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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

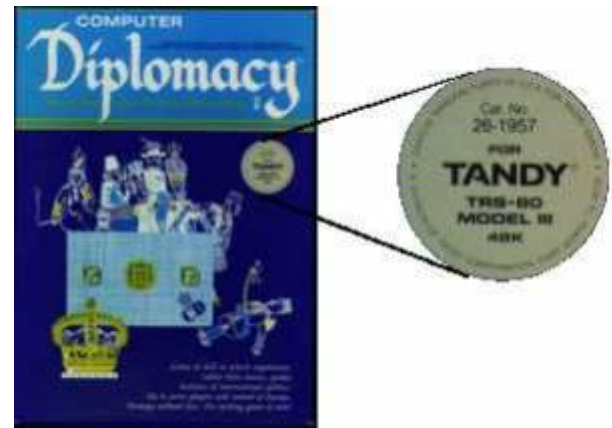


Description :

- 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

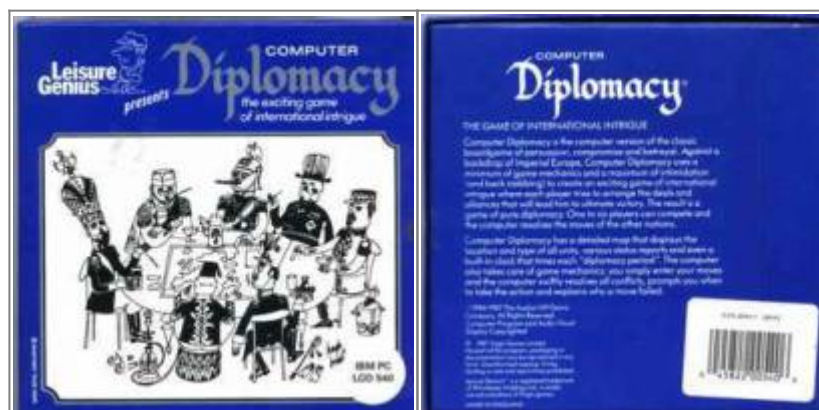


Description :

- 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). 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.



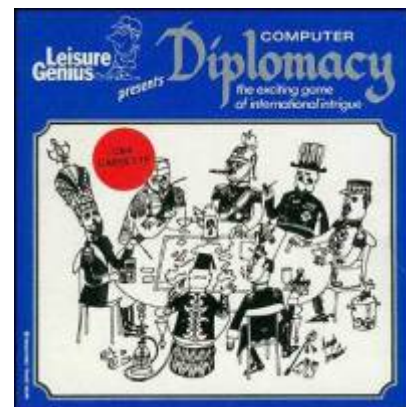
Virgin Games (Leisure Genius) - DOS - 1987



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.

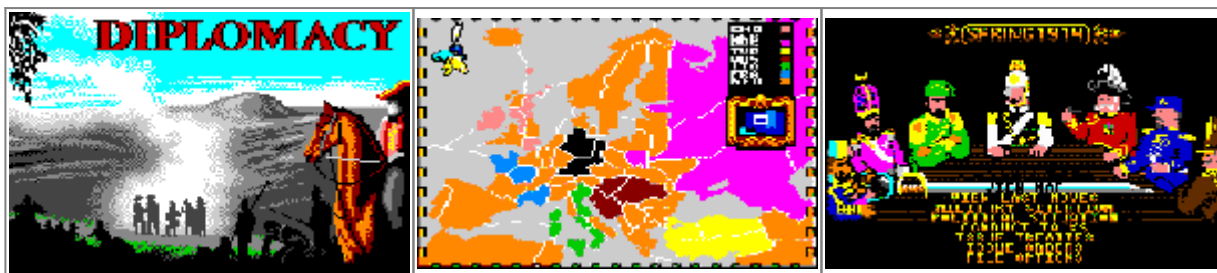
Virgin Games (Leisure Genius) - Commodore 64 - 1990



