

[Start](#) [Sommaire : Jeux Vidéo](#)

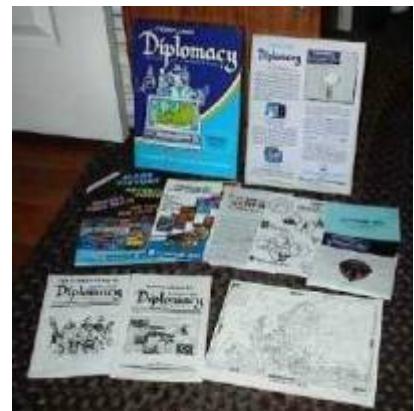
# Computer Diplomacy

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

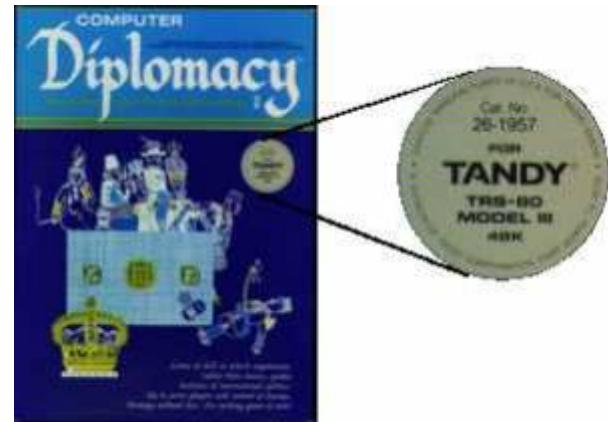


### Description :

- 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.



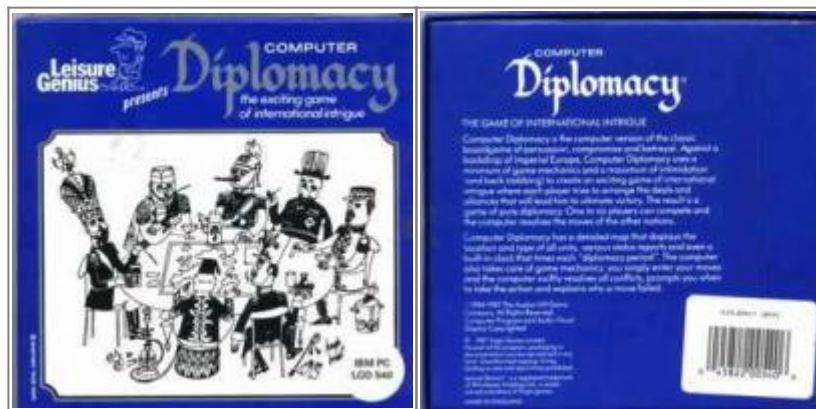
## Avalon Hill - TRS 80 - 1984



### 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). 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.

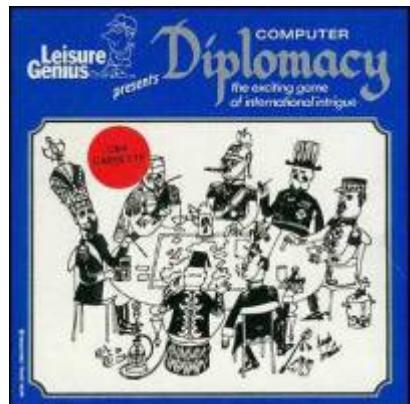
## Virgin Games (Leisure Genius) - DOS - 1987



