Start | Sommaire : Jeux Vidéo

Computer Diplomacy

Retrouver dans cette article, la liste des différentes versions de jeux video de diplomacy de 1984 à 1992.

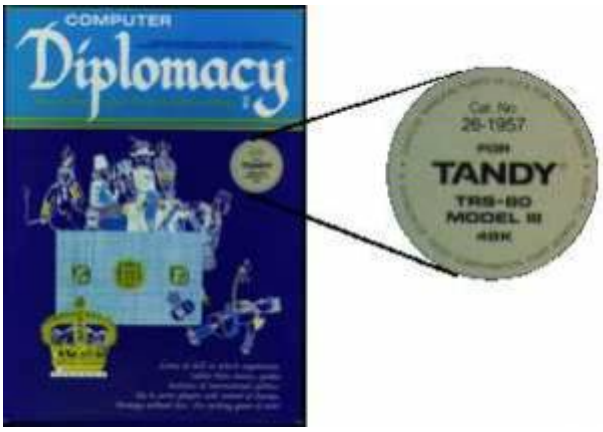
Retrouver aussi la notice d'utilisation ainsi que le guide du joueur.

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 5,25 pouces (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.

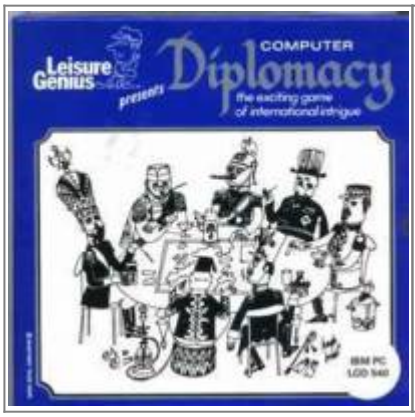
Avalon Hill - TRS 80 - 1984

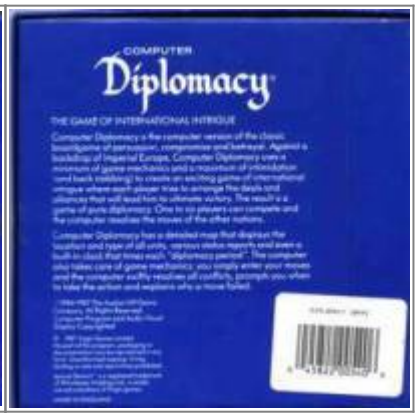


Description :

- 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

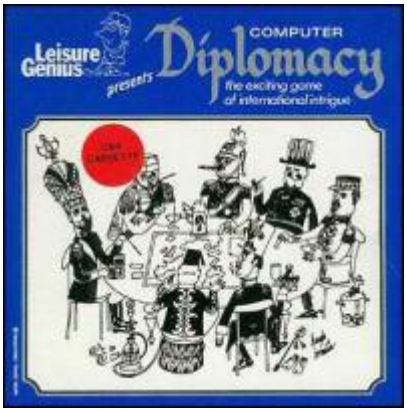




Description :

- 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

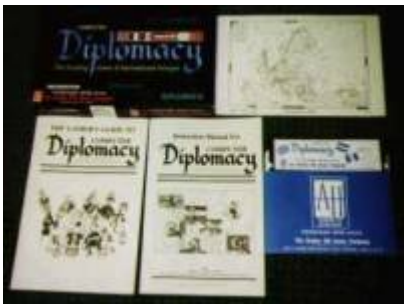


Description :

- 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 plates-

formes Macintosh et PC, donc si vous mettez la main sur une copie de ce jeu, vous pouvez toujours l'essayer juste pour le plaisir.

Avalon Hill - DOS - 1991



Description :

- Je ne sais pas si ce jeu est différent de la version 1984 du jeu pour PC. Je pense qu'il s'agit exactement du même jeu, simplement réédité dans une nouvelle boîte.
- Cependant, la boîte est différente. Au lieu de ressembler à celle montrée dans la liste de la version DOS de 1984, elle ressemble à une petite version (environ 8 1/2 pouces sur 5 3/4 pouces) de la boîte Deluxe Diplomacy. L'étiquette sur la disquette indique une date de copyright de 1991, mais le manuel d'instructions et le guide du joueur sont toujours protégés par le droit d'auteur de 1984. Si le livre d'instructions n'a pas changé, le logiciel lui-même peut être le même que la version antérieure malgré la date de copyright mise à jour sur l'étiquette. La date de copyright de 1991 elle-même est cependant intéressante. Il est possible que ce jeu ait été vendu après 1992 avec des composants plus anciens, mais s'il a été réellement vendu en 1991, cela signifie qu'il est antérieur à la sortie de Deluxe Diplomacy, et donc que cette conception de boîte a été utilisée pour la version informatique du jeu avant d'être utilisée pour Deluxe Diplomacy

Avalon Hill - Commodore 64/128 - 1991

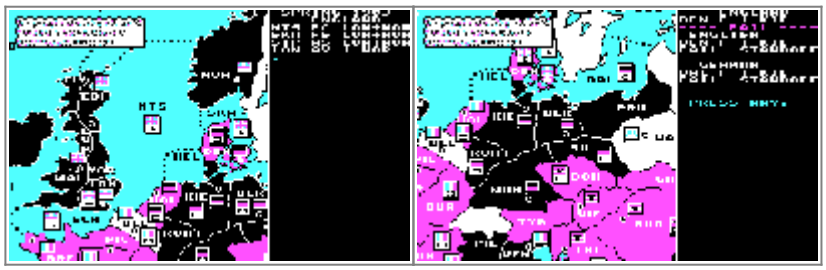
Description :

- Une image de la boîte est visible ci-dessus. Je n'ai pas d'informations supplémentaires, mais il est fort probable qu'il s'agisse de la version C64 antérieure, qui est probablement la même que la version DOS originale de 1984. L'extérieur de la boîte ne porte aucune date d'identification, mais elle a probablement été commercialisée en 1991 (ou aux alentours), car il semble que ce soit à cette date que la version DOS contenue dans la même boîte soit sortie. Comme mentionné ci-dessus, les émulateurs C64 sont disponibles pour les plates-formes Macintosh et PC.

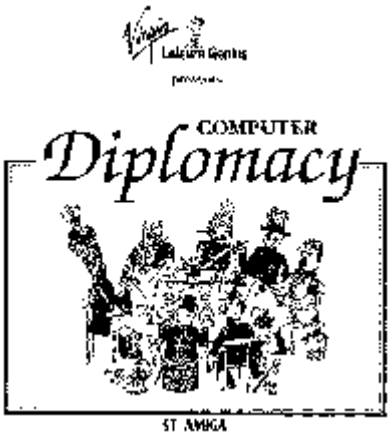
Avalon Hill - Amiga - 1991

Description:

- Cette boîte ressemble à celle de la version c64 présentée ci-dessus, à l'exception du texte dans le rectangle blanc en haut à droite du dos de la boîte qui indique que le jeu est destiné à l'Amiga et non au C64. Je n'ai pas d'informations supplémentaires, mais il est fort probable qu'il s'agisse de la version DOS originale de 1984. L'extérieur de la boîte ne porte aucune date d'identification, mais elle est probablement sortie en 1991 (ou aux alentours), car il semble que ce soit à cette date que la version DOS contenue dans la même boîte soit sortie. Les émulateurs Amiga sont disponibles pour les plateformes Macintosh et PC, donc si vous mettez la main sur une copie de ce jeu, vous pouvez toujours l'essayer juste pour le plaisir



Virgin Games (Leisure Genius) - Amiga - 1992



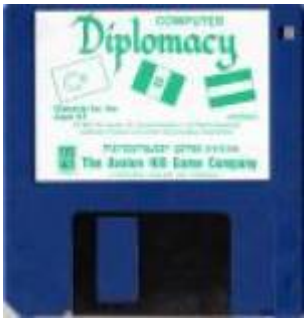
Description :

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

Source : 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 :

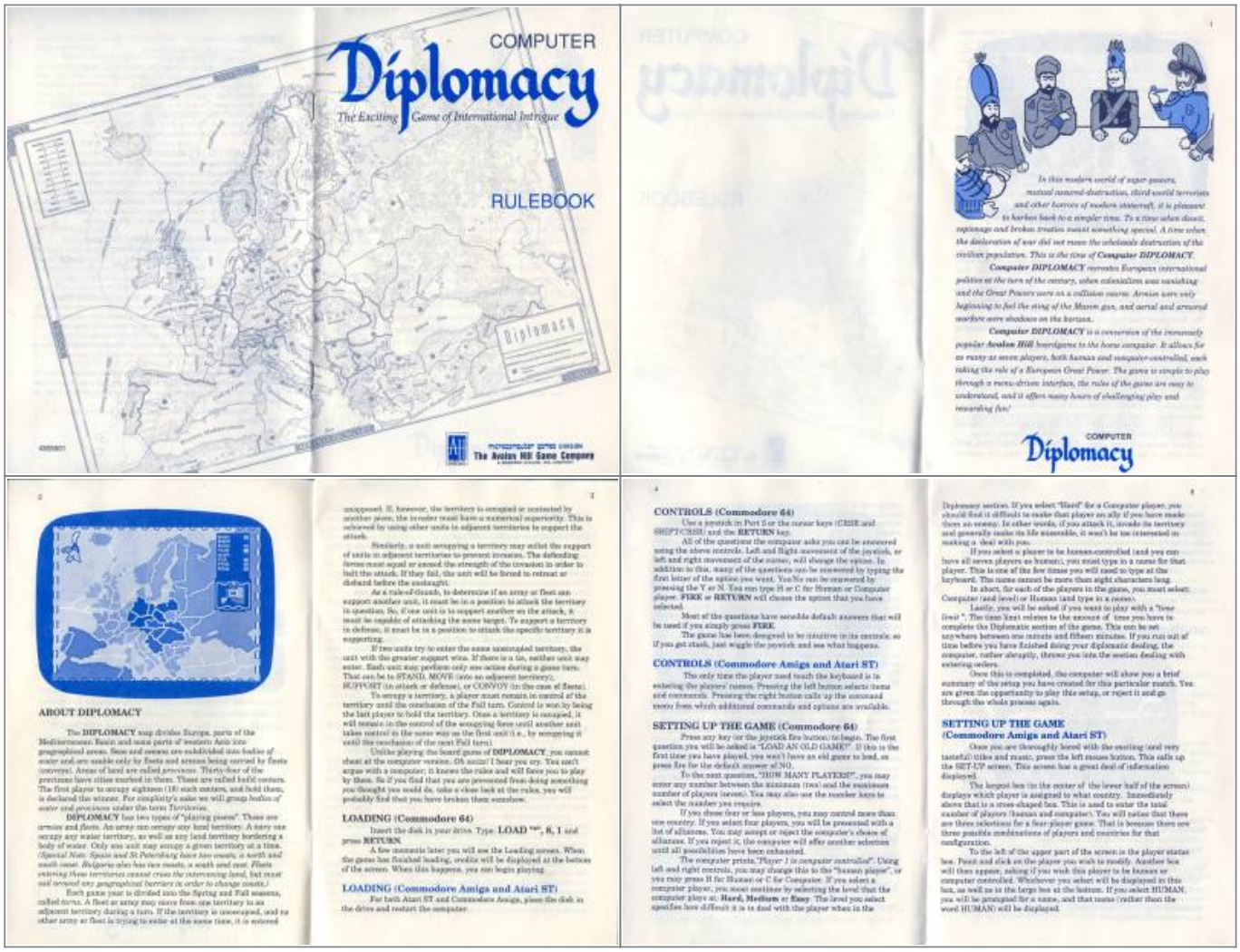


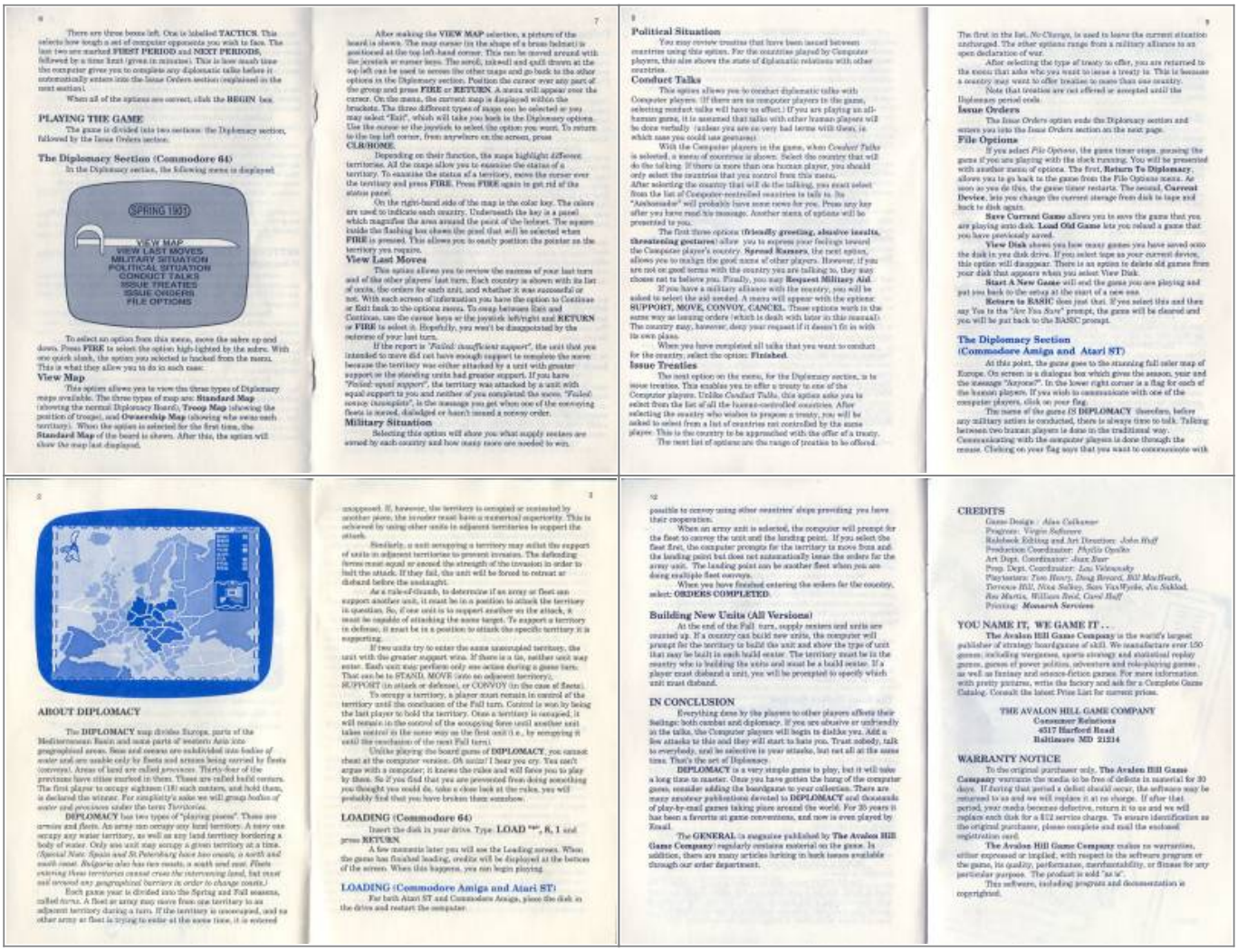
- En 1992, Virgin Games a sorti Computer Diplomacy pour Atari ST/STe/TT sur disquette 3,5.