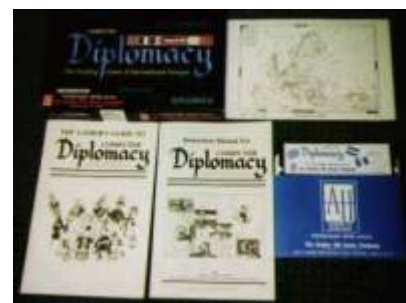
Description :

- 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

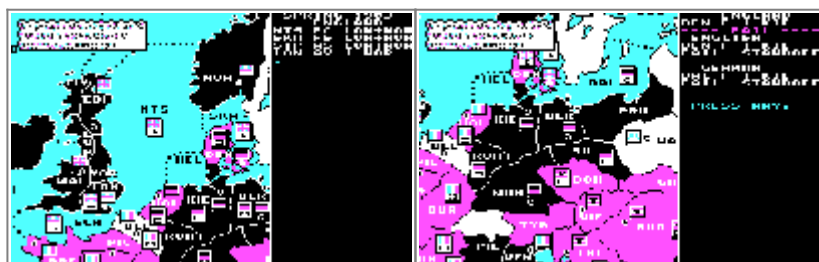


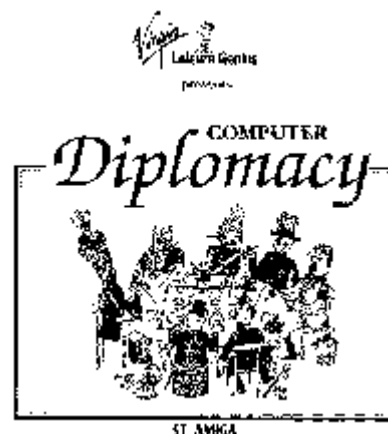
Description :

- 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 :

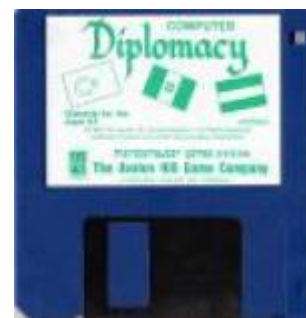
- En 1992, Virgin Games a sorti Computer Diplomacy pour Amiga au Royaume-Uni. La seule personne que j'ai trouvée qui possédait ce jeu n'avait plus la boîte, mais d'après la forme du manuel , je suppose qu'il était vendu dans le même emballage Leisure Genius que les autres versions de Virgin Games ci-dessus.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