### 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.

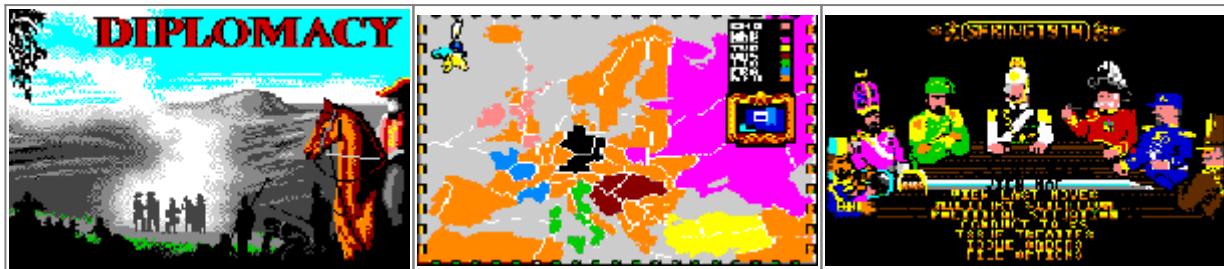
## Virgin Games (Leisure Genius) - Commodore 64 - 1990



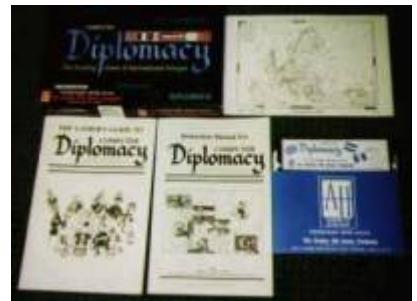
### Description :

- 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

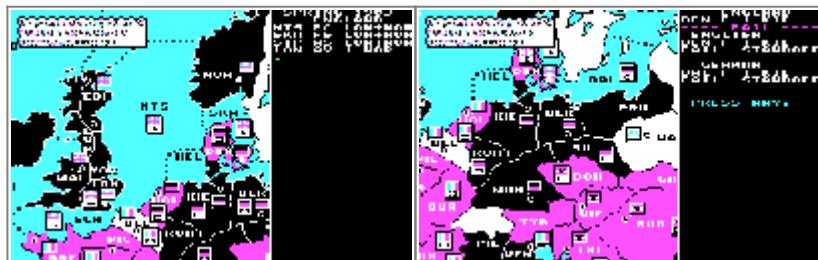


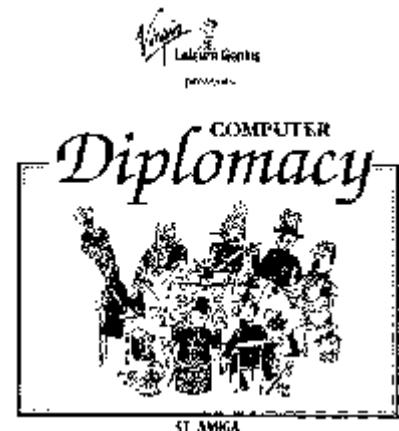
**Description :**

- 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**



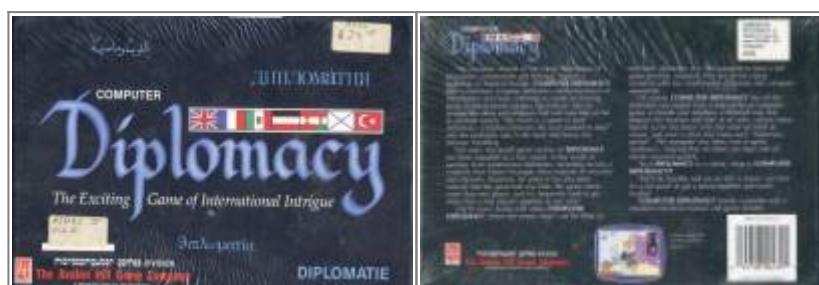
### Description :

- 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.

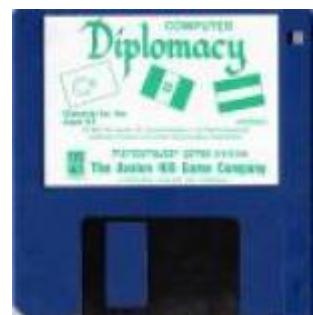
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**Source** : les textes ci-dessus sont repris sommairement, et adapté et traduit issu de l'oeuvre (en Anglais) de **Simon Szykman** et qui figurait auparavant sur son site Web, mais plus disponible malheureusement depuis plusieurs années.