- Programmeur : Gareth Briggs
- Graphiste : William Coates
- Effets sonores : Shahid Kamal

- Lien :https://www.atarimania.com/game-atari-st-computer-diplomacy_21850.html

Notice Régles





There are three boxes left. One is labelled **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 (given in minutes). This is how much time the computer gives you to complete any diplomatic talks 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:

SPRING 1901
VIEW MAP
VIEW LAST MOVES
MILITARY SITUATION
POLITICAL SITUATION
CONDUCT TALKS
ISSUE TREATIES
ISSUE ORDERS
FILE OPTIONS

To select an option from this menu, move the sabre up and down. Press **FIRE** to select the option high-lighted by the sabre. With one quick slash, the option you selected is hacked from the menu. This is what they allow you to do in each case:

View Map

This option allows you to view the three types of Diplomacy maps available. The three types of map are: **Standard Map** (showing the normal Diplomacy Board), **Troop 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.

After making the **VIEW MAP** selection, a picture of the board is shown. The map cursor (in the shape of a brass helmet) is positioned at the top left-hand corner. This can be moved around with the joystick or cursor keys. The scroll, inward and quit drawn at the top left can be used to access the other maps and go back to the other options in the Diplomacy section. Position the cursor over any part of the group and press **FIRE** or **RETURN**. A menu will appear over the corner. 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 cursor or the joystick to select the option you want. To return to the top left corner, from anywhere on the screen, press **CLR/HOME**.

Depending on their function, the maps highlight different territories. 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 **FIRE**. Press **FIRE** 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 helmet. The square inside the flashing box shows the pixel that will be selected when **FIRE** is pressed. This allows you to easily position the pointer on the territory you require.

View Last Moves

This option allows you to review the success of your last turn and of the other players' last turn. Each country is shown with its list of units, the orders for each unit, and whether it was successful or not. With each screen of information you have the option to Continue or Exit back to the options menu. To swap between Exit and Continue, use the cursor keys or the joystick left/right and **RETURN** or **FIRE** 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 attacked by a unit with greater support or the standing units had greater support. If you have "*Failed: equal support*", the territory was attacked by a unit with equal support to you and neither of you completed the move. "*Failed: convoy (insufficient)*", in the message you get when one of the convoying fleets is moved, dislodged or hasn't issued a convoy order.

Military Situation

Selecting this option will show you what supply centers are owned by each country and how many more are needed to win.

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 verbally (unless you are on very bad terms with them, in which case you could 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. An "Ambassador" will probably have some news for you. Press any key after you have read his message. Another menu of options will be presented to you.

The first three options (**friendly greeting, abusive insults, threatening 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 on 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 work in the same way as issuing 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 asks you to select from the list of all the human-controlled countries. After selecting the country who wishes 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.

The first in the list, *No Change*, is used to leave the current situation unchanged. The other options range from a military alliance to an open declaration of war.

After selecting the type of treaty to offer, you are returned to the menu that asks who you want to issue a treaty to. This is because a country may want to offer treaties to more than one country.

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, pausing the game if you are playing with the clock running. 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 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 you 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 stunning full color map of Europe. On screen is a dialogue box which gives the season, year and the message "Anyone?". 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** therefore, before 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 mouse. Clicking on your flag says that you want to communicate with

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 enlist 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 halt the attack. If they fail, the unit will be forced to retreat or disband 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 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 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 retain 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 as the first unit (i.e., by occupying it until the conclusion of the next Fall turn).

Unlike playing the board game of **DIPLOMACY**, you cannot cheat at the computer version. Oh noise! 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 could 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 "*", 8, 1** and press **RETURN**.

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

LOADING (Commodore Amiga and Atari ST)

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

possible to convoy using other countries' ships providing you have their cooperation.

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

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 counted up. If a country can build new units, the computer will prompt for the territory to build the unit and show the type of unit that may be built in each build center. The territory must be in the country who is building the units and must be a build center. If a player must disband a unit, you will be prompted to specify which unit must disband.

IN CONCLUSION

Everything done by the players to other players affects their feelings: both combat and diplomacy. If you are abusive or unfriendly in the talks, 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 amateur publications devoted to **DIPLOMACY** and thousands of play-by-mail games taking place around the world. For 35 years it has been a favorite at game conventions, and now is even played by Email.

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

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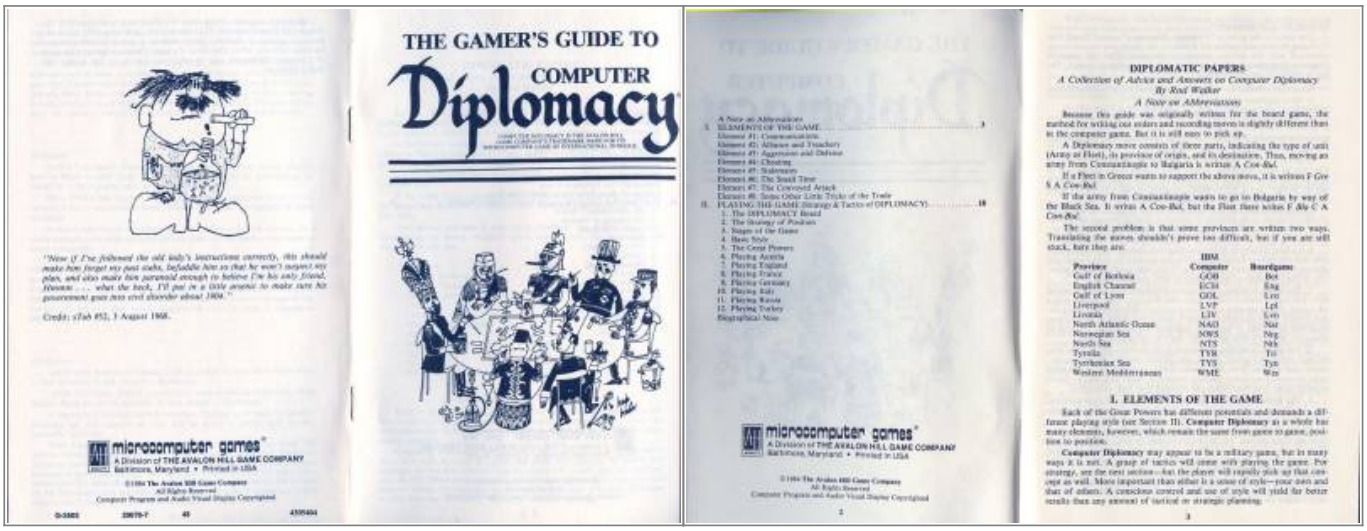
Notice Guide du joueur



Element #1: Communication

The name of the game is "**Computer Diplomacy**"—not "World War I". Setting the map and reading the Rulebook, the player may become overly concerned with the military aspects of the game. The real game 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 neutrals), or
3. Less as the game progresses.

Restricting negotiation is always a mistake. Approach every situation and every player with an open mouth. Open ears, too.

A player's nearest neighbors are of course of 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 so far away it can be ignored. Every effort should be made to talk with all the other players. Try to influence their policies and actions.

Distant players become near neighbors later in the game. At these skills of position cover, so do alliances. A stream of friendly concern early in the game may lead to an alliance later, when it's needed. The game is too unpredictable—don't overlook any possibility, no matter how unlikely.

It is a huge mistake to stop negotiating with enemies. It frequently happens that two powers fighting each other one season may form a profitable alliance the next. But they can't do that if they stop speaking to each other. This is true regardless of the outcome of their struggle. Thus:

1. The enemy is losing. Offering him an alliance may allow the use of units and supply centers which might otherwise have to be shared with a third party. Junior partners are always a welcome addition in a growing empire. Even if policy demands an enemy's destruction, offers of survival may cause him to surrender or lessen his resistance at a key point. This sort of deception, while vile with spellbinder, can't be repeated too often.

2. The enemy is winning. He should be made offers which, hopefully, he can't refuse. No reason should pass without concerted attempts to surrender (and survive). Even if he appears totally unmoved, he may be worn down by continuous verbal pressure. Show him, some way, that he stands to profit more from your continued existence than your destruction.

3. The battle is even. The best slides could beat heads forever at that rate. An alliance against another power makes sense. Otherwise somebody else may get strong enough to stomp both of you to fudge.

The later game requires somewhat less negotiating in the sense that there are fewer players. But the survivors must do more with each other. There are allies to reassure, neutrals to cajole, armies to convoy. Details of strategy and tactics are more and more the subject of joint actions and often tend to be carefully worked out.

There will be times when fifteen minutes will not be enough. But it's all you've got, so make every second count. In **Computer Diplomacy** the successful player never stops talking.

Well, not exactly. The successful player also listens. He will hear much that will help him: good ideas from others, slips of the tongue, and so on. The careful listener is always rewarded.

Element #2: Alliance and Treachery

Loyalty is often a virtue, even in **Computer Diplomacy**. So is deceit—and out-and-out backstabbing. Every player's style should be some judicious combination of these elements. "Dealing others to trust," as the Rulebook states, "is part of the game."

In the opening negotiations, there is nothing wrong in promising everyone everything just short of the moon. One or two of them will receive the business end of your knife, but that's part of the game. Winning at **Computer Diplomacy** usually involves some degree of treachery. Each player must find some way of avoiding the twin pitfalls of too little and too much.

On the other hand, one who scrupulously observes every agreement he makes is no better off. He may find himself bemused in by allies. Or he will lose the element of surprise—anyone to whom he won't give at least assurances of nonaggression will know in advance what he's planning.

The middle ground is hard to find. A game in which all the players are treacherous by reflex is usually a very exciting game. It will be full of action and movement, close to the heart of the designer. A game in which the players keep their agreements is usually dull. Both such types of game are rare. Most players attempt to avoid the extremes.

One answer favors a single strong alliance. Other agreements are regarded as made to be broken if and when necessary, but *The Alliance* lasts until the end. In this way the player can be trustworthy to some degree and treacherous to some degree.

Another answer is to negotiate agreements which are fairly detailed and have an "escape clause". This clause might be a time limit in some specific condition such as "will end void if Russia builds a unit in Sevastopol." The former alliance ceases to be in force if the terms of the agreement is violated, or if the escape clause came into effect. Is this treachery? In a sense, it is; but it is justified treachery, which is often regarded as less pernicious than the unjustified kind.

The best rule for any such is this: will it yield a decisive advantage? If so, do it. Never practice treachery for its own sake, but never refuse it if it's worth the price. Play the poor player who won't stab for the last 2 or 3 centers he needs to win. And play the poor player who stabs an otherwise excellent ally so he can grow from a mere 8 units all the way up to 9.

In an ideal **Computer Diplomacy** game, the players will stab each other often. Whenever one of their units one far ahead, his neighbors will gang up to stop him.

One of the reasons this does not occur more often is that factors other than self-interest enter into the game. A player may become emotionally attached to an alliance (I've stuck with Jim this far and I won't betray him now!). There may also be the motive of revenge ("I'll never forget that

stab in 1901 and I'll get that so-and-so if it's the last thing I do."). An effective player makes these motives and emotions in others part of his arsenal of tricks.

The best answer to the treachery problem is to have no answer . . . that is, to play differently from game to game. The player who always keeps his agreements or who always breaks them is predictable. His opponents will get his number and act accordingly.

It seems preferable to be unpredictable. Keep agreements carefully in one game, stab every back in sight 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 rationality. Sometimes any excuse will do. One very angry ally once asked me, "Why did you stab my back?" My answer was, "Because it was there."

A player who keeps many agreements will acquire almost as good a reputation for trustworthiness as a player who keeps all of his. One who is willing to stab will have a reputation for being willing to make a deal. Both are extremely handy in negotiations.

Element #3: Aggression and Defense

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

Part of the problem is playing style. Some players will be aggressive or defensive because their personalities tend towards those directions. Doing well in the game often means letting questions of aggression or defense be decided by the situation, not personal feelings.

Another difficulty is misreading the situation. Overhasty reactions have proved more than one player's undoing. It can't be denied that **Computer Diplomacy**'s golden rule is, "Do unto others before they do unto you." However, it is often a fatal mistake to pick the wrong "other".

This is especially true at the game's beginning. It is not usually necessary to attack another player immediately. It is a great advantage, true, if a neighbor can be brought off guard and decimated before he has a chance to expand. But it may turn out that the victim was not the attacker's real enemy. That's embarrassing . . . and deadly.

On the other hand, a player may find himself with a diplomatic situation so firm and favorable that he can't resist the chance to eliminate one neighbor early and get the jump on all the others. If he's correct, his attack will probably succeed and put him in a strong position. If he's been suckered in . . . well, the game's called **Diplomacy**.

As the game progresses and a player expands, he will discover he's having two or more fronts and can't transfer units quickly between them. His tactical problem may be simply stated: he does not want a two-front war. In **Computer Diplomacy** a Great Power solution has enough units to move forward in two directions at once.

The best thing is to have all available force at the war front. This leaves one's back quite naked, however. That's a strong temptation—an invitation, even—for a stab. It's a good idea to keep a strong reserve at the other front(s), not only to protect against a stab but also deliver an attack if the need or opportunity should arise. Having enough units for this purpose is not often easy.

Examples are almost endless. England, expanding in the south, should have at least 2 fleets in the north . . . one of them in the North Sea. Germany moving east may want to keep at least one "insurance" army in the west. And so on.

One of the best rearward defenses is the dynamic defense. Here, two allied neighbors order their rearward units to attack each other or a common space. Some examples involving England:

Allied with France. ENG. *F Bri-Mid.* FRA: *F Bre-Mid.* If either unit is ordered to do something else, the other slips into that vital area. Both units could be ordered to Eng, as well. Or two more units could be added, Eng: *F Nth*, FRA *F Pic*; both ordered to *Eng*.

Allied with Russia. Eng: *F Nwy*; H, *F Nth S F Nwy*. RUS: *F StP (sc)-Nwy*, *F Swe SF StP (sc)-Nwy*. This is dynamic only on the Russian side, but is usually satisfactory. England could substitute: *F Bar-StP (sc)*, F Nwy S *F Bar-StP (sc)*.

Aggression can also be as effective as defense. A player whose position is under attack will lose ground sooner or later if he can't force a stalemate. What good is caution in that situation?

Because the enemy is probably expecting a series of feints and surprises, a strong attack may succeed. As a general rule: **in the Spring, attack for position; in the Fall, for supply centers.**

Most opponents will assume a defensive posture means an attempt at static defense. Their orders will be based on that assumption. Counterattack may catch an unwary fire off guard and do real damage . . . as it may make him more wary and therefore less aggressive. If his attack is thus slowed to developing, there may be more time to obtain help or convince him to stop.

Element #4: Cheating

Well, why not? Cheating is hardly out of place in a game which makes a cardinal virtue of deception. Even so, there are some kinds of cheating which are definitely out of place.

Most people play **Computer Diplomacy** in a regular group. The members come to 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 real-life diplomacy, too. In 1901, for instance, the diplomacy of every nation with the Russian Empire had to take into account the peculiar personality of the Tsar.