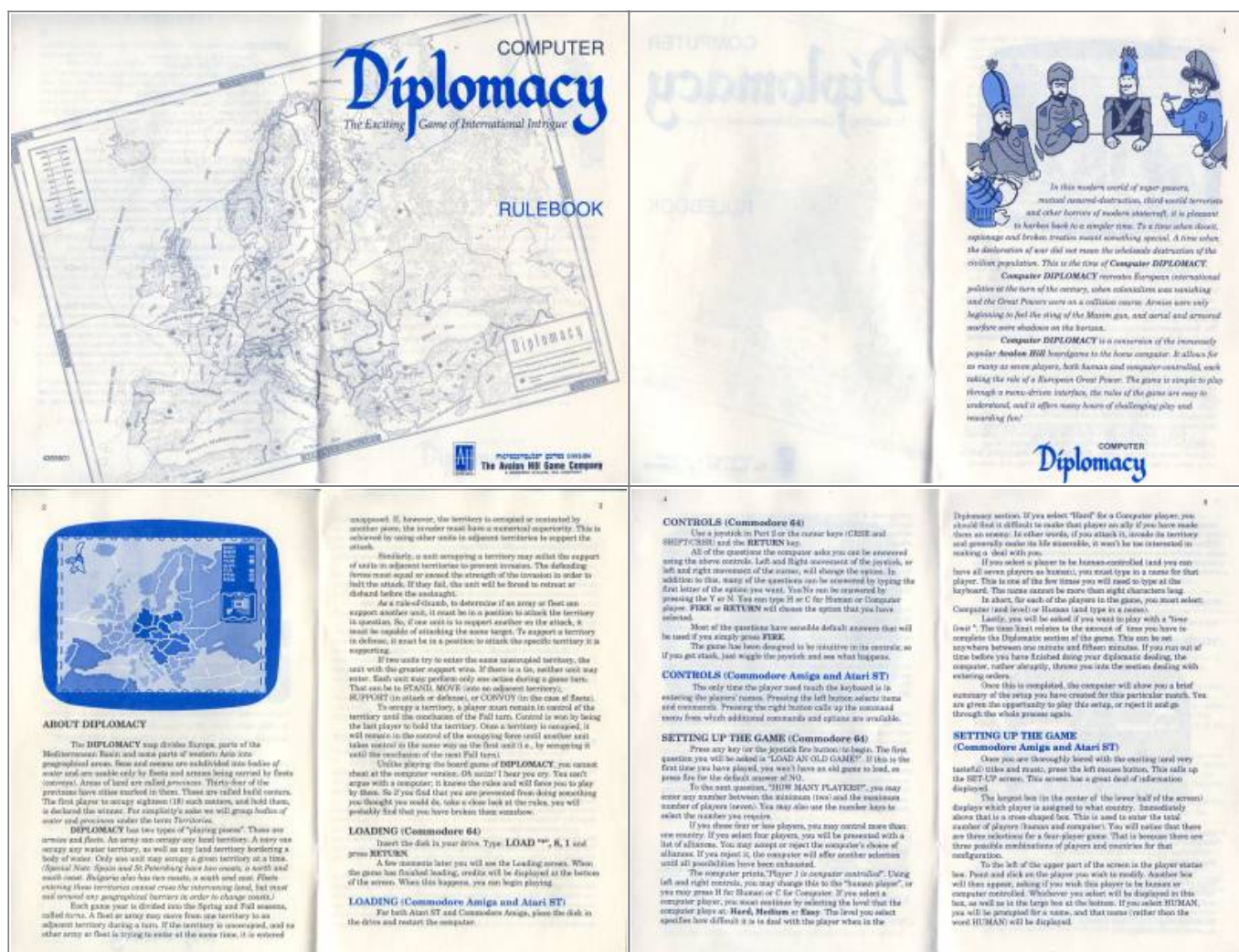


- En 1992, Virgin Games a sorti Computer Diplomacy pour Atari ST/STe/TT sur disquette 3,5.

- Programmeur : Gareth Briggs
- Graphiste : William Coates
- Effets sonores : Shahid Kamal
- Lien : https://www.atarimania.com/game-atari-st-computer-diplomacy_21850.html



Notice Règles



There are three boxes left. One is labeled **TACTICS**. This section has length a set of computer opponents you wish to face. The last two are marked **FIRST PERIOD** and **NEXT PERIOD**, followed by a time limit (from 1 to 10 minutes). This is how many times the computer gives you to complete any diplomatic tasks 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 (Commander 64)

In the Diplomacy section, the following menu is displayed:



To select an option from this menu, move the mouse up and down. Press **ENTER** to select the option highlighted by the mouse. With one quick click, the option you selected is backed 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 **Diplomacy 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 comes in the shape of a brown rectangle with a grid of squares. The grid is 10 squares wide and 10 squares high. The grid is divided into four quadrants. The top-left quadrant is labeled **WEST**, the top-right **EAST**, the bottom-left **WEST**, and the bottom-right **EAST**. The grid is divided into four quadrants. The top-left quadrant is labeled **WEST**, the top-right **EAST**, the bottom-left **WEST**, and the bottom-right **EAST**. The grid is divided into four quadrants. The top-left quadrant is labeled **WEST**, the top-right **EAST**, the bottom-left **WEST**, and the bottom-right **EAST**.