## Avalon Hill - Atari - 1992



### Description :



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

- Programmeur : Gareth Briggs
- Graphiste : William Coates
- Effets sonores : Shahid Kamal
- Lien :[https://www.atarimania.com/game-atari-st-computer-diplomacy\\_21850.html](https://www.atarimania.com/game-atari-st-computer-diplomacy_21850.html)



## Notice Règles

**ABOUT DIPLOMACY**

The DIPLOMACY map divides Europe, parts of the Mediterranean Basin, and some parts of western Asia into geographical areas. Areas and oceans are subdivided into bodies of water and are made up by Earth and areas being carried by Earth and air units. Some areas are controlled by one power, while previous have cities enclosed in them. These are called held centers. The first player to capture eighteen (18) such centers, and hold them, is declared the winner. For simplicity's sake we will group bodies of water together under the term "Oceans".

DIPLOMACY has two types of "playing pieces". These are armies and fleets. An army can occupy any land territory. A navy can occupy any water territory, as well as any land territories carrying a body of water. Only one army can occupy a single territory at a time (Special Note: Spain and St. Petersburg have two oceans, a north and south coast. Brigades often has two results, a south and east. Please remember that you can't move from one ocean to another without crossing any geographical barriers in order to change coasts.)

Each game year is divided into the Spring and Fall seasons, called turns. A fleet or army may move from one territory to an adjacent territory during a turn. If the territory is occupied, and no other army or fleet is trying to enter at the same time, it is seized

unoccupied. If, however, the territory is occupied or contested by another power, the invader must have an numerical superiority. This is achieved by using other units to defend territories to support the attack.

Similarly, if with seapower a brigadier may wish the support of water units to support an invasion, he may do so. Seapower forces must equal or exceed the strength of the invader in order to limit the attack. If they fail, the unit will be forced to retreat or abandon before the onslaught.

In order to determine if an army or fleet can expect another unit, it must be in a position to attack the territory in question. So, if one unit is to support another in the attack, it must be capable of attacking the same target. To expand 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 side may enter the territory, and both units are destroyed. This is called a draw. That can be STAND, MOVE (into an adjacent territory), SUPPORT (in attack or defense), or CORVOY (in the case of fleets).

To capture a territory, one must have a numerical majority in the territory and the command 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 it over, or until the end of the game, i.e., by seceding it until the conclusion of the next Fall turn.

Unlike playing the board game of DIPLOMACY, you cannot cheat at the computer version. Oh wait! I hear you cry. You can't see what other players are doing, so how can you tell who is playing by them. So if you find that you are prevented from doing something you thought you would do, take a close look at the rules, yes will probably find that you have broken those somehow.

**LOADING (Commodore 64)**

Insert the disk in your drive. Type: LOAD "DIP", 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 drives and restart the computer.

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**CONTROLS (Commodore 64)**

Use a joystick or Port 1 or the cursor keys (C64) and SHIFT+CURSOR and the RETURN key.

All of the following computer keys you can be answered using the above controls. Left and Right movement of the joystick, or left and right movement of the cursor, will change the system. In addition to the usage of the joystick, you can be answered by typing the first letter of the word. You will be asked to type the letter, or pressing the Y or N. You can type P or C for Human or Computer players. FIRE or RETURN will choose the option that you have entered.

Most of the questions have sensible default answers that will be used if you simply press FIRE.

The game has been designed to be intuitive in its controls, so if you get stuck, just waggle the joystick and see what happens.

**CONTROLS (Commodore Amiga and Atari ST)**

The only time the player and reads the keyboard is in entering the player's names. Pressing the left button selects name or commands. Pressing the right button calls up the command menu from which additional commands and options are available.

**SETTING UP THE GAME (Commodore 64)**

Press any key or the joystick fire button to begin. The first question you will be asked is "DO YOU WANT OLD GAME?". If this is the first time you have played, you will have an old game to load, or press fire if you don't want it.