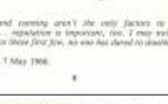
On the other hand, there may be some who seek to take unfair advantage of this. One member of a group may attempt to "bully" another into an alliance he otherwise wouldn't want. Some may attempt to negotiate on the basis of personal relationships which exist outside the game. Or, in organizing a game, one may call another and say something like, "Let's play **Computer Diplomacy** tomorrow and you and I can be allies." These sorts of tactics have no place in the game.

Another widespread problem is the player who forgets that treachery is a vital part of the game. Such players place far too much emphasis on "honesty" and keeping agreements. They tend to ally only with others they feel they can "trust". That is, they mostly ally only with each other. This usually results in dull, static games with little action and less fun. Such an attitude toward **Computer Diplomacy** violates the very spirit of the game by denying one of its fundamental aspects: the stab.

If there are "wrong" methods of cheating, which make the games less lively and less fun, there are also "right" kinds. These are things players can do on occasion, which are not against the Rules, in order to gain an advantage.

Espionage. The Rulebook specifies that players "may try to overhear the conversations of others." If a group has more than seven people at a game, or if some players have been eliminated, these extra persons may wind up being "spies". A player may choose to trust the information given him by a spy, or not, as he wishes.

Cheating is of course no substitute for thorough negotiations and sound strategy and tactics. It is a technique which will help on rare occasions and should be used with great restraint.



"Tactical skill and cunning aren't the only factors to consider in DIPLOMACY . . . negotiation is important, too. I may not be the best strategist, but since those first few, no one has dared to double-cross me!"

Credit: *Club #13*, 7 May 1966.

Element #5: Stalemates

A stalemate is a position on the board which prevents further advance by the enemy. The stalemate line is a line of units, some of which can be dislodged by any combination of attacks and supports. In this Guide, a "stalemate line" is also defined as follows:

1. The line has not more than 17 units, holding not more than 17 centers (and not fewer centers than units).
2. The line is held by one or more players against an alliance of two or more players (who would then control 17 or more centers and units).
3. There are no enemy units behind the line and the enemy has no capacity for building any such unit.

The first known stalemate positions were published in WILD 'N WOOLY in 1966. Since then three several dozen such lines have been discovered and published. Six basic positions and some of their variants are discussed below.

In many instances, the position will work whether a given unit is an army or a fleet. In these cases, the abbreviation "U" (for "unit") will be used instead of "A" or "F".

Position 1. A *Ber* S A *Ukr*, A *Ukr* S A *Gal*, A *Gal*, S A *Ukr*, A *Bud* S A *Gal*, A *Boh* S A *Gal*, A *Tri* S A *Boh*, F *Pie* S F *Lyo*, F *Lyo* S F *Wes*, F *Wes* S F *Lyo*, F *NAf* S F *Wes*.

Discovered by Conrad von Metzke in 1966, this position uses only 10 units to hold nearly half the board (15 centers). The army in Budapest could just as easily be in Vienna or Rumania. However, to reduce the number of centers covered requires, paradoxically, an increase in the number of units. There are some 13- and 14-unit positions which can be held: see Position 4.

Position 1a. A variant of this position requires only 3 fleets: F *NAf*, F *Wes*, and F *Tyn*. F *Pie* becomes A *Pie*; add A *Tus*. New orders: F *Wes* H, F *NAf* S F *Wes*, F *Tyn* S F *Wes*. A *Pie* H, A *Tus* S A *Pie*. Here 11 units still hold 15 centers.

In these positions, the fleet holds all of Italy. It has been asserted that an Eastern stalemate is impossible without all of Italy (John Brohaus, 1971), but that is a mistake. Karl Petzki and others have since scored positions holding only part of Italy . . . there are possible lines holding only Venice, or only Naples, or Venice/Rome, Naples/Rome, or Venice/Naples. See Position 6 for an Eastern stalemate which holds no Italian centers at all.

Position 2. F *Mid* H, F *Por* S F *Mid*, F *NAt* S F *Mid*. This was first noted by Jobie McCallum in 1966. It uses three units to blockade the exit from the Mediterranean. It holds four centers (England & Portugal). F *NAt* could be to *Irs* or *Eng*.

England (or a Power that holds England) can maintain this position under certain circumstances. The enemy is a southern Power (Austria, Italy, or Turkey). The Atlantic Powers (France, Germany, Russia) have been eliminated or are allied. It is not impossible to see a game stalemated like

this: two southern Powers have overrun the board. Their armies occupy all of Europe. However, their fleets are bottled inside the Mediterranean and they can't get out. They hold 30 centers (15 each or perhaps 14-16 or 13-17). Neither can win without stabbing the other. This is a powerful weapon in England's hands.

Position 2a. In a variant of this position, England can hold 8 centers with 6 units. Here Russia can still be in the game, as long as she has no fleets in the north. In the south, this is as in Position 1. In the north: U *Bre* H, U *StP* H, F *Bar* S U *StP*.

This position leaves England with two extra units with which to harass the enemy, contemplate expansion, or take advantage of slips on the other side. It can be expanded to include France, Iberia, Belgium, Holland, and parts of Germany. A large number of resulting positions cover 14 to 16 centers. Many of these take into account enemy fleets in the north. See Position 3b for an example.

Position 3. U *Arm* H, U *Con* H, U *Nig*? H, U *Spa* H, U *Par* S U *Spa*, F *Wes* S U *Spa*. This minimal position holds 8 centers (Turkey, Iberia, Tunis). The enemy is presumably an Anglo-German alliance that has swept the rest of the board. It will not hold if there is an enemy fleet in the Black Sea or the Mediterranean.

Position 4. U *Ann* A, U *Ron* H, A *Bul* (or F *Bul (sc)*) S U *Ron*, F *Ble* S U *Ron*, A *Bud* H, A *Ser* S A *Bud*, A *Tri* H, A *Tri* S A *Tri*, A *Ven* S A *Tri*, F *Wes* H, F *NAf* F S *Wes*, F *Lyo* H, F *Pie* S F *Lyo*.

This is Position 1 reduced to 13 centers (Italy, Turkey, Balkans, *Tri*, *Bud*, *Tun*). There are variants in which *Vie* or *Sev* could be added for 14 centers, and one which adds both and adds *Tun*. In the last case, the position around Italy becomes

Position 4a. F *Ion* H, F *Gre* S F *Ion*, U *Ann* H, U *Nap* S U *Ron*, U *Ven* H, U *Apu* S U *Ven*, F *Adr* S U *Ven*. With a few adjustments, including U *Ven* S A *Tri*, the East could hold Vienna and Budapest without holding Trieste, Bohemia, or Galicia.

Position 4b. U *Nwy* H, U *Swe* S U *Nwy*, F *Nth* H, F *Hel* H, U *Bre* H, F *Eng* S U *Bre*, A *Bur* H, A *Par* S A *Bur*, A *Bel* S A *Bur*, U *Kie* H, A *Ruh* S U *Kie*.

This position holds 11 centers against any southern power. There can be no enemy fleets in the north, which means that Russia has been eliminated.

Position 5a. If Russia is still active, there is an 11-unit position which holds 12 centers. Remove U *Swe* and add U *StP*. Then: U *StP* H, U *Nwy* S U *StP*. There are several variations of this position.

Position 5b. U *Nwy* H, F *Bar* S U *Nwy*, F *Ska* S U *Nwy*, U *Kie* H, U *Hol* S U *Kie*, A *Ruh* S U *Kie*, U *Den* H, F *Hel* S U *Den*, A *Bur* H, F *Lyo* H, F *Mar* S F *Lyo*, F *Wes* S F *Lyo*, U *Tun* H, U *NAf* S U *Tun*.

This typical northern position holds 14 centers. The opposition could have fleets in *StP*, *Swe*, *Bel*, and/or *Bre* without being able to break out. Tunis must be held or the Mediterranean would eventually be lost. Variants of this position can up to 17 centers.

Credit: *WILD 'N WOOLY #16*, 16 April 1986.

Position 6. U *Den* H, A *StP*** S A *Lyn*, F *Mid* H, F *Par* S F *Mid*, F *NAt*** S F *Mid*, U *Con* H, F *Bla*** S U *Con*, U *Sev* H, U *Sev* S U *Sev*, A *Ukr* H, A *Mos* S A *Ukr*, A *Sev* S A *Ukr*.

Notes: *Could be F *StP (sc)*, F *Bal*, or F *Bal*.

**Could be F *Irs* or F *Eng*.

***Could be U *Ank*.

This position is one in which Russia (minus Warsaw) can stalemate with 12 centers. Russia is the one Power which could eliminate both England and Turkey and have fleets in both north and south . . . an essential prerequisite for this position. This could also expand (into Warsaw of Bulgaria and Rumania), or it could contract in a number of ways.

Position 6a. F *Mid* H, F *Par* S F *Mid*, F *NAt* (or *Irs* or *Eng*) S F *Mid*, F *Arg* H, F *Con* S F *Arg*, F *Ion* S F *Arg*, U *Arm* H.

This is the minimum construction of Position 6. One of the 4 southern units is supplied by a stalemate line in the north. Although Russia is virtually the only Power which can achieve this configuration, it is now entered entirely on the two corner powers. Of course, there can be no fleets in the north nor in the Black Sea. (This means that the condition Russia is facing would be Austria/Italy.)

The Use of Stalemates. Lists of stalemate positions are tedious reading, at best. One is tempted to ask, what good is all this? The answer may be that a stalemate is the best alternative if you can't win . . . and maybe it isn't. Every individual game has its own character. A player's decisions as to whether he is even interested in a stalemate depends on how he feels about the game as a whole and about the other players. Perhaps he will prefer to come in second. Perhaps he will even prefer to be eliminated in order to help achieve a particular result. It is silly to insist that there is any single "best" goal in **Computer Diplomacy**. Everyone has his own priorities and trying to fit them all into one's own model is unsophisticated.

However, an awareness of stalemates is essential to strong play. A stalemate is a powerful position and the threat of a stalemate is a potent diplomatic weapon. On one hand, a winning alliance can be broken up by an opposition which can force a stalemate.

On the other hand, a small power can use her position to bargain with. A strategic situation may often mean achievement of stalemate to one side and breakthrough to the other. Each should be willing to pay a high price

for an alliance. A small power which controls the key position may be able to bargain quite well for herself.

Stalemates are frequently hard to set up and are often tactically complex (if an alliance is involved on the defensive side). For these reasons, players may be tempted to spend more time on them than they are worth. A stalemate is, after all, a sort of last refuge. It is the final resort of a large power than can't win . . . or of one or more players who can't stop an impending victory any other way.

Compared to a free-wheeling game where the situation is flexible, a stalemate is dull and uninteresting. In the last analysis, it represents the ultimate failure and breakdown of diplomacy. Still, a stalemate is sometimes better than any available alternative. An alert **Computer Diplomacy** player should be ready to use his knowledge of stalemates whenever necessary.

Element #6: The Small Time

There are some players who will quit playing if, in the later game, they have only 2 or 3 units left on the board. They may place a high premium on "doing well", which they interpret as having a lot of units at the end of the game.

Quitting the game is an act of poor sportsmanship. In many cases it is also an act of negligence. Even the smallest power may influence the final outcome. It may help make a draw or stalemate possible, or play kingmaker by helping to determine the winner.

Only an immature player throws away a position just because it doesn't have enough units to call him, or because it doesn't have the potential for a win or draw. A minority position may actually be very exciting to play.

Total elimination is not inevitable until it happens. In one game on record, a replacement player took over Austria in a very precarious position. A Russo-Turkish alliance was victorious in the east. Austria's last army had been dislodged from Vienna in the Spring and had retreated to Bohemia. The player negotiated with Russia and Turkey . . . and got the former to stab the latter. Austria regained Vienna that Fall. At the end of the game Turkey had been eliminated and Austria was in second place. (Needless to say, Russia won.)

If that position could be salvaged, it follows that there is almost no such thing as a "hopeless" situation. A variety of techniques can be used in trying to make something of very little. In **Computer Diplomacy**, one's survival often becomes all, paradoxically.

The Broadcast Offer. This may work for the player who is being attacked by a strong alliance which is already very large. An announcement should be made to them—openly or secretly, together or separately. If they intend to stay allied and draw, let's just end the game now . . . why waste time reaching the inevitable?

However, if one of them intends to betray the other, why not do it now? The player will promise to join in absolute alliance with whichever enemy is the first to accept his offer for makes the best offer to him, or whichever. Ideally, the player should be able to provide either of his enemies with the margin he would need to defeat his erstwhile ally.

The right way to handle this depends on circumstances. But if it is done right, the "strong alliance" will disintegrate. The objective of the original offer is to incite enough jealousy and suspicion to break the rapport between the two allies. It is usually more effective if you have 4-6 units, but may still work if you have 2-3. It never hurts to try.

The Puppet Play. This is somewhat similar to the preceding, but involves an offer made (usually) only to one larger power. In return for survival, the player offers his complete surrender and obedience. The strong and growing player who needs some quick additional support may take the offer.

However, puppets do not always keep their strings. If the vassal turns on his overlord successfully, it may become a whole new ballgame. Never be afraid to use this technique on the enemy who is busily destroying you. This way he gets control of everything you have with less work and without having to share. Each takes a chance: he might destroy his new vassal anyway or he might have accepted a viper to his bosom. But if you can't take chances in a game, where can you?

The Leadership Play. It frequently happens that some small and medium powers are being ground down by one or two large ones. United they could oppose the common enemy, but they may be squabbling among themselves or unable to find a single common leader.

The small player's line here is, "Trust me. I'm almost finished anyway. All I want is to help get the guys who did me in. If we don't hang together now there'll win and we'll be destroyed. Trust me." If his offer is accepted, he'll have an interesting time. He may even improve his position to such an extent that he may become the threat.

We should add here that there is at least one game on record in which a power ground down to 2 units later went on to win. It was Italy, too . . . so nothing is impossible.

Every player's first aim is always survival. When a small fish plays a large game, the prize is a two-edged sword. The large becomes dependent on the small as well as vice versa. Once that happens, the small player can make more demands upon the large. If these are made in small increments, he will pay rather than take time and effort to destroy his increasingly less dependent "puppet."

In addition, it is always possible to conspire with the "enemy", particularly in the role of spy.

In playing a minor power, always remember the old American political motto: "You can't fool all the people all the time, but if you can do it just once, it lasts for four years."

Element #7: The Convoyed Attack

The convoy is the most powerful move in **Computer Diplomacy**. Even the threat of it is likely to send an enemy into fits. Depending on circumstances the convoyed attack's power is derived from one or more of four factors: (1) it provides rapid reinforcement, (2) it is flexible, (3) it may be unexpected, and (4) it is more secure.

1. Speed. The convoy is the only method in the game whereby armies may pass through more than one space in a season. It is, for instance, theoretically possible to convoy an army from Syria to St. Petersburg in a single move (but as Fibber's wife Molly used to say, "That's Likely, Maggie"). More realistic long-range convoys can and do occur.

If France is expanding into the Balkans, for instance, she could use a convoy chain through *Lyo*, *Tyr*, and *Ion*. This can take an army from Marseilles to Albania, putting it at the same of the action immediately. The reverse is also true: a convoy can bring home armies suddenly needed for defence.