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 leftmost. The square inside the flashing box shows the point that will be selected when **FIRE** is pressed. This allows you to easily position the pointer at the territory you require.

View Last Moves

This option allows you to review the moves 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 move between the two and Continue, use the cursor keys or the joystick. To select **RETURN** or **FIRE** is selected. If you want to return to the menu, press **ENTER** or **FIRE** is selected. If you want to return to the menu, press **ENTER** or **FIRE** is selected.

If the report is "Failed: insufficient support", the unit that you intended to move did not have enough support to move the same because the territory was either attacked by a unit with greater support or the attacking unit 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: equal support" is the message you get when one of the attacking units is moved, attacked or both moved a territory order.

Military Situation

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

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 screen that asks who you want to issue a treaty. This is because a country may want to offer treaties to more than one country.

Note that treaties are not offered or accepted until the **Issue Orders** period ends.

Issue Orders

The **Issue Orders** option ends the Diplomacy section and moves you into the **Issue Orders** section on the next page.

File Options

If you select **File Options**, the game time stops, saving 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 time 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 into disk. **Load Old Game** lets you select a game that you have previously saved.

View Disk shows you how many games you have saved onto the disk in your disk drive. If you select time to your current device, this option will disappear. There is an option to delete old games from your disk that appears when you select **View Disk**.

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

Return to BASIC does just that. If you select this and then any key to the "Are You Sure?" prompt, the game will be deleted and you will be put back to the BASIC prompt.

The Diplomacy Section (Commander 64 and Atari 8T)

At this point, the game goes to the **strategic** full color map of Europe. On screen is a dialogue box which gives the season, year and the season "duration". In the lower right corner is a flag for each of the nations present. If you wish to communicate with one of the computer players, click on the flag.

The name of the game is **DIPLMACY** (pronounced, before any military action is conducted, there is always time to talk. Talking between two human players is conducted in a way that is different from the computer players. The game will talk through the means. Clicking on your flag says that you want to communicate with



ABOUT DIPLOMACY

The **DIPLOMACY** map divides Europe, parts of the Mediterranean Basin, and some parts of western Asia into geographical areas. Some areas are subdivided into smaller units and are made up of units and areas being owned by units (countries). Areas of land are called provinces. They form of the province have little marked in them. These are called **territories**. The first player to occupy a province (1) must control, and hold them, is declared the winner. For simplicity's sake we will group bodies of water and provinces under the term **territories**.

LOADING (Commander 64)

There are two types of "loading point". These are **armies** and **fleets**. An army can occupy any land territory. A navy can occupy any water territory, as well as any land territory bordering a body of water. Only one unit can occupy a given territory at a time. (Special Note: Spain and its surrounding have no units, north and south coast. Anyone who has one unit, north and south. Fleet entering these territories cannot cross the intervening land, but must not proceed any geographical barriers in order to change course.)

Each game year is divided into the Spring and Fall seasons, called **turns**. At that an army may move from one territory to an adjacent territory during a turn. If the territory is unoccupied, and no other army at that is trying to enter at the same time, it is entered

unoccupied. If, however, the territory is occupied or controlled by another player, the invader must have a numerical superiority. This is achieved by using other units to adjacent territories to support the attack.

Basically, a unit occupying a territory may adjust 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 destroyed before the end of the turn.

As a rule of thumb, if a unit is in a position to attack the territory in question, it is in a position to attack the territory in question. If, of one unit is to support another on the attack, it must be capable of attacking the same target. To support a territory to 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 turn. That can be to **STAND**, **MOVE** into an adjacent territory, or **SUPPLY** (in attack or defense), or **CONVOY** (in the case of fleets).

To occupy a territory, a player must remain in control of the territory until the conclusion of the Fall turn. Control is won by being the last player to hold the territory. Once a territory is occupied, it will remain in the control of the occupying force until another unit takes control in the same way in the first unit (i.e., by occupying it until the conclusion of the next Fall turn).