To the next question, "HOW MANY PLAYERS?", you may answer 12 or less. However, maximum (two) and the maximum number of players (four). You may also use the number keys to enter the number you require.

If you chose four or less players, you may control more than one unit. If you chose two, you will be prompted to enter a list of alliances. You may accept or reject the computer's choice of alliance. If you reject it, the computer will offer another selection until all possibilities have been exhausted.

To the next question, "DO YOU WANT COMPUTER CONTROLLED?". Using left and right controls, you may choose this to the "human player", or you may press F for Human or C for Computer. If you select a computer player, you must continue by selecting the level that the computer player is. Hard, Medium or Easy. The level you select specifies how difficult it is to deal with the player when it is

unoccupied. If, however, the territory is occupied or contested by another power, the invader must have an numerical superiority. This is achieved by using other units to defend territories to support the attack.

Similarly, if with seapower a brigadier may wish the support of water units to support an invasion, he may do so. Seapower forces must equal or exceed the strength of the invader in order to limit the attack. If they fail, the unit will be forced to retreat or abandon before the onslaught.

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**SETTING UP THE GAME (Commodore Amiga and Atari ST)**

On the first screen you will be asked to enter the name (and very tasteful) title and rating, using the left mouse button. This calls up the SET-UP screen. This screen has a great deal of information displayed.

The largest box in the center of the lower half of the screen displays which player is assigned to what country. Immediately above that is a cross-shaped box. This is used to enter the total number of players (humans and computer). You will notice that there are three selections for a four-player game. That is because there are three different combinations of players and countries for that configuration.

To the left of the upper part of the screen is the player status bar. Power and other information will be listed. Another box will then appear, asking if you wish the player to be human or computer controlled. Whatever you select will be displayed in this box, as well as in the large box at the bottom. If you select HUMAN, you will be prompted for a name, and that name (rather than the word HUMAN) will be displayed.

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## Last

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13:10

There are three boxes left. One is labelled TACTICS. This selects how long a set of moves you want your AI to face. The last two are labeled DIPLOMACY AND NEW FRIENDS. These follow after a time limit (given in minutes). This is how much time the computer gives you to complete any diplomatic talk before it automatically enters into the same Country section (explained in the next section).

When all of the options are selected, click the BEGIN box.

### PLAYING THE GAME

The game is divided into six sections: the Diplomacy section, followed by the Issue Orders section.

#### The Diplomacy Section (Commodore 64)

In the Diplomacy section, the following menu is displayed:



To select an option from this menu, move the cursor up and down, press FIRE to select the option, highlight by the cursor. When you click on an option, the option you selected is marked with a box around it. The option you selected is marked with a box around it.

##### View Map

This option allows you to view the three types of Diplomacy map available. The three types of maps are: Diplomatic Map (showing the positions of countries, Treaties, Movements, the position of troops), and Ownership Map (showing who owns which territory). When the option is selected for the first time, the Standard Map of the board is shown. After that, the option will show the map just displayed.

After selecting the VIEW MAP section, a picture of the board is shown. The top section shows the shape of a board (hexagonal) and the bottom section shows the board itself. The board is marked with the symbols of each country. The top and bottom edges of the board can be used to move the other maps and go back to the other options in the Diplomacy section. Position the cursor over any part of the board and press FIRE. This will bring up a small window in the corner. The three different types of maps can be selected or you may select "Exit", which will take you back to the Diplomacy option. Use the cursor to move the window around the screen. To return to the left corner, press anywhere on the screen, except

##### CLEAR/HOME

Depending on their function, the maps highlight different territory. 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 window.

On the right-hand side of the map is the color key. The colors used to indicate each country. Underneath the key is a panel which magnifies the areas around the point of the cursor. The square inside the panel shows the area that will be selected when FIRE is pressed. This allows you to easily position the position of the territory you require.

##### View Last Moves

This option allows a user to review the actions of other last turn and of the other countries last turn. Each country is shown with its list of cities, the cities for each unit, and whether it was successful or not. Each piece of information has the option to Continue or Exit back to the options menu. To stop because Units and Countries have been selected, click on the CANCEL or RETURN or FIRE to select it. Hopefully, you won't be disappointed by the outcome of your last turn.