2. Flexibility. Convoys keep the enemy guessing. The fleet which can convoy an army to a space can itself attack the same space if it does not convoy. This ability to play three roles (attack or convoy or support) gives the fleet its great flexibility. The convoy role allows it to reject a sea area a coastal space that may be of no interest to England orders F *Eng-Bre*, that is a powerful move against France. But if she orders instead A *Lon-Bre*, F *Eng* C A *Lon-Bre*, the sea in Brest is much more powerful because (a) it can then be supported by the fleet in holding and (b) it threatens Paris directly.

Another element of the flexibility inherent in the convoyed attack is the rapidity with which it can be developed. Consider the following French position, for instance: F *Mid*; F *Wes*, A *Mar*, France is attacking Italy, you see? Not yet.

Spring 1903: F *MM-NAf*, F *Wes-Mid*, A *Mar-Gas*

Fall 1903: A *Gas-Cly*, F *Mid* & F *NAf* C A *Gas-Cly*.

This is a classic French stab of England. It places an army in position to threaten two English home centers and leaves the fleets free to molest other English positions.

3. Surprise. Well, the move we just discussed no doubt surprised the English. The convoy may be a surprise in other ways. Because it brings into play a unit which could be far from the battle, the enemy may not notice the threat. In the situation just above, England may have prepared for a naval assault without being aware that the army in Gascony could debark for her choice. Convoying an army into Clyde (or Wales or Yorkshire) is often the best way to attack England: the army not only threatens two supply centers, it may also catch the English player off guard.

Another classic surprise attack via convoy occurs when England shifts ground from war with Russia to war with Germany. It often happens that England will have A *Nwy* & F *Nth*. If she can get Russia to agree to peace, she then orders A *Nwy-Hol*, F *Nth* C A *Nwy-Hol*. The German player may be caught completely flatfooted—and not only does this attack capture a supply center, it threatens Kiel while leaving the fleet free to menace Denmark.

4. Security. It is the unique feature of a convoy that it allows one unit to move through the space occupied by another. This situation often provides additional defensive security to the attacker's line. There are two reasons for this.

First, the convoy means less shifting of units. Consider this typical early-game situation: England has A *Edi*, F *Nth*, while Germany's fleet is in Denmark. England could order F *Nth-Nwy*, but that hazards the chance that Germany will sneak into the North Sea. Far better is A *Edi-Nwy*, F *Nth* C A *Edi-Nwy*. England can then attack a supply center while maintaining intact her defenses against Teutonic perfidy.

Second, the convoy allows a player to attack through a space which may itself be under attack.

FRANCE: A *Spa-Nap*, F *Wes* C A *Spa-Nap*, F *Tyn* C A *Spa-Nap*, A *Rom* S A *Spa-Nap*, F *Lyo* S F *Tyn*.

TURKEY: F *Nap-Tyn*, F *Ion* S F *Nap-Tyn*. Even though the Turkish fleet in Naples is attacking with support, the fleet in the Tyrrhenian is supported in place and is not dislodged. Consequently, A *Spa-Nap* succeeds and F *Nap* must retreat. It should be noted that if F *Lyo* does not support F *Tyn*, the Turkish attack will succeed, disrupting the convoy.

Element #8: Some Other Little Tricks of the Trade

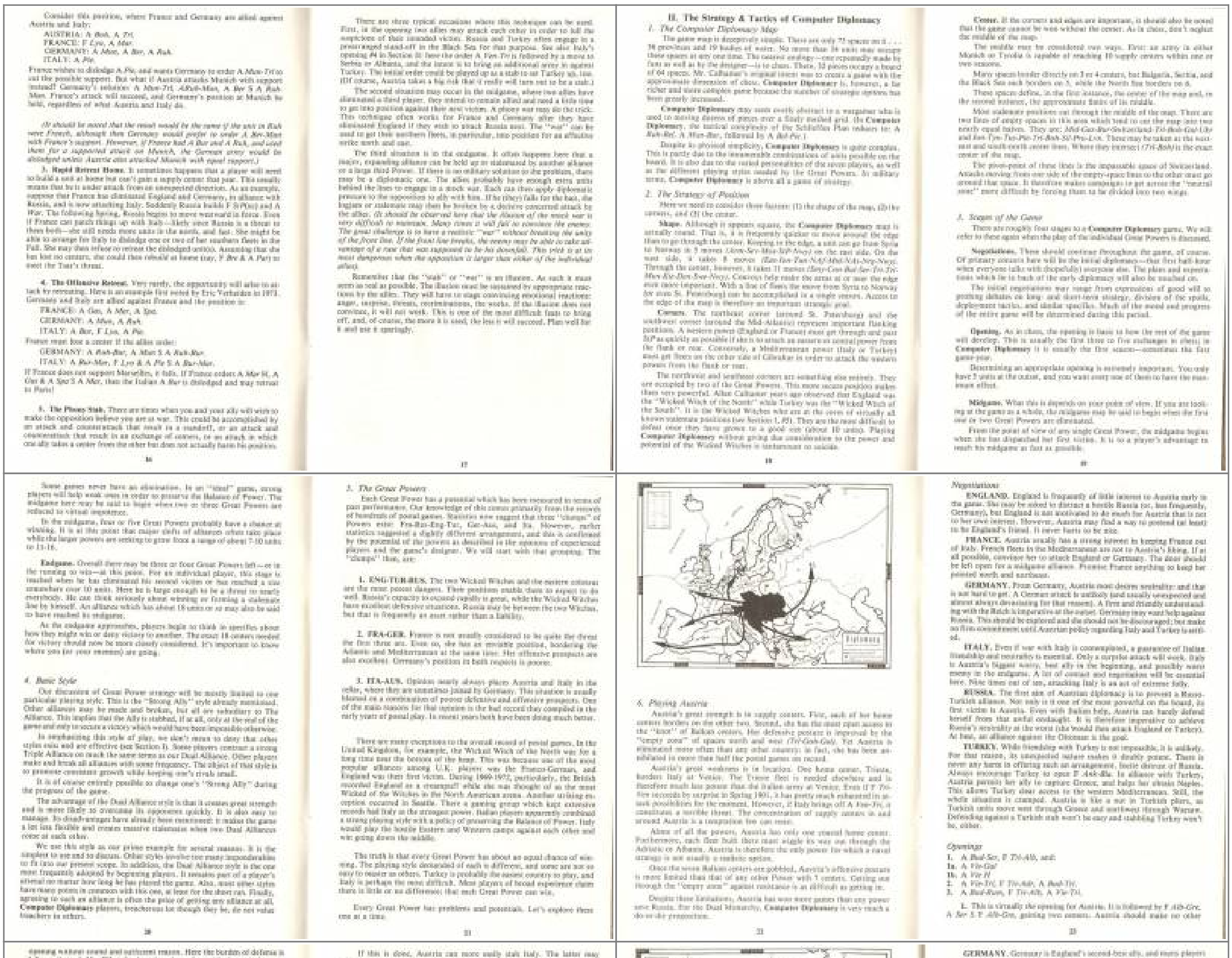
Situations will arise where technicalities of the Rules can be used to advantage. A few of these are discussed in the following paragraphs. It should be emphasized that tactical niceties of these sorts are no substitute for sound play of the game throughout, but they sometimes help in squeaky situations.

1. The Unwanted Support. It sometimes happens that a player has more space to cover than he has units to cover them. The self-assured! is frequently used then. However, if the enemy supports one of the units involved in moving, the result can be disastrous.

Consider this typical Fall 1901 position between Austria and Russia: AUSTRIA. A *Ser* & A *Vie*; RUSSIA. A *Gal*. Austria must cover Budapest and Vienna while retaining the army in Serbia in order to get that center. His normal order is A *Vie-Bud* & *Ser-Bud* for the self-assured!. However, if Russia orders A *Gal* S AUSTRIAN A *Ser-Bud*, that move will take place and Austria loses the build.

A similar Fall 1901 situation can occur between France, Germany, and Italy (the last two allied against the first). FRANCE has A *Bur* & A *Spa*; GERMANY, A *Mun*; ITALY, A *Pie*. If France tries to cover all the bases with A *Bur-Mar* & A *Spa-Mar*, Italy has an interesting choice. She can support A *Spa-Mar*, in which case France loses a build. Or she can support A *Bur-Mar* while Germany orders A *Mun-Bur*, in which case the French position is in serious trouble.

2. The Indirect Support. A Unit ordered to move can't be supported in place. This is inconvenient if it is stood off and at the same time attacked with support. How can its position be defended? The answer is often a supported attack on that space from the one. Your support attack will fail if your front-line unit fails to move, but will stand off an enemy attack which has equal support.



Consider this position, where France and Germany are allied against Austria and Italy:

AUSTRIA: A Boh, A Tri.
FRANCE: F Lyo, A Mar.
GERMANY: A Mun, A Bur, A Ruh.
ITALY: A Pie.

France wishes to dislodge A Pie, and wants Germany to order A Mun-Tri to cut the possible support. But what if Austria attacks Munich with support instead? Germany's solution: A Mun-Tri, A Ruh-Mun, A Bur S A Ruh-Mun. France's attack will succeed, and Germany's position at Munich be held, regardless of what Austria and Italy do.

(It should be noted that the result would be the same if the unit in Ruh were French, although then Germany would prefer to order A Bur-Mun with France's support. However, if France had A Bur and A Ruh, and used them for a supported attack on Munich, the German army would be dislodged unless Austria also attacked Munich with equal support.)

3. **Rapid Retreat Home.** It sometimes happens that a player will need to build a unit at home but can't gain a supply center that year. This usually means that he is under attack from an unexpected direction. As an example, suppose that France has eliminated England and Germany, in alliance with Russia, and is now attacking Italy. Suddenly Russia builds F StP(sc) and A War. The following Spring, Russia begins to move westward in force. Even if France can patch things up with Italy—likely since Russia is a threat to them both—she still needs more units in the north, and fast. She might be able to arrange for Italy to dislodge one or two of her southern fleets in the Fall. She may then refuse to retreat the dislodged unit(s). Assuming that she has lost no centers, she could then rebuild at home (say, F Bre & A Par) to meet the Tsar's threat.

4. **The Offensive Retreat.** Very rarely, the opportunity will arise to attack by retreating. Here is an example first noted by Eric Verheiden in 1973. Germany and Italy are allied against France and the position is:

FRANCE: A Gas, A Mar, A Spa.
GERMANY: A Mun, A Ruh.
ITALY: A Bur, F Lyo, A Pie.

France must lose a center if the allies order:

GERMANY: A Ruh-Bur, A Mun S A Ruh-Bur.
ITALY: A Bur-Mar, F Lyo & A Pie S A Bur-Mar.

If France does not support Marseilles, it falls. If France orders A Mar H, A Gas & A Spa S A Mar, then the Italian A Bur is dislodged and may retreat to Paris!

5. **The Phony Stab.** There are times when you and your ally will wish to make the opposition believe you are at war. This could be accomplished by an attack and counterattack that result in a standoff, or an attack and counterattack that result in an exchange of centers, or an attack in which one ally takes a center from the other but does not actually harm his position.

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There are three typical occasions where this technique can be used. First, in the opening two allies may attack each other in order to lull the suspicions of their intended victim. Russia and Turkey often engage in a prearranged stand-off in the Black Sea for that purpose. See also Italy's opening #4 in Section III: here the order A Ven-Tri is followed by a move to Serbia or Albania, and the intent is to bring an additional army in against Turkey. The initial order could be played up as a stab to set Turkey up, too. (Of course, Austria takes a big risk that it really will turn out to be a stab.)

The second situation may occur in the midgame, where two allies have eliminated a third player. They intend to remain allied and need a little time to get into position against their next victim. A phony war may do the trick. This technique often works for France and Germany after they have eliminated England if they wish to attack Russia next. The "war" can be used to get their northern fleets, in particular, into position for an effective strike north and east.

The third situation is in the endgame. It often happens here that a major, expanding alliance can be held up or stalemated by another alliance or a large third Power. If there is no military solution to the problem, there may be a diplomatic one. The allies probably have enough extra units behind the lines to engage in a mock war. Each can then apply diplomatic pressure to the opposition to ally with him. If he (they) falls for the bait, the logjam or stalemate may then be broken by a decisive concerted attack by the allies. *(It should be observed here that the illusion of the mock war is very difficult to maintain. Many times it will fail to convince the enemy. The great challenge is to have a realistic "war" without breaking the unity of the front line. If the front line breaks, the enemy may be able to take advantage of a ruse that was supposed to be his downfall. This trick is at its most dangerous when the opposition is larger than either of the individual allies.)*

Remember that the "stab" or "war" is an illusion. As such it must seem as real as possible. The illusion must be sustained by appropriate reactions by the allies. They will have to stage convincing emotional reactions: anger, surprise, threats, recriminations, the works. If the illusion does not convince, it will not work. This is one of the most difficult feats to bring off, and, of course, the more it is used, the less it will succeed. Plan well for it and use it sparingly.

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II. The Strategy & Tactics of Computer Diplomacy

1. The Computer Diplomacy Map

The game map is deceptively simple. There are only 75 spaces on it . . . 56 provinces and 19 bodies of water. No more than 34 units may occupy these spaces at any one time. The easiest analogy—one repeatedly made by fans as well as by the designer—is to chess. There, 32 pieces occupy a board of 64 spaces. Mr. Calhamer's original intent was to create a game with the approximate dimension of chess. **Computer Diplomacy** is, however, a far richer and more complex game because the number of strategic options has been greatly increased.

Computer Diplomacy may seem overly abstract to a wargamer who is used to moving dozens of pieces over a finely meshed grid. In **Computer Diplomacy**, the tactical complexity of the Schlieffen Plan reduces to: A Ruh-Bel, A Mun-Bur, followed by A Bel-Pic.)

Despite its physical simplicity, **Computer Diplomacy** is quite complex. This is partly due to the innumerable combinations of units possible on the board. It is also due to the varied personalities of the seven players, as well as the different playing styles needed by the Great Powers. In military terms, **Computer Diplomacy** is above all a game of strategy.

2. The Strategy of Position

Here we need to consider three factors: (1) the shape of the map, (2) the corners, and (3) the center.

Shape. Although it appears square, the **Computer Diplomacy** map is actually round. That is, it is frequently quicker to move around the edge than to go through the center. Keeping to the edge, a unit can go from Syria to Norway in 5 moves (Arm-Sev-Mos-StP-Nwy) on the east side. On the west side, it takes 8 moves (Eas-Ion-Tun-NAf-MAO-NAt-Nrg-Nwy). Through the center, however, it takes 11 moves (Smy-Con-Bul-Ser-Tri-Tyr-Mun-Kie-Den-Swe-Nwy). Convoys help render the areas at or near the edge even more important. With a line of fleets the move from Syria to Norway (or even St. Petersburg) can be accomplished in a single season. Access to the edge of the map is therefore an important strategic goal.

Corners. The northeast corner (around St. Petersburg) and the southwest corner (around the Mid-Atlantic) represent important flanking positions. A western power (England or France) must get through and past StP as quickly as possible if she is to attack an eastern or central power from the flank or rear. Conversely, a Mediterranean power (Italy or Turkey) must get fleets on the other side of Gibraltar in order to attack the western powers from the flank or rear.