While playing the board game of **DIPLOMACY**, you cannot cheat at the computer version. Oh, I don't 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 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 (Commander 64)

Insert the disk in your drive. Type **LOAD**, **Y**, **1** and press **RETURN**.

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

LOADING (Commander 64 and Atari 8T)

For both Atari 8T and Commander 64, insert the disk in the drive and restart the computer.

possible to occupy using other members' ships providing you have their cooperation.

When an army unit is selected, the computer will prompt for the first to occupy the unit and the landing point. If you select the first line, 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 ship when you are developing fleet concepts.

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

Building New Units (All Versions)

At the end of the Fall turn, supply routes and units are created up. If a country can build new units, the computer will prompt for the territory to build the unit and show the type of unit that can be built in each land unit. The territory must be in the country when a building the unit and must be a land unit. If a player must defend a unit, they will be prompted to specify which unit must defend.

IN CONCLUSION

Everything done by the players to other players affects their feelings both on and off the board. If you are offensive or defensive as the units, 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 version, consider adding the boardgame to your collection. There are many other publications devoted to **DIPLOMACY** and thousands of play-by-mail games taking place around the world. For 30 years it has been a favorite at game conventions, and now is even played by **Kosai**.

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

CREDITS

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Rulebook Editing and Art Director: John Hoff
Production Coordinator: Philip Chisholm
Art Dept. Coordinator: John Hoff
Prog. Dept. Coordinator: John Velenovsky
System Test: Tom Harty, Doug Howard, Bill McArthur, Thomas Hill, Mike Schick, Sam Yaffa, Alan Akkell, Roy Martin, William Boyd, Carol Hoff
Printing: Mosaik Services

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Commander 64 Version
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THE GAMER'S GUIDE TO DIPLOMACY

COMPUTER DIPLOMACY FOR THE AVALON HILL COMMANDER 64 AND ATARI 800

Now, if I've followed the old lady's instructions correctly, this should make sure I've got my unit cards, including the one that he won't accept my plan, and also make sure I've got enough to believe I'm the only friend. However ... when the book, I've got it in a 100% printed to make sure the government goes down and absolute chaos ...

Order: 1745 P2, 1 August 1988.

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DIPLOMACY PAPERS
A Collection of Advice and Answers on Computer Diplomacy
By Rod Walker

A Note on Abbreviations

Because this guide was originally written for the board game, the method for writing unit orders and recording moves is slightly different than in the computer game. But it is still easy to pick up.

A Diplomacy move consists of three parts, indicating the type of unit (Army or Fleet), its province of origin, and its destination. Thus, moving an army from Constantinople to Bulgaria is written **A Con Bul**.

If a Fleet in Greece wants to support the above move, it is written **F Giv A Con Bul**.

If the army from Constantinople wants to go to Bulgaria by way of the Black Sea, it is written **A Con Bul**, but the Fleet then writes **F Giv A Con Bul**.

The second problem is that some provinces are written two ways. Translating the above doesn't prove too difficult, but if you are still stuck, here they are:

Province	Computer	Boardgame
Gulf of Persia	GOP	Bos
English Channel	ECG	Eng
Gulf of Lion	GOL	Lio
Liverpool	LVP	Lft
Lisbon	LIV	Lis
North Atlantic Ocean	NAO	Nat
Norwegian Sea	NOS	Nag
North Sea	NTS	Nth
Tyrrhenian Sea	TYS	Tyr
Western Mediterranean	WME	Wes

1. ELEMENTS OF THE GAME

Back of the Game Powers has different potentials and demands a different playing style (see Section II). Computer Diplomacy is a whole lot more elementary, however, which means the same from game to game, position to position.

Computer Diplomacy may appear to be a military game, but in many ways it is not. A group of nations will come with playing the game. For strategy, see the next section—but the player will usually pick up that concept as well. Most important than either is a sense of style—your own and that of others. A conscious control and use of style will yield far better results than any amount of tactical or strategic planning.