If the user has selected several units, the user will see if they intended to attack or defend enough to recover the territory because the territory was either attacked by a unit with greater support or the attacking unit had greater support. If you have "Failed" your support, the territory will be taken by a unit with equal support or greater support. If you have "Succeeded" or "Failed" your campaign, it is the message you get when one of the occupying forces is moved, destroyed, or forced to end a peace order.

##### Military Strength

This option will show what supply routes are owned by each country and how many roads are needed to run.

#### Political Situation

You may choose countries that have been issued between countries. For example, if one country is controlled by another player, 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 AI human game, it is assumed that talks with other human players will not be affected. If you are playing with other human players, this may affect the other human players who were not involved with this game.

With the Computer players in the game, when Conduct Talks is selected, a series of questions are asked. Select the country that will be the aggressor. If the country you have selected has not been issued between the countries that you selected from this menu, you should only select the countries that you selected 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. In this case, the computer will select a country to talk to, and you may have to wait a few hours for the message. Another series of questions will be presented.

With the Computer players in the game, when Conduct Talks is selected, a series of questions are asked. Select the country that will be the aggressor. If the country you have selected has not been issued between the countries that you selected from this menu, you should only select the countries that you selected from this menu.

These questions allow you to make your country's position known to the other countries. You may issue orders to the Computer players. The next option, Spread Razzia, the next option, allows you to make the good name of other players. However, if you are not an AI human player, the other human players, they may choose to do the same. Finally, the last option is Release 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 option SUPPORT, MOVE, CONVOY, CANCEL. Select the option in the menu that you want to issue to the country. If you select CANCEL, the country may, however, deny your request if it doesn't fit in with its interests.

The last option is to formally groundbreaking, abusive insults, threatening messages, or even threats. You may issue threats to the country, select the option.

##### Issue Orders

The first option is to issue orders to the country that will be the aggressor. This option allows you to move your forces against the Computer player's country. The next option, the next option, allows you to make the good name of other players. However, if you are not an AI human player, the other human players, they may choose to do the same. Finally, the last option is Release 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 option SUPPORT, MOVE, CONVOY, CANCEL. Select the option in the menu that you want to issue to the country. If you select CANCEL, the country may, however, deny your request if it doesn't fit in with its interests.

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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.

Once a treaty is issued, the options are not offered or accepted until the Diplomacy period ends.

##### Issue Orders

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

##### File Options

If you select File Options, the game timer stops, meaning the game is now playing with the stock running. You will be presented with another menu of options. The first, Return To Diplomacy, allows you to return to the Diplomacy section. The second, File Options, allows you to do this, the game timer restarts. The next, Current Device, lets you change the current storage from disk to tape and back to the screen.

The third, 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 allows you to view your game files that you have saved onto the disk or tape drive. If you are not using a computer, you may choose to do this. Finally, the last option is Release Military Aid.

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The last option is to formally groundbreaking, abusive insults, threatening messages, or even threats. You may issue threats to the country, select the option.

##### The Diplomacy Section

#### (Commodore Amiga and Atari ST)

At this point, the game goes to the freezing full color map of Europe. On screen is a diagram bar which gives the season, year and the day of the week. Below the diagram bar is a flag for each of the human players. If you wish to move your forces with one of the computer players, click on their flag.

The names of the game (DEPLOMACY) are displayed before any action is taken. This is to give the player a few seconds to think. Talking between two human players is done in the traditional way. Communicating with the computer players is done through the menu. Clicking on your flag says that you want to communicate with



##### ABOUT DIPLOMACY

The DIPLOMACY map divides Europe, parts of the Mediterranean Basin and parts of western Asia into geographical regions. These regions are defined by bodies of water and are made only by ports and armies being carried by fleets (convoys). Areas of land are called provinces. Thirty-four of the provinces have cities marked in them. These are called capital cities. The other provinces are either deserts or forests.