The northwest and southeast corners are something else entirely. They are occupied by two of the Great Powers. This more secure position makes them very powerful. Allan Calhamer years ago observed that England was the "Wicked Witch of the North" while Turkey was the "Wicked Witch of the South". It is the Wicked Witches who are at the cores of virtually all known stalemate positions (see Section I, #3). They are the most difficult to defeat once they have grown to a good size (about 10 units). Playing **Computer Diplomacy** without giving due consideration to the power and potential of the Wicked Witches is tantamount to suicide.

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Center. If the corners and edges are important, it should also be noted that the game cannot be won without the center. As in chess, don't neglect the middle of the map.

The middle may be considered two ways. First: an army in either Munich or Tyrolia is capable of reaching 10 supply centers within one or two seasons.

Many spaces border directly on 3 or 4 centers, but Bulgaria, Serbia, and the Black Sea each borders on 5, while the North Sea borders on 6.

These spaces define, in the first instance, the center of the map and, in the second instance, the approximate limits of its middle.

Most stalemate positions cut through the middle of the map. There are two lines of empty spaces in this area which tend to cut the map into two nearly equal halves. They are: Mid-Gas-Bur-Switzerland-Tyr-Boh-Gal-Ukr and Eas-Tyn-Tus-Pie-Tyr-Boh-Sil-Pru-Lvn. These may be taken as the west-east and south-north center lines. Where they intersect (Tyr-Boh) is the exact center of the map.

The pivot-point of these lines is the impassable space of Switzerland. Attacks moving from one side of the empty-space lines to the other must go around that space. It therefore makes campaigns to get across the "neutral zone" more difficult by forcing them to be divided into two wings.

3. Stages of the Game

There are roughly four stages to a **Computer Diplomacy** game. We will refer to these again when the play of the individual Great Powers is discussed.

Negotiations. These should continue throughout the game, of course. Of primary concern here will be the initial diplomacy—that first half-hour when everyone talks with (hopefully) everyone else. The plans and expectations which lie in back of the early diplomacy will also be touched on.

The initial negotiations may range from expressions of good will to probing debates on long- and short-term strategy, division of the spoils, deployment tactics, and similar specifics. Much of the mood and progress of the entire game will be determined during this period.

Opening. As in chess, the opening is basic to how the rest of the game will develop. This is usually the first three to five exchanges in chess; in **Computer Diplomacy** it is usually the first season—sometimes the first game-year.

Determining an appropriate opening is extremely important. You only have 3 units at the outset, and you want every one of them to have the maximum effect.

Midgame. What this is depends on your point of view. If you are looking at the game as a whole, the midgame may be said to begin when the first one or two Great Powers are eliminated.

From the point of view of any single Great Power, the midgame begins when she has dispatched her first victim. It is to a player's advantage to reach his midgame as fast as possible.

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Some games never have an elimination. In an "ideal" game, strong players will help weak ones in order to preserve the Balance of Power. The midgame here may be said to begin when two or three Great Powers are reduced to virtual impotence.

In the midgame, four or five Great Powers probably have a chance at winning. It is at this point that major shifts of alliances often take place while the larger powers are seeking to grow from a range of about 7-10 units to 13-16.

Endgame. Overall there may be three or four Great Powers left—or in the running to win—at this point. For an individual player, this stage is reached when he has eliminated his second victim or has reached a size somewhere over 10 units. Here he is large enough to be a threat to nearly everybody. He can think seriously about winning or forming a stalemate line by himself. An alliance which has about 18 units or so may also be said to have reached its endgame.

As the endgame approaches, players begin to think in specifics about how they might win or deny victory to another. The exact 18 centers needed for victory should now be more closely considered. It's important to know where you (or your enemies) are going.

4. Basic Style

Our discussion of Great Power strategy will be mostly limited to one particular playing style. This is the "Strong Ally" style already mentioned. Other alliances may be made and broken, but all are subsidiary to The Alliance. This implies that the Ally is stabbed, if at all, only at the end of the game and only to secure a victory which would have been impossible otherwise.

In emphasizing this style of play, we don't mean to deny that other styles exist and are effective (see Section I). Some players contract a strong Triple Alliance on much the same terms as our Dual Alliance. Other players make and break all alliances with some frequency. The object of that style is to promote consistent growth while keeping one's rivals small.

It is of course entirely possible to change one's "Strong Ally" during the progress of the game.

The advantage of the Dual Alliance style is that it creates great strength and is more likely to overcome its opponents quickly. It is also easy to manage. Its disadvantages have already been mentioned: it makes the game a lot less flexible and creates massive stalemates when two Dual Alliances come at each other.

We use this style as our prime example for several reasons. It is the simplest to use and to discuss. Other styles involve too many imponderables to fit into our present scope. In addition, the Dual Alliance style is the one most frequently adopted by beginning players. It remains part of a player's arsenal no matter how long he has played the game. Also, most other styles have many points in common with this one, at least for the short run. Finally, agreeing to such an alliance is often the price of getting any alliance at all. **Computer Diplomacy** players, treacherous lot though they be, do not value treachery in others.

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5. The Great Powers

Each Great Power has a potential which has been measured in terms of past performance. Our knowledge of this comes primarily from the records of hundreds of postal games. Statistics now suggest that three "clumps" of Powers exist: Fra-Rus-Eng-Tur, Ger-Aus, and Ita. However, earlier statistics suggested a slightly different arrangement, and this is confirmed by the potential of the powers as described in the opinions of experienced players and the game's designer. We will start with that grouping. The "clumps" then, are:

1. **ENG-TUR-RUS.** The two Wicked Witches and the eastern colossus are the most potent dangers. Their positions enable them to expect to do well. Russia's capacity to expand rapidly is great, while the Wicked Witches have excellent defensive situations. Russia may be between the two Witches, but that is frequently an asset rather than a liability.

2. **FRA-GER.** France is not usually considered to be quite the threat the first three are. Even so, she has an enviable position, bordering the Atlantic and Mediterranean at the same time. Her offensive prospects are also excellent. Germany's position in both respects is poorer.

3. **ITA-AUS.** Opinion nearly always places Austria and Italy in the cellar, where they are sometimes joined by Germany. This situation is usually blamed on a combination of poorer defensive and offensive prospects. One of the main reasons for that opinion is the bad record they compiled in the early years of postal play. In recent years both have been doing much better.

There are many exceptions to the overall record of postal games. In the United Kingdom, for example, the Wicked Witch of the North was for a long time near the bottom of the heap. This was because one of the most popular alliances among U.K. players was the Franco-German, and England was their first victim. During 1969-1972, particularly, the British recorded England as a creampuff while she was thought of as the most Wicked of the Witches in the North American arena. Another striking exception occurred in Seattle. There a gaming group which kept extensive records had Italy as the strongest power. Italian players apparently combined a strong playing style with a policy of preserving the Balance of Power. Italy would play the hostile Eastern and Western camps against each other and win going down the middle.

The truth is that every Great Power has about an equal chance of winning. The playing style demanded of each is different, and some are not as easy to master as others. Turkey is probably the easiest country to play, and Italy is perhaps the most difficult. Most players of broad experience claim there is little or no difference; that each Great Power can win.

Every Great Power has problems and potentials. Let's explore them one at a time.

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6. Playing Austria

Austria's great strength is in supply centers. First, each of her home centers borders on the other two. Second, she has the most open access to the "knot" of Balkan centers. Her defensive posture is improved by the "empty zone" of spaces north and west (Tyr-Boh-Gal). Yet Austria is eliminated more often than any other country: in fact, she has been annihilated in more than half the postal games on record.

Austria's great weakness is in location. One home center, Trieste, borders Italy at Venice. The Trieste fleet is needed elsewhere and is therefore much less potent than the Italian army at Venice. Even if F Tri-Ven succeeds by surprise in Spring 1901, it has pretty much exhausted its attack possibilities for the moment. However, if Italy brings off A Ven-Tri, it constitutes a terrible threat. The concentration of supply centers in and around Austria is a temptation few can resist.

Alone of all the powers, Austria has only one coastal home center. Furthermore, each fleet built there must wiggle its way out through the Adriatic or Albania. Austria is therefore the only power for which a naval strategy is not usually a realistic option.

Once the seven Balkan centers are gobbled, Austria's offensive posture is more limited than that of any other Power with 7 centers. Getting out through the "empty zone" against resistance is as difficult as getting in.

Despite these limitations, Austria has won more games than any power save Russia. For the Dual Monarchy, **Computer Diplomacy** is very much a do-or-die proposition.

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Negotiations

ENGLAND. England is frequently of little interest to Austria early in the game. She may be asked to distract a hostile Russia (or, less frequently, Germany), but England is not motivated to do much for Austria that is not to her own interest. However, Austria may find a way to pretend (at least) to be England's friend. It never hurts to be nice.

FRANCE. Austria usually has a strong interest in keeping France out of Italy. French fleets in the Mediterranean are not to Austria's liking. If at all possible, convince her to attack England or Germany. The door should be left open for a midgame alliance. Promise France anything to keep her pointed north and northeast.

GERMANY. From Germany, Austria most desires neutrality: and that is not hard to get. A German attack is unlikely (and usually unexpected and almost always devastating for that reason). A firm and friendly understanding with the Reich is imperative at the outset. Germany may want help against Russia. This should be explored and she should not be discouraged; but make no firm commitment until Austrian policy regarding Italy and Turkey is settled.

ITALY. Even if war with Italy is contemplated, a guarantee of Italian friendship and neutrality is essential. Only a surprise attack will work. Italy is Austria's biggest worry, best ally in the beginning, and possibly worst enemy in the midgame. A lot of contact and negotiation will be essential here. Nine times out of ten, attacking Italy is an act of extreme folly.

RUSSIA. The first aim of Austrian diplomacy is to prevent a Russo-Turkish alliance. Not only is it one of the most powerful on the board, its first victim is Austria. Even with Italian help, Austria can hardly defend herself from that awful onslaught. It is therefore imperative to achieve Russia's neutrality at the worst (she would then attack England or Turkey). At best, an alliance against the Ottoman is the goal.

TURKEY. While friendship with Turkey is not impossible, it is unlikely. For that reason, its unexpected nature makes it doubly potent. There is never any harm in offering such an arrangement, basic distrust of Russia. Always encourage Turkey to open F Ank-Bla. In alliance with Turkey, Austria permits her ally to capture Greece, and helps her obtain Naples. This allows Turkey clear access to the western Mediterranean. Still, the whole situation is cramped. Austria is like a nut in Turkish pliers, as Turkish units move west through Greece and northwest through Warsaw. Defending against a Turkish stab won't be easy and stabbing Turkey won't be, either.

Openings

1. A Bud-Ser, F Tri-Alb, and:
1a. A Vie-Gal
1b. A Vie H
2. A Vie-Tri, F Tri-Adr, A Bud-Tri.
3. A Bud-Rum, F Tri-Alb, A Vie-Tri.

1. This is virtually the opening for Austria. It is followed by F Alb-Gre, A Ser S F Alb-Gre, gaining two centers. Austria should make no other

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opening without sound and sufficient reason. Here the burden of defense is left mostly to A Vie. What the Austrian player does with that unit depends on whom he distrusts most.

1a. Here the object of distrust is Russia. The move defends against A War-Gal (which would threaten Vienna and Budapest). If A Vie-Gal succeeds, it may still defend Vienna or Budapest (if Italy slips into Trieste). More importantly, it offers the anti-Russian option of A Gal-Rum, A Ser S A Gal-Rum. If Turkey is friendly, F Alb-Gre may still succeed. Austria thus has the possibility of 3 builds! The Fall 1901 move A Gal-Ukr is also possible. It's devastating for 1902.

1b. Here the object of distrust is Italy. A Tri can still defend against Russia if she moves to Galicia. As in 1a, however, the defense is primarily a guessing game.

1c. This non-move may keep everybody happy, but it is very passive and not recommended. It allows the defense of A Vie-Bud, A Ser-Bud if Russia has ordered A War-Gal. (However, if Russia then orders A Gal S AUSTRIAN A Ser-Bud, the result could be only 1 build, or none, in 1901).

[A Vie-Tri is not recommended: it makes home defense very difficult. If there is an alliance with Italy, A Ven-Tri is much better. A Vie-Boh is marginal: if Russia is absolutely friendly, and if there is definitely an Anglo-German alliance against France, it provides good options. It will help preserve the Balance of Power in the west.]

2. This seemingly suicidal set of orders has on rare occasion given good results. If it succeeds, Venice falls and Italy is crippled. (Italy's A Ven-Tri, A Rom-Ven would save Venice, however.) These orders might be used in the special circumstance that Austria is allied with Russia and Turkey. The alliance strategy would call for the rapid destruction of Italy in order to hit France and break into the Atlantic. Even so, Austria is usually foolish to give up Serbia.

3. This peculiar opening can be used when Austria is allied with Turkey, Italy is neutral, and the target is Russia. One of the allies should get Rumania (at least it will be denied to Russia). A Tri-Ser and F Alb-Gre in Fall 1901 yield two builds for Austria. Greece would, however, eventually be transferred to Turkey when Austria became compensated elsewhere for its loss.

Midgame

This usually begins when Turkey is eliminated. The odd circumstance of a Turkish alliance against Italy or Russia leaves Austria with rather minimal gains and an awkward position. Her offensive posture is weak because she will have to guard her back door.

An Austro-Italian alliance now has three objectives: eliminating Russia, getting across the Tri-Boh-Gal line in force, and putting fleets in the Atlantic. Once Turkey and Sevastopol are cleared of Russian units, Austria should insist on a complete withdrawal from the area. Italy should have all her units west of Greece; all of Austria's, north of Bulgaria.

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If this is done, Austria can more easily stab Italy. The latter may therefore insist on keeping some unit(s) in Turkey. There is a stand-off position that helps. If Italy owns Con, then: AUS: A Bul-Con; ITA: Con-Bul. If Austria owns Con, then: AUS: A Con-Smy; ITA: ASmy-Con.

If Austria's main alliance is with Russia, the Russian fleet(s) in the south should move west, helping in the push toward Spain. The allies may employ a stand-off technique around Turkey.

Endgame

Austria is formidable when operating out of her 7-center Balkan "knot" with her rear secure. With proper tactics and diplomacy, she can arrange it so that the only front on which she can be attacked is exactly where she has her main strength.

Assuming an alliance with Italy, it is at this time Austria must consider whether to stab. She must bear in mind that an Italian betrayal could really hurt. The best time to hit Italy is when Austria builds 2 or 3 and Italy builds none. Builds of F Tri, A Vie place Italy itself in danger. Still, note the problems: F Tri-Ven is weak because Rome is not threatened. F Tri-Adr or -Alb is weak because no Italian center has yet been taken. Yet it is hard to imagine an effective stab of Italy that does not involve building a fleet or two.)

Austria could win by a purely land strategy without a stab of Italy. Counting Russia, the Balkans, Germany, Paris, and the Low Countries, Austria could hold 17 centers. The 18th could be Constantinople or Brest.

Her 18 centers with Russia as an ally: Austria, Ser-Gre-Bul-Smy, Italy, Tun, France, Iberia, Mun, Bel. Hopefully, Russia will have hard sledding against England.

With a Turkish ally, Austria's 18 centers might be: Austria, Ser-Rum, War-Mos-StP, Ven-Rom, Germany, Bel-Hol, France. Taking Brest, Marseilles, and Warsaw will probably be a stab of Turkey; maybe also Moscow and St. Petersburg. This alliance makes victory difficult for Austria under the best of circumstances. If the Turkish player is a great incompetent, Austria's chances are not so bad (but why ally with a gross incompetent?).