Notice Guide du joueur

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 11. Playing Russia Russia's position is a peculiar one. Like France, she has access to both major seas. However, this access is restricted. Russia cannot transfer naval power from one sea to the other as France can. This dual sea situation is unique among the Great Powers and counts the need for Russia to have an additional fleet as 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 regain the loss of one or more home centers and still maintain a stationary fleet. As if it is not her initial sea-side advantage, Russia has potential problems in expanding. While every other Great Power is virtually guaranteed at least one additional center in 1901, Russia can only be kept out of Sweden, and almost as easily be denied Norway. Experience indicates Computer Diplomacy is frequently an all-or-nothing proposition for Russia. She wins 2 out of every 9 games which end in victory of one Power, but she also loses almost more frequently than any Power except Austria. It is Russia's unique disadvantage to be between two Wicked Whirls. She is not in a position to eliminate both of them at once, unless she allies with France/Germany against one and with Austria/Italy against the other. 40	is doing so, she risks being crushed between the two alliances ... but she must still attack France and Italy that Germany will not allow to attack Russia's coastal targets. On the whole, if England and Turkey are Wicked Whirls, Russia is the forlorn hope. Once the status is set, she is difficult to stop. One reason is that she can access the major strategic lines. An England or a Turkey with 15 units may be secure, but Russia with 11 units is threatened. Russia also has the option of allying with both Whirls at the beginning. This has the advantage of allowing her to exploit these four home centers in a major land power. This allows victory in a major naval clash around Spain or Italy. Russia can dominate the Continent, and both Whirls for only one of them and vice. The problem is, Russia is to be feared that would require. If they decide to bury the hatchet, it will be up to the bid in the for Queen's hand. Negotiations AUSTRIA: Russia should always seek the Dual Monarchy's good will. Offer her anything, but get a guarantee of Russia. An Austrian alliance is vital if Russia plans to attack Turkey. With Turkey as an ally, half Austria's empire. ENGLAND: England is usually inclined to attacking either France or Germany. She should be encouraged. Russia may offer any reasonable guarantee of neutrality for aid. If the victory is Germany, if England is to be an ally, it is in 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 considerable. 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, wait England at the attack, and allow the allies to clean up England's mess. The other option is to aid the allies and then ally with France and Germany when she, also, is very much in the middle. GERMANY: Germany will not aid her ally indirectly to land west. There is one exception. If Germany is to be a major power, she must have the North Sea. What Russia wants above all is to get rid of the F. Sea. That means she will get rid of the F. Sea. An alliance against England should always be encouraged. If the German navy is 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 allow a hostile Turkey and do away with a Wicked Whirl in any case. If Turkey takes on to be deadly, there is still time to warn her of the approaching Lepanto. After Italy has an alliance against Austria since Turkey is threatened. All these Balkan centers will prove a great temptation. This will be greatly to Russia's advantage: later on, they will be hard up to stand up to the last Queen's victory bids. 41	TURKEY: Russia/Turkey is one of the most powerful alliances on the board. Each has a unique option and yet they are so strong that they can help each other. Unless Austria/Italy and England/Germany oppose them strongly, and only in the game, they are likely to swing 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. Sea-Bid is a critical aim of Russian policy. Options PRELIMINARY NOTE: F. Sea-Bid is the only reasonable opening for the ally. In proper place, on water. The openings below consider only the other three ally. 1. A. Sea-Bid, A. War-Gal, F. Sea-Bid. 2. A. Sea-Bid, A. War-Gal, F. Sea-Bid. 3. A. Sea-Bid, A. War-Gal, F. Sea-Bid. 4. A. Sea-Bid, A. War-Gal, F. Sea-Bid. 5. A. Sea-Bid, A. War-Gal, F. Sea-Bid. 6. A. Sea-Bid, A. War-Gal, F. Sea-Bid. 4. Russia must usually choose between a northern or southern strategy. This means picking the sea in the appropriate