The provinces are numbered 1 through 34. Number 1 is the British Isles. Number 2 is France. Number 3 is Germany.

DIPLOMACY has two types of "playing fields". These are areas of land, as well as areas of adjacent territories. A river can straddle any water territory, as well as any land territory bordering a body of water. Only sea will straddle a given territory at a time. (Opposing armies can never cross a straddling river.) Rivers and small seas. Rivers also have rivers made in a width and depth. Rivers crossing these territories cross the intervening land, but must not exceed any geographical barrier in order to change course.)

The other type of "playing field" is the sea. Seas and oceans, called oceans. A fleet in a sea may move from one territory to an adjacent territory during a turn. If the territory is occupied, and no other army at fleet is trying to enter at the same time, it is referred

as occupied. 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 to defend territories to support the attack.

Similarly, it is not necessary to conquer a territory in order to capture it. The invading army must be able to attack the territory because the territory was either attacked by a unit with greater support or the attacking unit had greater support. If you have "Failed" your support, the territory will be taken by a unit with equal support or greater support. If you have "Succeeded" or "Failed" your campaign, it is the message you get when one of the occupying forces is moved, destroyed, or forced to end a peace order.

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## II. 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. France can.

The best that can be done is to keep the Great Powers at bay. However, she has few home centers and four units. This is not the advantage it might seem.

Russia's defensive capacity is likewise suspect. She could lose St. Petersburg and still retain a claim Great Power with three home centers. She is also the only Great Power (apart from Italy) that can't afford to lose all of her home centers and still remain a Great Power.

As if to balance her initial one-unit advantage, Russia has potential problems in expanding. France's Great Power status will be threatened by any additional center in 1901. Russia may be forced to keep out of Sweden, and almost as easily to defend Denmark.

Experience indicates Computer Diplomacy is frequently an all-or-nothing game. If you want to win, you must go all out. If you want to win in victory over one Power, get that unit eliminated more frequently than any Power except Austria.

In Russia's unique displacement lie her two Wicked Witches. She can't afford to have either both of them alive, unless she allies with France/Germany against one and with Austria/Turkey against the other.

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

On the whole, if England and Turkey are Wicked Witches, Russia is the Good Witch. She is the only Great Power that can't be destroyed. She can't be easily driven from the major continental lines. An England or a Turkey that attacks her will be beaten, but a Russia with 13 units is invincible!

Russia's best chance is to play the role of the Good Witch at the beginning. This has the advantage of allowing her to collect those first three centers as a major lead power. Her allies will close to a major naval clockwise triangle (Spain, France, and Italy) and then turn to attack the Soviets. Even if Russia does decide to ally with Turkey, she will still have the Soviets' good will. Convincing Turkey not to order F-Aust-Bla is a central aspect of Russia's policy.

### Negotiations:

**AUSTRIA:** Russia should always note the Dual Monarchy's poor will. Offer anything, but not a guarantee of neutrality. If it is violated, however, Russia should be willing to offer compensation to England or France in return for recognition as England's vassal. They both need it. In each case, the territory which must be defended is more consolidated.

**FRANCE:** France's way is Russia's ally if England and Germany are getting together. A Franco-German alliance against England should be encouraged. France should also consider an alliance with Russia and the rest of the world to keep Turkey and Austria from having an additional fleet at the beginning. Russia may be forced to keep out of Sweden, and almost as easily to defend Denmark.

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**TURKEY:** Russia/Turkey is one of the most powerful alliances on the board. Each has a separate sphere and they are so situated that they can help each other. Unless Austria/Italy and England/Germany capture enough land and sea, they will be unable to start to encroach upon Russia. Even if Russia does decide to ally with Turkey, she will still have the Soviets' good will. Convincing Turkey not to order F-Aust-Bla is a central aspect of Russia's policy.

### Openings:

**PRELIMINARY NOTE:** F-Poly-Ser-Bet is the only reasonable opening for that. The alternatives, A-Flo or J-Lee, personally enrage. Put the focus in on preventing water. The openings below consider only the other three water types.