7. Playing England

Her insular position affords England great security. She is also the only player whose primary strategy must absolutely be naval. Building a lot of armies is something England does not get into until the midgame, if ever.

Yet England can't win without getting onto the Continent. Her usual routes are through the Low Countries into France or Germany, or through Scandinavia into Russia.

England's very strength is a weakness. Game-wise players will not treat with her on an equal basis. They will want more out of each deal than they give. This will compensate for their weakness relative to the Wicked Witch of the North.

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Dealing with less experienced players, England will find that she can often power and bully her way to a commanding position. With players who know better, she will need to adhere more closely to a program of gradual expansion while preserving the Balance of Power: England's traditional policies in prefatomic Europe. It is not to England's advantage to have any player eliminated unless England herself does the deed.

The single most important space for England is the North Sea. No foreign fleet should be tolerated there. An army conveyed across that space into Yorkshire can mean the end!

Negotiations

AUSTRIA. Making specific proposals to Austria is probably a waste of time at best; at worst, it might reveal important information to a hostile alliance. England wants to prevent an alliance of Aus/Rus/Tur or Aus/Ita. Offer help against Russia, but don't ask for help against Russia. Keep the channels of communication open and make lots of friendly noises.

FRANCE. France is England's best friend and most useful ally. French naval power can concentrate in the South, as England's can be kept in the north. This avoids misunderstanding. France offers help in gaining access to the Continent and will keep enemy fleets bottled up in the Mediterranean. The Anglo-French alliance is the most powerful on the board (except possibly for Russia/Turkey). It is stable and easy to manage. On the whole, it is easier for England to stab France than vice versa. A good French player will be aware of that. Even so, every effort should be made to secure French friendship.

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GERMANY. Germany is England's second-best ally, and many players prefer the Anglo-German alliance to the Anglo-French. Its advantage is two-fold. First, Germany does not need a powerful navy, eliminating a threat that France poses, however distantly. Second, England can hold the Mid-Atlantic herself, an arrangement she would prefer. The disadvantage is the requirement for England to divide her naval power into two wings. She will thus build fewer armies but direct access to the Continent will be severely limited by German interests in any event. *(Note: Because an alliance with England is usually preferred to a war with England, she can use this to negotiate the best possible deal with France or Germany.)*

ITALY. England's attitude toward Italy depends on what she has going with France. As France's ally, England should cajole or even threaten in order to keep Italy neutral and/or pointed east. As France's enemy, England should encourage an Italian attack on Marseilles. Always hold out the possibility of a midgame alliance. This is not inconceivable, so long as England is willing to give up Spain and Portugal in order to get it.

RUSSIA. Whether her target is France or Germany, England does not want war in Scandinavia. Securing a nonaggression pact with Russia is vital. However, there are times when England will want to hit Russia hard and early. This usually means having an alliance with both France and Germany. Then, too, England wants Russia to have minimum force in the north. If she communicates nothing else, she should communicate smiles, reassurances, and warm fuzzies.

TURKEY. The other Wicked Witch is in some ways England's good friend. The lines should always be kept open. England may wish to dissuade Turkey from a naval policy or persuade Turkey to attack Russia. England does not want Turkey destroyed. Hemmed in yes; but not destroyed.

Openings

1. F Edi-Nwg, F Lon-Nth, A Lpl-Edi.
2. F Lon-Eng, F Edi-Nth, A Lpl-Wal.

1. This is England's basic opening, sometimes called the "Churchill Opening" (after Sir Winston's plan to invade Norway in World War II). The army is sometimes stationed in Yorkshire (partly to guard London in the case of French perfidy). If so, its offensive role is then much more limited. From Edinburgh it can be convoyed by either fleet. It thus has the choice of going to Norway or to the Continent. It can also be convoyed to Norway by one fleet and supported in by the other. This opening is viewed as primarily anti-Russian. It can also be anti-German. One powerful Fall move is A Edi-Nwy, F Nth C F Edi-Nwy, F Nwg-Bar, threatening Russia even more directly.

2. This is blatantly anti-French. The threat is A Wal-Bre, F Eng C A Wal-Bre. If France moved F Bre-Mid, she is probably faced with the choice of giving up either Spain or Portugal in order to protect Brest. England may also allow her to slip back into the home center while conveying the army to Belgium instead. Meanwhile F Nth can either support the army into Belgium or take Norway. It is generally pretty silly for England to pass up the Norwegian center.

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Midgame

The direction of England's midgame depends on whether her main ally is France or Germany.

Ally: France. At this point England may control *Hol-Kie-Den-Nwy*. Depending on circumstances, she may wish to drive Russia out of *Swe-StP*. If she has not done so already, that is the most important objective. England must insure there is no other naval power in the north. (Even with a strong alliance with Russia, England is well advised to find a way to get rid of that northern Russian fleet.)

England will begin to build armies and can her fleets to convoy them into northern Germany and Russia. From there they will march toward Sevastopol and Budapest.

Ally: Germany. England's holdings should include *Bre-Par-Spa*. She hopes to receive Italy's share of the spoils (if any) to Marseilles (she should only be so lucky!). If she has not put fleets into the Mediterranean, she should delay no longer. Her strategy is to drive through Italy, occupying *Nap-Tun-Ion*.

In the north, England should hold *StP*. Further expansion will not be possible because Germany will claim *Mun-Ber*. England must note (adge how many units to leave behind for protection (and possible stab) against Germany. There can never be too many such units. However, the southern campaign and German diplomatic pressure will necessarily limit England's options.

Endgame

England and her ally will now be driving against one or more powers occupying Austria, the Balkans, and Turkey. This is one of the most difficult positions to crack. England will find herself tempted to win by stabbing her ally. The ally will feel a similar temptation. This position, England/France (or Germany) vs. Turkey, is one of the most common stalemate positions. If one western ally stabs the other, the eastern Power will pick up enough centers to win. If not, there is usually a draw. These are the usual parameters of England's endgame. How the situation resolves itself depends on who stabs whom, when, and how thoroughly.

8. Playing France

France's opening position is enviable. Within easy reach are the centers required for victory: France, Iberia, the Low Countries, Tunis, Italy, Germany, and England make 17. The 18th could be any Scandinavian center. France hardly has to leave home in order to win.

She is the only power to straddle both oceans. She is statistically the #1 alliance choice of one of the Wicked Witches.

Yet her position can be weak. She has three neighbors who have easy access to her homeland. A German thrust into *Bur*, an English intrusion into *Mid*, or an Italian strike into *Lyo*, can be nearly fatal. Barring really poor play, or a comprehensive alliance against her, France's position may well be the most secure on the board: statistically, she is eliminated less often than any other Great Power.

While France is England's best ally, she is also a tempting target. With Italy neutral, England and Germany would have 6 centers to split up (*Bre-Mar-Par-Bel-Spa-Por*). Cutting up Germany yields no such bonanza. Fortunately, France is not easy to destroy without Italian help.

The French position demands having both armies and fleets without much option as to concentrating on one or the other. The French player who overindulges in sea or land power often gets into trouble.

Negotiations

AUSTRIA. Austria may distract a hostile Italy, but that is not likely. She is not good for much more than a diversion of your vile. Still, it is not wise to ignore Austria. There may be a mutual interest previously unsuspected. A midgame alliance is a big possibility. If there is an Anglo-German alliance, an alliance with Austria is imperative, both for France and for Austria. France must get that important point across.

ENGLAND. France must have England on her side. Even if she is planning to make England her preferred victim, the attack must be a surprise. It is best delayed until 1902, when France is stronger. Negotiations must be friendly and persuasive. Promise him anything. Well, almost . . . .

GERMANY. The France-Germany alliance is one of the most powerful on the map. At the same time, it's hard to obtain and maintain. It prospers by getting England right away in order to insure its stay. The alliance always needs Russia's help in doing this. Once it's done, France looks toward Italy and then the Balkans. (In this instance, naval power is needed early. Armies are more important once Venice and the Balkan are taken.)

Treachery is always a big problem in this alliance. If the allies keep faith, they can reap big dividends.

ITALY. Italy and France can ally, but initially there is little they can do together. Aside from an alliance, France needs two things from Italy. First, Italy should not interfere in the west. Second, Italy should be prepared to attack Germany if there is an Anglo-German alliance.

RUSSIA. In the last century Russia was France's great ally against Germany. That can prove true in **Computer Diplomacy** as well—so that France/Russia can hope to withstand England/Germany. On the other hand, when England/France hit Germany, Russia gets very little—frequently only Berlin. She therefore often seeks to help the Germans instead. It is important to negotiate heavily with Russia and induce her to side with France come what may. An offer to cut up Germany and then stab England will tempt him—so will an offer to cut up England and then stab Germany. The problem here is that when England goes, France will be faced with a Russian naval monster. *(And you can bet that if a France-German alliance has Russia's aid against England, much of the other has promised Russia a piece of the other.)*

TURKEY. Because France often needs Russia, she does not want a Russo-Turkish war. On the other hand, encouraging a Russo-Turkish alliance is tantamount to suicide. One good diplomatic tactic is to make Turkey paranoid. Under the guise of offers to help, convince Turkey that everybody's after her. (Don't count on this working too often, however—but also work to make the prediction come true.)

Openings

1. *F Bre-Mid*, *A Mar-Spa*. . . .
1a. . . . *A Par-Bur*.
1b. . . . *A Par-Pic*.
1c. . . . *A Par-Gas*.
2. *F Bre-Mid*, *A Par-Bur*, *A Mar S A Par-Bur*.
3. *F Bre-Mid*, *A Par-Gas* . . .
3a. . . . *A Mar-Bur*.
3b. . . . *A Mar-Pie*.
4. *F Bre-Eng*, *A Par-Gas*, *A Mar-Spa*.

1. This is the basic French opening. There are few times when anything else would be a good idea. The first tile still has the option of going to *Par* or *Spa*. The army in Paris is left with the primary burden for defense or additional offense.

1a. This is essentially defensive. In the event Germany orders *A Mun-Bur*, there will be a stand-off. However, if *A Par-Bur* succeeds, France can then try for Belgium, or threaten Munich, or protect Marseilles.

1b. This is more offensive but more limited. The order always succeeds. From Picardy, France can try for Belgium, defend Paris if Germany gets into Burgundy, or defend Brest if England slips into the channel. This should only be tried when France is very certain of German friendship.

1c. This can be tried when there is a strong chance of an Italian attack. If Italy orders a *Ven-Pie*, France can order (in Fall 1901) A *Gas-Mar*, A *Spa-Mar*, *F Mid-Por*. Hopefully Marseilles will be vacant for the build of a fleet.

2. This is a more powerful defense against Germany because A *Par-Bur* always gets. France can then be assured of Spain and Portugal no matter what Italy does. However, her fleet is relegated to a weaker position in Portugal, Mosco and Belgium are vulnerable.

3. This sequence puts the defensive burden on A *Mar*. The treaty is basically anti-Italian.

3a. Just in case the Germans try a stab. Portugal/Belgium can be picked up, too. In either case, Marseilles is covered. This opening can be used in alliance with England, where a strong push into the Mediterranean is desired, and Germany is neutral.

3b. This attack on Italy can sometimes yield stunning results. The Fall 1901 orders can include A *Par-Ven* (or *Tus*). The latter is actually a little better because in 1902 the army threatens two Italian centers. This sequence presumes a 3-way Western Alliance and England/Germany are attacking Russia.

4. This is the best that can be done in the event of dark suspicions about England. Hopefully France has an alliance with Germany. It is not advisable to attack England this early, but if she is going to try for the Channel, she must be stopped. France can still get Spain and Portugal this way, and those gains are almost indispensable to French survival.

[NOTE: A big French problem is that she has almost too many possible openings. The price of guessing wrong is often grim. In general, get Spain and Portugal, even at the price of losing a home center. For France, such a loss is frequently only temporary if her diplomacy is clever.]

Midgame

France's first victim is usually England or Germany. In either event she will have Iberia and Belgium, plus one or two other centers. In either event, the time has come to enter the Mediterranean in force. Her ally will be going after Russia. (This assumes no stab.) France's success depends on her diplomatic ability. She should keep the Eastern powers stirred up and at war with each other. Italy will not last if she has no support from her rear.

Endgame

France is at a disadvantage here. In relation to either of her primary allies, she cannot stab as easily as she can be stabbed. Thus, A *Mun-Bur* is far more devastating than A *Par-Bur*. Similarly, England will have the North Sea covered because of her need to convoy into the Continent. *F Bre-King* is thus much less a threat than *F Lon-King* or *F Lyo-Iri*. France's fleets will be engaged far to the east and she will have difficulty fending off the English. Furthermore, the build of *F Bre* or *A Par* is frequently a bigger tip-off to a stab than any English or German build.

France may therefore find herself in a difficult situation. She must continue to play along with her alliance and defend as much as possible against a stab. She is perfectly justified in keeping *F Mid* at all times against an English ally or *A Par* against a German one.

France should bear in mind that in a game of deception and treachery, suspicion is a professional courtesy.

A French victory here depends on getting Turkey in the end. France, Belgium, Iberia, Italy, Tunis, Turkey, plus *Gre-Ser-Tri-Bul* add up to 17 centers. Add Munich or London for the 18th. The trick is, of course, getting Turkey.

9. Playing Germany

Germany, like Austria, lies at the corner of the board. She, too, has a problem of restricted access to the sea, although with two coastal home centers, it's a good deal more free.

Germany's greatest problem is a surfeit of neighbors. Although some are less likely than others, every Great Power except Turkey can attack Germany in the first game or two. 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 alone lies within striking distance of both the North Sea and the Austria/Balkans gold mine. Properly played, the Germans can swoop the middle of the board with their armies. Germany could conceivably win while the Wicked Witches are still scrabbling frantically at the corner.

The German strategy which seems to work best is cautious expansion at first and ruthless steamrollering at the end. Germany shares with Austria and Russia the characteristic of being a high-win, high-elimination country. Unlike Austria and Russia, Germany is frequently in draws—about 25% more often than the other two.

Negotiations

AUSTRIA. Each of the Central Powers has enough to worry about without adding to the other's difficulties. Germany wants a non-aggression pact with Austria. She should keep it, too; unless she can get an alliance with both England and France. That's difficult and tricky, but potent. If Germany attacks Austria in 1901 or 1902, Austria is apt to collapse pretty quickly. But Germany is also apt to get few of the pieces. It is a good idea to attempt to discourage any Austro-Italian alliance. That usually spells trouble for the Kaiser.

ENGLAND. Always negotiate for an alliance. A sensible pact limits England to no more than two armies and Germany to no more than two fleets (and preferably not less). This combination is powerful, but fraught with possible stabs.

England, stretching far to the north and south, can hit Germany on two fronts. German armies can threaten most of England's holdings on the Continent. Any pact should carefully define and limit spheres of control.

FRANCE. An alliance here is difficult but desirable. It can be directed against England, eliminating a Wicked Witch. Once that happens, however, the allied units are sometimes so intoxicated 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 and try to even out the profits.