basket. Here she is allied with Turkey against Austria. If there is a view off in Galatia or Romania in Spring, there will be support for the same order in the Fall. 5. This is a northern attack, against England. If Russia picks her eggs in that basket, she may as well turn Turkey and get into Romania. Even if the Turkish fleet is weakened, Russia may be able to make good 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 bring England out of Turkey while conveying an army into Romania. To be really shrewd, order A. Sea-Bid, A. Sea-Bid (with counter), and bid F. Sea-Bid. 6. This is a differently neutral opening and is more effective than 1. Russia hopes for two new centers and positions her army to cover her home centers in case of attack. At the same time she will have a number of alternative options in the Fall: 1. A. Sea-Bid or 2. A. Sea-Bid. 42	8. This is an anti-German opening. A. Sea-Bid is preferable to A. Sea-Bid because it threatens two major centers. The other ally can use Vienna or attack Prussia, or move to Sweden. In the last instance, F. Sea-Bid is a killer in 1901. On occasion, Russia just gives up Sweden and moves F. Sea-Bid in Fall 1901. Watch the German player have his when that happens. 9. 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 an alliance with France/Germany, Italy, and Turkey, then she has had orders. They make the most of Russia's unique position on the board. Midgame If Russia has chosen to attack a Wicked Whirl, it will probably be slow doing 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 for both, in alliance with France and Turkey. If Turkey is gone, a cruise-around strategy is still a good idea. However, Russia may wish to consider eliminating the other Whirl at this point. If Russia has gone for the middle fleet, the midgame may probably be spent working on one of the fleets. Attacking England is probably preferable to attacking Turkey. Endgame Russia's position, opening so many powerful fronts, is one of great flexibility. Even in dealing with the advantage the possible positions are already too many to discuss in any detail. The best strategy would seem to be developing one fleet and then the middle, or the middle first and then a fleet. In the endgame, we assume that Russia's main ally is on the remaining fleet. Russia should by now have some arrangements to protect herself from a rush. She must normally depend on her movement to win. This is frequently the greater when going through the north flank and coast. It is down through the south because Russian fleets take two game-years just to reach the bottom. 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. There could easily be Sea-Bid-then and one other. If England was Russia's ally here, a quick run into Norway or Kiel would mean victory. With a Turkish main ally, Russia could win with 18 centers: Rome-then-Turkey, Constantinople, St. Petersburg, England, Rome, plus one other. That would be, for, at that, for instance. With any other main ally, Russia's winning position would shift slightly, but there would always be 18 centers with relatively easy reach. 43
 12. Playing Turkey The southern Wicked Whirl is, if anything, more wicked than the northern one. Her defensive position is superb—essentially an island with most 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 strong that she can frequently get Austria or Russia to defend her rather than use 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 "heart" 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 strait line from the run through the middle of the board. She can often get as far as one-southern Austria, Italy, the Balkans, Tunis, and 3 Russian centers. That's 17. Any of the other nearby centers would give her victory (Italy, Mar, Mar, 1901) can be held from the other side. Turkish policy would be wise to sit or bring out of those 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 winning Italy and getting into the Atlantic with all possible speed. The alliance also 44	frequently works because it is unexpected. Ordinarily, however, the best three two can achieve is a temporary truce. Currently the Turks should be working to encourage Austria, regardless of their ultimate plans. It never hurts to disarm the alliance. ENGLAND: Initial negotiations with England will yield little more, perhaps, some information. Turkey's aim is to keep the Western powers weakened against each other. If England indicates any intention of attacking anybody, then it is not to the victor immediately. Do as even if she didn't, so no fear, spread rumors, and in general irritate Parliament. Albeit. FRANCE: Turkey should