1. A-Mia-Lit; A-War-Gal; F-Ser-Rus.
2. A-Mia-Ser; A-War-Gal; F-Ser-Rus.
3. A-Mia-Nap; A-War-Lee; F-Ser-Rus.
4. A-Mia-Ser; A-War-Gal; F-Ser-Rus.
5. A-Mia-War; A-War-Sil; F-Ser-Rus.
6. A-Mia-Ser; A-War-Gal; F-Ser-Rus.

Russia must really choose between a northern or southern strategy. This means parking ships in the appropriate basket. Here she is allied with France and Austria. If she wants to go north, she must do so with France. If she wants to go south, she must do so with Russia and Germany. Both, alas, is very much in the realms.

**GERMANY:** Germany will beat her little brother to head-and-throat. That is more or less the point of the war. With Russia detached from the Low Countries, what Russia wants above all is an opening of F-Eur-Nap. That leaves the A-West Soviets. An alliance against England should always be sought. France and Germany should be willing to offer compensation to England in return for recognition as England's vassal. It's a good idea if Turkey does not order F-Aust-Bla. A Good-Bad. It's even worse if Turkey does not order F-Aust-Bla.

**ITALY:** On everything possible to encourage either France or Austria/Turkey. What she will do is to fight Turkey and die away. There is no real alternative. France is the best bet. France should be willing to support Austria since Turkey is disrupted. All these Balkan centers will prove a great temptation. This will be greatly in Russia's advantage. Later on, Italy will be hard up to make up for the loss Queen's Victory starts.

**ENGLAND:** Offer any indemnity to encourage France. If Russia is too weak, then offer F-Cor-Aeg. It also leaves Ser-Cor far behind for a second push. If Russia invades/attacks F-Ser-Rus, Turkey can still rescue her. A Ser-Cor-Aeg, A Ser-Cor will hold all her home centers and leave Austria/Italy to fight it out.

**FRANCE:** Turkey can exploit this opening when she is assure of Russia but not Turkey. France hopes to keep the Western powers occupied elsewhere. France should be willing to offer compensation to anything, paid off in the victim immediately. Do as even if the debt's say so-far, spread rumors, and in general make Persiflage Albow.

**FRANCE:** Turkey should open French help against Italy if a Legion Hearing is in the works. If Italy succeeds, her navy will be a huge threat to France. France should be willing to offer compensation to anything, paid off in any arrangement which keeps France out of the Mediterranean to a good date.

**GERMANY:** Germany should be encouraged to attack Turkey's first victim, which is Russia. She will immediately be forced to defend herself against Turkey's units. Getting Germany turned against England is also desirable.

**ITALY:** Offer any indemnity for an alliance against Austria. It is not necessary to be clever. Lie, cheat, and steal to prevent an Austria-German alliance. France should be willing to offer compensation to anything, paid off in the victim immediately. This arrangement will give France a clear advantage in the West. France should be willing to catch a scholier. Turkey should route Italy's fears of this as much as possible, even while planning the inevitable (well-against intended) strike.

**RUSSIA:** Russia is Turkey's best potential city. What to do with the Taur's Black Sea fleet is frequently a problem. Turkey should negotiate agreeably and persuasively with the Russian player. A commitment to neutralize the Black Sea as mutual arrangement would be Turkey's primary concern. One such arrangement, for which Turkey is usually regarded as, is to allow the Russians free to cover the Black Sea in Fall 1903 to 1904. If that gets to Cossack-tough the following Spring and to the fall of 1905, Turkey should be willing to offer compensation where she can help Turkish naval units. In return, a Turkish army on her right flank assist Russia's landward advances into Germany.

**Negotiations:**

**PRELIMINARY NOTE:** There is no substitute for it Con-Bal. The writer for the other two units says why.

1. F-Ast-Cor; A-Ser-H.
2. F-Ast-Bla; A-Ser-Cor.

1. This opening poses all sorts of problems for Russia. If she has strategy ordered F-Ser-Rus, she is in red trouble. Even if she ordered F-Ser-Bla, she is going to have difficulty maintaining her position.