An England-France-Germany alliance is also extremely potent and very desirable for Germany. While England and France must nibble at the periphery (Russia and Italy), Germany is "forced" to head right for the neither lode of supply centers in Austria and the Balkans (not to mention some goodies from the partition of Russia). This advantage is offset by the fact that Germany's back is quite bare and that she is in between her two loving friends.

ITALY. Germany should make every effort to insure that Italy's role regarding France is competition with her own. Italy should be invited to attack France if that is Germany's enemy. Italy should be offered help against Austria if France is Germany's ally. Fat chance . . . . but try anyway.

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—even if Germans does not intend to keep it—will go far toward turning Russia's eyes elsewhere. She usually worries more about England and Turkey; that should be encouraged.

An alliance with Russia is often good and there is never any harm in exploring it. If Germany suddenly finds herself faced with England-France, she will absolutely need Russia (and Italy).

TURKEY. It's hard to know how to approach Turkey. A Russo-Turkish alliance is not wanted—that means a Russian incursion toward Berlin sooner or later. But if Turkey gets blitzed, the Russian hordes will roll into Berlin anyway—with Austrian help. In general, a few polite noises mean the best approach until Germany knows who's doing what to whom, and with what.

"Of course DIPLOMACY's only a game," I said to him. Then I showed him the envelope I held on his house, just so he wouldn't forget our deal . . ."

Credit: Adapted from *zTab* #34, 12 July 1967.

Openings

3a. *F Kie-Hol*, A *Ber-Kie*, . . . A *Mun-Ruh*.
3b. . . . A *Mun-Bur*.
3c. *F Kie-Den*, A *Ber-Kie*, . . . A *Mun-Ruh*.
3b. . . . A *Mun-Sil*.
3c. *F Kie-Den*, A *Ber-Pru*, . . . A *Mun-Sil*.
3b. . . . A *Mun-Boh*.

3a. This is the basic opening where France is an ally, Russia is neutral, and France is the objective. Even so, nothing has yet been done to antagonize France directly. A *Ruh* can go to *Bel* with *F Hol*'s support or defend Munich if the French move to Burgundy. In the latter event, *F Hol-Bel* still denies the center to France. *F Hol* could also support an English unit into Belgium.

3b. This is almost the same as 1a. It shows the role of A *Mun* as Germany's "swing" unit. It sets the tone and direction of Germany's opening. The attack on Burgundy is a direct assault on France. It may stand-off an unsupported French move to Burgundy. If Germany's attack succeeds, the view in French defenses is serious.

3c. This is the basic opening where France is an ally, Russia is neutral or suspect, and England is the objective. *F Den* can deny Sweden to Russia. Germany also has a lock on Holland (A *Kie-Hol*, A *Ruh*). A *Kie-Hol*, like can also defend Berlin and still take Holland so long as England does not stop him.

3b. This again shows A *Mun*'s role as "swing" unit. The order alerts Russia to an attack but puts him in some difficulty. Germany can still change tack (A *Mi-Gal*) in the Fall. A common alternative, A *Mun-Kie*, A *Ber-Pru*, is very much weaker. A Russian attack A *War-Sil*, A *Mos-War* will put Germany at a disadvantage. There is also no way to change tack save retreat (A *Pru-Ber*).

3c. These orders may be employed where Germany is allied with England and France. They give up the Low Countries, but put force where it's needed: in the East. The army in Prussia threatens not only Warsaw but Livonia as well.

3b. Again, Munich is the "swing". Here Germany goes after Russia *and* Austria, or Austria alone. Both armies threaten Galicia as well as two supply centers. Against Austria alone, A *Boh-Vie*, A *Sil-Gal* will hurt.

[NOTE: The Fall 1901 flanking orders to Livonia (or Ital or Galicia (or Ital are risky and daring. They are also terribly potent and therefore worth the risk.]

Midgame

If England is Germany's ally, the alliance is usually in Germany's advantage at this point. France is gone and the allies have ample opportunity to cooperate against Russia. On the other hand, Germany could stab England in alliance with Russia. The Russians usually get the major benefit here, but a lot depends on the overall situation.

If France is Germany's ally, there will be danger of a fight over the spoils. France will find it easy to work with Russia against Germany, despite creating danger for herself, as the Reich should be terribly careful. Walk on eggs.

If there is a triple alliance, this is a time of great risk. Germany is between the Anglo-French powers. She should take care to have France focus on her side than England's. After all, will either of you be really safe until the Wicked old Witch is dead?

(There is, by the way, an exotic sort of alliance in which Germany/Russia attack England. France helps, but sends most of her strength against Italy. The plan is for Germany/Russia to hit Austria after that, but frequently in the midgame their naval forces wheel into the French rear.)

Endgame

Germany's endgame is also difficult. If England is her ally, she is almost certain to be in the middle. Her armies will be pushing into the Balkans against (usually) Turkey, while English fleets menace her rear. Avoiding this dangerous situation is not easy. It usually involves stabbing England somewhat before.

If France is Germany's ally in the endgame, the situation is somewhat better. Each has a good shot at stabbing the other. Germany generally has the edge, but France gets the point.

The German player will have trouble reaching some places without a strong navy: England, Iberia, southern Italy, Turkey, and Scandinavia. Germany, Austria, *Par-Mar-Bel-Hol-Den, War-Ser-Bul-Rum-Vie* (that's

10. Reaching 18 requires only 2 more of the following possibilities: *Bre-Par-Mar-Nwy*. If Germany has secured her rear—the North Sea, basically—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 impassible, the land approaches to Italy are restricted. Like England, Italy has three coastal supply centers (so only Italy and the two Wicked Witches can build three fleets at one time).

Even so, the Italian position is precariously weak. She has directly across the main route through the Mediterranean: Turkey's (or Austria's) way out and England's (or France's) way in. Furthermore, her center at Venice is exposed to immediate Austrian attack. France, moving out of Marseilles and through Spain, can quickly concentrate large naval forces against Italy.

But the Italian position has some strengths. She can quickly become a large naval power while having direct (if limited) access to the interior of the Continent. She is frequently the odd-man-out in the western and eastern triangles which are often at war within themselves. By playing the middleman, encouraging two in each triangle to attack the third, Italy can derive a lot of benefit.

Italy must be more sensitive to the Balance of 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, her chances of

being attacked are reduced. The one exception is Turkey. The Ottomans can be strong allies, but more frequently they are Italy's best mate. Once the Turkish navy gets rolling, it rolls right through Tunis and Naples.

Negotiations

AUSTRIA. Austria is Italy's first big worry and best potential friend. Her minor strategy is landward, into the Balkans, Turkey, and Russia. If the Venice-Trieste area can be neutralized, and an alliance achieved, Italy is many points ahead. The alliance can be either specifically directed against Turkey or a pact which allows the two powers to head east (Austrian armies) and west (Italian fleets). They're both better off if they cooperate.

ENGLAND. Far away. England is nonetheless vital to Italy. If England defeats France, this is almost always followed by an invasion of the Mediterranean. If England allies with France, the result (sooner or later) is a French naval push east. Italian diplomacy should seek to encourage England to go north and northeast. Convincing the English that Germany is conniving against them (or that France is, or both) is one method. Others will occur to the devious player.

FRANCE. No alliance with France is weak because it has no natural enemies. It can be adopted in the unlikely circumstances that Italy seeks to move north and east as a land power. Usually a pact of neutrality and mutual defense is the best approach. Italy would like to see France unfriendly to England, in particular.

GERMANY. An alliance against Austria is always possible, if just a tad silly on both sides. Getting Germany to attack France (but not in alliance with England) is the best play. A strong Germany is not an immediate threat to Italy: one of the best endgames for Italy is with a strong ally against the Kaiser. It often helps to inform Germany that Italy will side with France in the event of an Anglo-German alliance. Be firm.

RUSSIA. The Tsar can be a good friend. Never antagonize him early in the game. Faced with a hostile Austria, Italy frequently has nowhere else to turn but Russia. Encourage her against Turkey or England, but seldom against Germany.

TURKEY. An alliance with Turkey is not impossible. Stupid, yes; impossible, no. If Turkey is willing to limit herself to a single fleet in the Black Sea and concentrate on attacking Austria and Russia, it might work. This alliance's strange usually involves convincing Russia to attack England while Austria is getting pulped. (But this means keeping the Turkish fleet out of the Black Sea until later, when it will have to be supported by a second fleet.) The alliance is difficult to secure and maintain. But then, if Italy's ally is Austria, offering Turkey this equivalent of the moon may lead her astray.

Openings

1. A *Ven-Tri*, A *Rom-Apu*, *F Nap-Ion*.
2. A *Ven-Pie*, A *Rom-Tus*, *F Nap-Tyn*.
3. A *Ven-Tri*, A *Rom-Ven*, *F Nap-Ion*.
4. A *Ven-Tri*, A *Rom-Apu*, *F Nap-Ion*.

1. This is the so-called "Lepanto Opening", designed to carry Italian power into the east rapidly. This was the first opening ever to be discussed in depth in an article. Edi Bisser's work on the subject is still considered a model effort.

In subsequent seasons, Italy orders:

Fall 1901: A *Apu-Tun*, *F Ion C A Apu-Tun*. Build *F Nap*.
Spring 1902: *F Ion-Ion*, *F Nap-Ion*, A *Tun H*.
Fall 1902: A *Tun-Syr*, *F Ion* & *F Ion C A-Tyn-Syr*.

This is an attack on Turkey in alliance with Austria. It is often enormously effective. Turkey can block it by building *F Smy* and ordering *F Smy-Eas*. However, Italy can order *F Ion-Aeg* instead, threatening a convoy into *Bul, Con*, or *Smy*.

The order A *Ven-Tri* is not favored in many quarters (the alternatives are A *Ven H* or A *Ven-Pie*). Of the alternatives, the first is too passive and indicates distrust of Austria: it does, however, have the advantage that A *Ven H*, A *Apu S A Ven*, *F Ion-Tun* in Fall 1901 saves Ven if Austria puts two units on it and still allows Italy to build. The second alternative needlessly antagonizes France. It can be used, however, if there is an Anglo-French alliance for sure and Italy wants to help Germany.

A *Ven-Tri* is positive and powerful. It allows A *Tri-Mun* if there is an Anglo-German alliance threatening France. This will bolster the French defense and help keep the West stalemated. A *Ven-Tri* may also stand off a German weak attack from Munich. It also gives the possibility of A *Tri-Bek* (and thence to *Gal*), adding to Austria's defensive line if this is necessary. On no account should Italy stab Austria. The short-range gains may be all right, but the long-range price is not something Italy would wish to pay.

2. This is an anti-French opening. It allows A *Tus-Tun*, *F Tyn C A Tus-Tun*, keeping powerful forces poised against Spain. France must also play a guessing game. If she moved A *Mar-Spa*, but not A *Par-Bur*, she must now decide whether to order A *Spa-Mar*. If Italy then orders A *Par-Mar*, the center is saved; if not, Spain is lost and a fleet can't be built in Marseilles. See this is a choice to the simple game, Fall 1901.

3. This is the best anti-Austrian opening: there are those rare occasions where Italy will want to attack Austria. A *Ven-Tri* may be stood off. A *Ven-Tri*, A *Rom-Ven* concentrates two armies on Trieste and creates a guessing game around Vienna. The first can pick up Tunis or even move to Greece or the Adriatic. Getting Tunis is better; Italy needs a build.

4. This is a variant of the Lepanto Opening. It is followed in the south as before, but in the north by A *Tri-Ser* or *-Alb*. The purpose here is to get another army into the Balkans against Turkey. If Italy bends Serbia at the end of 1901, the purpose is to allow her to build two fleets. The second fleet

is used to help France against England/Germany or to challenge England/France. Austria has got to have enormous trust in Italy to allow this movement . . . , but that's **Computer Diplomacy**.

Midgame

At this point either Austria or Turkey is eliminated, unless Italy went after France first. Eliminating Austria yields more initial gains but a weaker position because Turkey has also grown. With a very strong Russia to help, Italy can pull this one off. Eliminating Turkey yields a smaller gain in centers, and a more tenuous position, but Italy's rear is more secure. If Italy has moved against France, she is now in poor position to defend against a strong Turkey.

If Austria has had it, Turkey must be Italy's next victim (unless she is Italy's ally and almost entirely a land power). This is done with Italian naval power and Russian land power, but it cannot be done quickly. Turkey is never an easy nut to crack. The biggest disadvantage is that Italy's interest is distracted eastward at a time when she should be moving west.

Italy's primary interest is Spain. Her naval expansion can be stopped cold unless she gets into the Atlantic quickly. This is the time to dispatch France, seize Iberia, and sail grandly toward England. The optimal conditions for this east when France/Germany are bogged down in a war with the northern Wicked Witch (or have just defeated him). An alliance with Germany is formed against France. Fools! The Atlantic stalemate line is circumvented.

Endgame

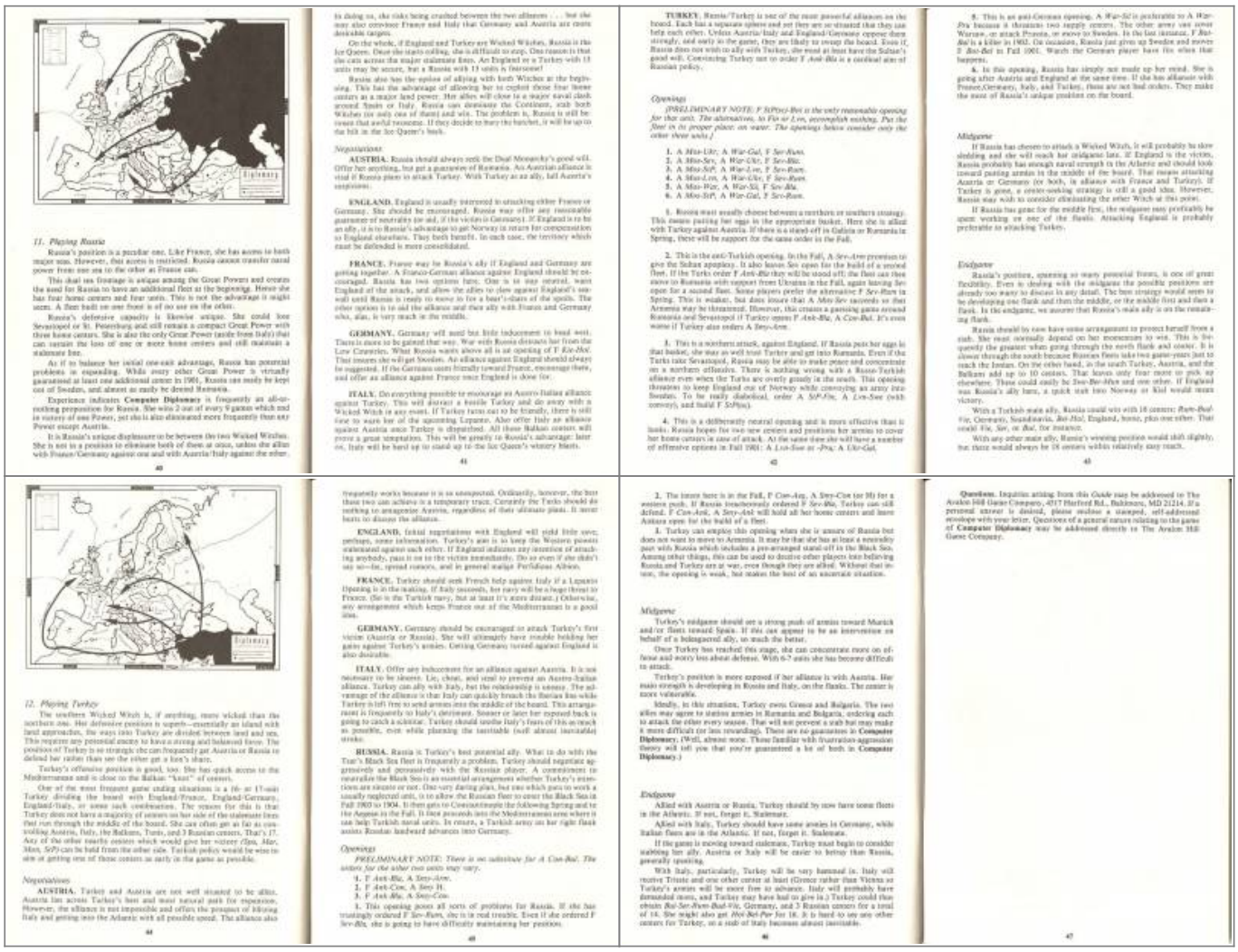
Italy's typical endgame position finds her with an empire stretching from Turkey to England, with 11-14 centers, maintained by naval power. Her ally is usually Austria, Turkey and France are gone. Of England, Germany, and Russia, only one or two survive.

