile insults, threatening gestures) after you to express your feelings toward the Computer player's menu. Neutral Response, the first option, allows you to maintain the good name of other players. However, if you are not in good terms with the country you are talking to, they may choose not to believe you. Finally, you may Request Military Aid. When you have had no message, another status of options will be presented to you. 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, DECLINE, CANCEL. Your option will be the same way as leaving orders (which is dealt with later in this manual). The country may, however, deny your request if it doesn't fit in with its own plans. When you have completed all 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 be in the select from the list of all the human-controlled countries. After selecting the country to which to offer a treaty, you will be asked to select from a list of conditions not controlled by the menu player. This is the option to be approached with the offer of a treaty. The next list of options are the range of treaties to be offered.	9 The first in the list, No-Charge, is used to make 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 you want to offer a treaty to more than one country. Note that treaties are not offered or accepted until the Diplomacy period ends. Issue Orders The Issue Orders option ends the Diplomacy section and enters you into the Issue Orders section on the next page. File Options If you select File-Options, the game timer stops, showing the game type and player with the disk timer. 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 this, the game timer restarts. The second, Current Device, lets you change the current storage from disk to tape and back to disk. New 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 shows you how many games you have saved onto the disk in your disk drive. If you select yes to 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 "No" to the "Are You Sure" prompt, the game will be deleted and you will be put back to the setup at the start of a new one. The Diplomacy Section (Commodore Amiga and Atari ST) At this point, the game goes to the stunning full color map of Europe. On screen is a dialogue box which gives the season, year and the message "Dayzero". 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 menu on the game is IS DIPLOMACY (shown below) before any military action is concluded. 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
8  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. Thirty-four of the provinces have cities marked in them. These are called major cities. The first player to occupy a major city (H) must maintain, 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. (Special Note: Spain and St. Petersburg have two counts, a north and south count. 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LOADING (Commodore Amiga and Atari ST) For both Amiga ST and Commodore Amiga, place the disk in the drive and restart the computer.	10 possible to enemy using other countries' ships providing you have their cooperation. When an army unit is selected, the computer will prompt for the first to move the unit into the landing point. If you select the first, the computer prompts for the territory to move from and the landing point but does not automatically issue the orders for the army unit. The landing point can be another fleet when you are doing multiple fleet moves. When you have finished entering the orders for the country, select: ORDERS COMPLETED. Building New Units (All Versions) At the end of the Fall turn, supply routes 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 land point. The territory may be the first player 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 defend. That's the end of Diplomacy. IN CONCLUSION Everything done by the players to other players affects their ratings: both combat and diplomacy. If you are abusive or unkindly in the talks, the computer players will begin to dislike you. Add a few attacks to this and they will start to hate you. Treat nobody, talk to everybody, and be selective in your attacks, but not all at the same time. That's the art of Diplomacy. DIPLOMACY is a very simple game to play, but it will take a long time to master. Once you have gotten the hang of the computer game, consider adding the challenge of 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 it is even played by Xbox. The GENERAL is negative published by The Avalon Hill Game Company regularly contains material on the game. In addition, there are many articles listing in back issues available through our order department.	11 CREDITS Game Design: Alan Calkner Programs: Virgin Software Rulebook Editing and Art Direction: John Hoff Production Coordinator: Phyllis Quinlan Art Dept. Coordinator: Alan Burr Prop. Dept. Coordinator: Len Vokosky Playtesters: Tim Harty, Doug Burdick, Bill McHugh, Thomas Hill, Nina Selby, Doug Brown, Steve Taylor, Steve Saklad, Roy Harris, William Bond, David Hoff Printing: Monarch Services YOU NAME IT, WE GAVE IT . . . The Avalon Hill Game Company is the world's largest publisher of strategy boardgames of all. We manufacture over 150 games, including computer, sports strategy and educational play games, games of power politics, adventure and roleplaying games, as well as fantasy and science-fiction games. 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