seek French help against Italy. If a Lepanto happens in the making, if Italy smoothes, her navy will be strong (but to France, she is the Turkish navy, but at least it's more distant.) Otherwise, an 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 own against Turkey's allies. Getting Germany toward England is also desirable. ITALY: Offer any inducement for an alliance against Austria. It is not necessary to be shrewd. Let, cheat, and wait 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 break the Russian line while Turkey is left free to send armies into the middle of the board. This arrangement is frequently to Italy's detriment. Sooner or later her repeated back is going to catch a whiplash. Turkey should utilize Italy's fleet of this much as possible, not while planning the inevitable (but almost inevitable) strike. RUSSIA: Russia is Turkey's best potential ally. What to do with the Turk's Black Sea fleet is frequently a problem. Turkey should negotiate aggressively and persuasively with the Russian player. A commitment to maintain the Black Sea is an essential arrangement whether Turkey's intentions are sincere or not. One very daring plan, one which goes to work a usually neglected unit, is to allow the Russian fleet to cover the Black Sea in Fall 1901 to 1904. If then gets to Constantinople the following Spring and re the Aegean in the Fall. It does provide for Constantinople when there is one left Turkish naval units. To return, a Turkish army on her right flank across Russia's landward advances into Germany. Options PRELIMINARY NOTE: There is no substitute for A. Sea-Bid. The action for the other two units may vary. 1. F. Sea-Bid, A. Sea-Bid. 2. F. Sea-Bid, A. Sea-Bid. 3. F. Sea-Bid, A. Sea-Bid. 4. This opening shows all sorts of positions for Russia. If she has not ordered F. Sea-Bid, she is not ready. Even if she ordered F. Sea-Bid, she is going to have difficulty maintaining her position. 45	2. The intent here is in the Fall, F. Sea-Bid, A. Sea-Bid for Italy for a western push. If Russia has been ordered F. Sea-Bid, Turkey can still defend. F. Sea-Bid, A. Sea-Bid will hold off her home centers and leave Austria open for the bulk of a fleet. 3. Turkey can exploit this opening when she is aware of Russia but does not want to move to America. It may be that she has at least a temporary pact with Russia which includes a joint arranged stand-off in the Black Sea. Among other things, this can be used to divert other players into believing Russia and Turkey are at war, even though they are allied. Without that intent, the opening is weak, but states the best of an accurate situation. Midgame Turkey's midgame should be an strong push of arms toward Munich and/or Rome toward Spain. If this can occur 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 gains she has become difficult to attack. Turkey's position is more exposed if her alliance is with Austria. Her main strength is developing in Russia and Italy, on the flanks. The center is more vulnerable. Finally, in this situation, Turkey owns Greece and Bulgaria. The two allies may want to station armies in Romania and Bulgaria, ordering each to attack the other every season. This will not prevent a rush but may make it more difficult for last roundings. There are no guarantees in Computer Diplomacy. (Well, almost none. Those familiar with Russian 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. Statement. Allied with Italy, Turkey should have some power in Germany, while Italian fleets are in the Atlantic. If not, forget it. Statement. If the game is moving toward closure, Turkey must begin to consider making her ally. Austria or Italy will be easier to betray than Rome, generally speaking. With Italy, particularly, Turkey will be very hampered. Italy will move Trieste and one other center at least (Greece rather than Vienna or Turkey's army will be sent into its advance. Italy will probably have dominated them, and Turkey may have had to give in.) Turkey could then obtain that Sea-Bid-then-Italy, Germany, and 3 Russian centers for a total of 14. She might also get that Sea-Bid for her 14. It is hard to say any other centers for Turkey, as a rule of Italy becomes almost inevitable. 46	Questions: Inquiries arising from this Guide may be addressed to The Avalon Hill Game Company, 4177 Hartford Rd., Baltimore, MD 21214. If a personal answer is desired, please include a stamped, self-addressed envelope with your letter. Questions of a general nature relating to the game of Computer Diplomacy may be addressed directly to The Avalon Hill Game Company. 47

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