With a Turkish ally, Italy's empire includes some of Austria instead of Turkish centers. Allied with Russia, Italy may still be restricted to the Mediterranean—but the Tsar's navy carries the war to the northern oceans.

Italy's best chances of stabbing her ally exist if that ally is Austria. Any other would have a better defensive position. The game may then induce to a slugging match.

Allied with Austria or Turkey, Italy's winning combination may look like this: 2 eastern centers (or 3), Italy, Tun, Iberia, France, England, *Bel-Hol-Kie*. That's 17 (or 18). The 18th center could be any of *Den-Nwy-Mun* or some additional eastern center ripped off is a stab.

Allied with Russia, Italy might hold *Smy-Con* (or *Bul*), *Gre-Ser-Tri*, Italy, *Tun*, Iberia, France, *Bel, Lon*. The 18th center could be any of: *Lpl, Hol, Mun*, or (again) an additional eastern stab/grab.



11. Playing Russia

Russia's position is a peculiar one. Like France, she has access to both major seas. However, that access is restricted. Russia cannot transfer naval power from one sea to the other as France can.

This dual sea frontage is unique among the Great Powers and creates the need for Russia to have an additional fleet at the beginning. Hence she has four home centers and four units. This is not the advantage it might seem. A fleet built on one front is of no use on the other.

Russia's defensive capacity is likewise unique. She could lose Sevastopol or St. Petersburg and still remain a compact Great Power with three home centers. She is also the only Great Power (aside from Italy) that can sustain the loss of one or more home centers and still maintain a stalemate line.

As if to balance her initial one-unit advantage, Russia has potential problems in expanding. While every other Great Power is virtually guaranteed at least one additional center in 1901, Russia can easily be kept out of Sweden, and almost as easily be denied Rumania.

Experience indicates **Computer Diplomacy** is frequently an all-or-nothing proposition for Russia. She wins 2 out of every 9 games which end in victory of one Power, yet she is also eliminated more frequently than any Power except Austria.

It is Russia's unique displacement to be between the two Wicked Witches. She is not in a position to eliminate both of them at once, unless the allies with France/Germany against one and with Austria/Italy against the other.

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In doing so, she risks being crushed between the two alliances . . . but she may also encourage France and Italy that Germany and Austria are more desirable targets.

On the whole, if England and Turkey are Wicked Witches, Russia is the Ice Queen. Once she starts rolling, she is difficult to stop. One reason is that she cuts across the major stalemate lines. An England or a Turkey with 13 units may be secure, but a Russia with 13 units is fearsome!

Russia also has the option of allying with both Witches at the beginning. This has the advantage of allowing her to exploit those four home centers at a major land power. Her allies will close in a major naval clash around Spain or Italy. Russia can dominate the Continent, stab both Witches (or only one of them) and win. The problem is, Russia is still her own worst enemy. If they decide to bury the hatchet, it will be up to the hill in the Ice Queen's back.

Negotiations

AUSTRIA. Russia should always seek the Dual Monarchy's good will. Offer her anything, but get a guarantee of Rumania. An Austrian alliance is vital if Russia plans to attack Turkey. With Turkey as an ally, fall Austria's suspicions.

ENGLAND. England is usually interested in attacking either France or Germany. She should be encouraged. Russia may offer any reasonable guarantee of neutrality for aid, if the victim is Germany.1 If England is to be an ally, it is to Russia's advantage to get Norway in return for compensation to England elsewhere. They both benefit. In each case, the territory which must be defended is more consolidated.

FRANCE. France may be Russia's ally if England and Germany are getting together. A Franco-German alliance against England should be encouraged. Russia has two options here. One is to stay neutral, want England of the attack, and allow the allies to close against England's seawall until Russia is ready to move in for a bear's-share of the spoils. The other option is to aid the alliance and then ally with France and Germany who, alas, is very much in the middle.

GERMANY. Germany will need but little inducement to lend aid. There is more to be gained that way. War with Russia distracts her from the Low Countries. What Russia wants above all is an opening of F *Kie-Hol*. That insures she will get Sweden. An alliance against England should always be suggested. If the Germans seem friendly toward France, encourage them, 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 distract a hostile Turkey and do away with a Wicked Witch in any event. If Turkey turns out to be friendly, there is still time to wave her of the upcoming Lepanto. Also offer Italy an alliance against Austria once Turkey is dismembered. All those Balkan centers will prove a great temptation. This will be greatly in Russia's advantage: later on, Italy will be hard up to stand up to the Ice Queen's wintery blasts.

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TURKEY. Russia/Turkey is one of the more powerful alliances on the board. Each has a separate sphere and yet they are so situated that they can help each other. Unless Austria/Italy and England/Germany oppose them strongly, and early in the game, they are likely to sweep the board. Even if Russia does not wish to ally with Turkey, she must at least have the Sultan's good will. Convincing Turkey not to order F *Ank-Bla* is a cardinal aim of Russian policy.

Openings

(PRELIMINARY NOTE: F StPn(s)-Bot is the only reasonable opening for this unit. The alternatives, to Fin or Lvn, accomplish nothing. Put the fleet in its proper place on water. The openings below consider only the other three units.)

1. A *Mos-Ukr*; A *War-Gal*, F *Sev-Rum*.
2. A *Mos-Sev*, A *War-Ukr*, F *Sev-Bla*.
3. A *Mos-StP*, A *War-Lvn*, F *Sev-Rum*.
4. A *Mos-Lvn*, A *War-Ukr*, F *Sev-Rum*.
5. A *Mos-War*, A *War-Sil*, F *Sev-Bla*.
6. A *Mos-StP*, A *War-Gal*, F *Sev-Rum*.

1. Russia must usually choose between a northern or southern strategy. This means putting her eggs in the appropriate basket. Here she is allied with Turkey against Austria. If there is a stand-off in Galicia or Rumania in Spring, there will be support for the same order in the Fall.

2. This is the anti-Turkish opening. In the Fall, A *Sev-Arm* promises to give the Sultan apoplexy. It also leaves *Sev* open for the build of a second fleet. If the Turks order F *Ank-Bla* they will be stood off; the fleet can then move to Rumania with support from Ukraine in the Fall, again leaving *Sev* open for a second fleet. Some players prefer the alternative F *Sev-Rum* in Spring. This is weaker, but does insure that A *Mos-Sev* succeeds so that Armenia may be threatened. However, this creates a guessing game around Rumania and Sevastopol if Turkey opens F *Ank-Bla*, A *Con-Bul*. It's even worse if Turkey also orders A *Smy-Arm*.

3. This is a northern attack, against England. If Russia puts her eggs in that basket, she may as well trust Turkey and get into Rumania. Even if the Turks take Sevastopol, Russia may be able to make peace and concentrate on a northern offensive. There is nothing wrong with a Russo-Turkish alliance even when the Turks are overly greedy in the south. This opening threatens to keep England out of Norway while conveying an army into Sweden. To be really diabolical, order A *StP-Fin*; A *Lvn-Swe* (with convoy), and build F *StP(sc)*.

4. This is a deliberately neutral opening and is more effective than it looks. Russia hopes for two new centers and positions her armies to cover her home centers in case of attack. At the same time she will have a number of offensive options in Fall 1901: A *Lvn-Swe* or *-Prs*; A *Ukr-Gal*,

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5. This is an anti-German opening. A *War-Sil* is preferable to A *War-Prs* because it threatens two supply centers. The other army can cover Warsaw, or attack Prussia, or move to Sweden. In the last instance, F *Bot-Bal* is a killer in 1902. On occasion, Russia just gives up Sweden and moves F *Bot-Bal* in Fall 1901. Watch the German player have fits when that happens.

6. In this opening, Russia has simply not made up her mind. She is going after Austria and England at the same time. If she has alliances with France,Germany, Italy, and Turkey, these are not bad orders. They make the most of Russia's unique position on the board.

Midgame

If Russia has chosen to attack a Wicked Witch, it will probably be slow sledding and she will reach her midgame late. If England is the victim, Russia probably has enough naval strength in the Atlantic and should look toward putting armies in the middle of the board. That means attacking Austria or Germany (or both, in alliance with France and Turkey). If Turkey is gone, a center-seeking strategy is still a good idea. However, Russia may wish to consider eliminating the other Witch at this point.

If Russia has gone for the middle first, the midgame may profitably be spent working on one of the flanks. Attacking England is probably preferable to attacking Turkey.

Endgame

Russia's position, spanning so many potential foes, is one of great flexibility. Even in dealing with the midgames the possible positions are already too many to discuss in any detail. The best strategy would seem to be developing one flank and then the middle, or the middle first and then a flank. In the endgame, we assume that Russia's main ally is on the remaining flank.

Russia should by now have some arrangement to protect herself from a stab. She must normally depend on her momentum to win. This is frequently the greatest when going through the north flank and center. It is slower through the south because Russian fleets take two game-years just to reach the Indian. On the other hand, in the south Turkey, Austria, and the Balkans add up to 10 centers. That leaves only four more to pick up elsewhere. These could easily be *Swe-Bot-Mun* and one other. If England was Russia's ally here, a quick stab into Norway or Kiel would insure victory.

With a Turkish main ally, Russia could win with 18 centers: *Rum-Bud-Vie*, Germany, Scandinavia, *Bot-Hol*, England, home, plus one other. That could *Vie*, *Ser*, or *Bul*, for instance.

With any other main ally, Russia's winning position would shift slightly, but there would always be 18 centers within relatively easy reach.

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12. Playing Turkey

The southern Wicked Witch is, if anything, more wicked 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 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 lion's share.

Turkey's offensive position is good, too. She has quick access to the Mediterranean and is close to the Balkan "knot" 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 stalemate lines that run through the middle of the board. She can often get as far as controlling Austria, Italy, the Balkans, Tunis, and 3 Russian centers. That's 17. Any of the other nearby centers which would give her victory (*Spa*, *Mar*, *Mun*, *StP*) can be held from the other side. Turkish policy would be wise to aim at getting one of these centers as early in the game as possible.

Negotiations

AUSTRIA. Turkey and Austria are not well situated to be allies. Austria lies across Turkey's best and most natural path for 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

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frequently works because it is so 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 never hurts to discuss the alliance.

ENGLAND. Initial negotiations with England will yield little save, perhaps, some information. Turkey's aim is to keep the Western powers embroiled against each other. If England indicates any intention of attacking anybody, pass it on to the victim immediately. Do so even if she didn't say so—for, spread rumors, and in general malign Perfidious Albion.

FRANCE. Turkey should seek French help against Italy if a Lepanto Opening is in the making. If Italy succeeds, her navy will be a huge threat to France. (So is the Turkish navy, but at least it's more distant.) 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 ultimately have trouble holding her gains against Turkey's armies. 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 Italian 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 attach a sobriquet. Turkey should insure Italy's fears of this as much as possible, even while planning the inevitable (well almost inevitable) stroke.

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 persuasively with the Russian player. A commitment to neutralize the Black Sea is an essential arrangement whether Turkey's intentions are sincere or not. One very daring plan, but one which pays to work a usually neglected unit, is to allow the Russian fleet to enter the Black Sea in Fall 1903 to 1904. It then gets to Constantinople the following Spring and to the Aegean in the Fall. It then proceeds into the Mediterranean area where it can help Turkish naval units. In return, a Turkish army on her right flank assists Russian landward advances into Germany.

Openings

PRELIMINARY NOTE: There is no substitute for A Con-Bul. The orders for the other two units may vary.

1. F *Ank-Bla*, A *Smy-Arm*.
2. F *Ank-Con*, A *Smy H*.
3. F *Ank-Bla*, A *Smy-Con*.

1. This opening poses all sorts of problems for Russia. If she has strategically ordered F *Sev-Rum*, she is in real trouble. Even if she ordered F *Sev-Bla*, she is going to have difficulty maintaining her position.

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2. The issue here is in the Fall, F *Con-Arg*, A *Smy-Con* (or *H*) for a western push. If Russia treacherously ordered F *Sev-Bla*, Turkey can still defend. F *Con-Ank*, A *Smy-Ank* will hold all her home centers and leave Ankara open for the build of a fleet.

3. Turkey can employ this opening when she is unsure of Russia but does not want to move to Armenia. It may be that she has at least a neutrality pact with Russia which includes a pre-arranged stand-off in the Black Sea. Among other things, this can be used to deceive other players into believing Russia and Turkey are at war, even though they are allied. Without that intent, the opening is weak, but makes the best of an uncertain situation.

Midgame

Turkey's midgame should see a strong push of armies toward Munich and/or fleets 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.

Ideally, in this situation, Turkey owns Greece and Bulgaria. The two allies may agree to station armies in Rumania and Bulgaria, ordering each to attack the other every season. This will not prevent a stab but may make it more difficult (or less rewarding). There are no guarantees in **Computer Diplomacy**. (Well, almost none. Those familiar with frustration-aggression theory will tell you that you're guaranteed a lot of both in **Computer Diplomacy**.)

Endgame

Allied with Austria or Russia, Turkey should by now have some fleets in the Atlantic. If not, forget it. Stalemate.

Allied with Italy, Turkey should have some armies in Germany, while Italian fleets are in the Atlantic. If not, forget it. Stalemate.

If the game is moving toward stalemate, Turkey must begin to consider stabbing her ally. Austria or Italy will be easier to betray than Russia, generally speaking.

With Italy, particularly, Turkey will be very hamstrung in. Italy will receive Trieste and one other center at least (Greece rather than Vienna so Turkey's armies will be more free to advance. Italy will probably have demanded more, and Turkey may have had to give in.) Turkey could then obtain *Bul-Ser-Rum-Bud-Vie*, Germany, and 3 Russian centers for a total of 14. She might also get *Hol-Bel-Par* for 18. It is hard to see any other centers for Turkey, as a rule of thumb becomes almost inevitable.

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Questions. Inquiries arising from this *Guide* may be addressed to The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. If a personal answer is desired, please enclose 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.

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