2. This is an odd German opening. A Wige-Dra is preferable to A Wige-Dra because it threatens two supply centers. The other arms are similar. Worse, an attack on Sweden, or even on Sweden. In the last instance, F-Bal-A is a killer in 1901. In addition, Russia just gives up Sweden and moves 2 steps to the E in Fall 1901. Watch the German player have his when he happens.

3. In the opening, Russia has simply not made up her mind. She is going to do something. In the end, she will do something. The best choice is to attack Prussia/Germany, Italy, and Turkey. These are not bad choices. 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 starting and slow ending. However, she has enough naval strength in the Atlantic to toward putting Austria in the middle of the board. Here again attacking Austria or Germany (or both), is always a good idea. However, if Turkey is still around, then it is time to go after him. Even if Turkey is still around, it is still a good idea. However, Russia may well consider eliminating the other Witch at this point.

If Russia goes for the middle first, the options may probably be open working on one of the flanks. Attacking England is probably the best working on one of the flanks.

**ENGLAND:**

Russia's position, spanning so many potential lines, is one of great flexibility. Even in dealing with the middle, the options are many. The best strategy is to go for a quick win. The best strategy would seem to developing one flank and then the middle, 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 arrangements to protect herself from a raid. She must seriously depend on her resources to win. This is especially the greatest when going through the midgame. Russia should not be afraid to go for a quick win. She can take two game-over hits to reach the Iberian. 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. However, the Balkans are not as strong as the Iberian. If Turkey was still around, it would be a killer. In fact, if Turkey was still around, it would be Russia's ally here, a quick stab into Norway or Iceland would never victory.

With a Turkey mate ally, Russia could win with 18 centers. From that, France, Spain/Andorra, Rio Ado, England, home, plus one other. That would be the X, or, the A, for instance.

With any center mate ally, Russia's winning position would still slightly hurt. That would always be an option unless randomly lucky.

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## II. Playing Turkey

The eastern 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. These require permanent efforts to have a strong and balanced force. The only way to do this is to have a large number of units. Turkey must defend her rather than see the whole get a lion's share.

Turkey's offensive position is good, too. She has quick access to the Mediterranean and close to the Balkans "Zone of Control".

One of the most important parameters is to be F-Ast-Bla or F-Ser-Bla. Turkey, dueling the board with England/France, England/Germany, England/Italy, or some such confederation. The reason for this is that Turkey's best chance of success is to be able to move quickly and effectively from one side of the board to the other. Turkey can't run through the middle of the board. She can often get as far as encircling Austria, Italy, the Balkans, Tunis, and 3 Ottoman centers. That's 17. And that's not counting the 3 Balkan centers, 3 Italian centers (I.e., Mex, Spn, Spp) can be held from the other side. Turkey can't work her way in or getting out of these centers as easily in the game as possible.

**Negotiations:**

**AUSTRIA:** Turkey and Austria are not well suited to be allies. Austria has across Turkey's best and most naval power for expansion. However, the alliance is not impossible and offers the prospect of hitting Italy and getting into the Atlantic with all possible speed. The alliance also

frequently works because it is unexpected. Oddly, however, the best those two can achieve is a temporary truce. Certainly the Turks do not want to be involved in a conflict with France, regardless of where ultimate goals. It seems better to discuss the alliance.

**ENGLAND:** Initial negotiations with England will yield little, perhaps, some information. Turkey's aim is to keep the Western powers occupied elsewhere. France should be willing to offer compensation to anything, paid off in the victim immediately. Do as even if the debt's say so-far, spread rumors, and in general make Persiflage Albow.

**FRANCE:** Turkey should open French help against Italy if a Legion Hearing is in the works. What she will do is to fight Turkey and die away. There is no real alternative. France should be willing to offer compensation to anything, paid off in any arrangement which keeps France out of the Mediterranean to a good date.

**GERMANY:** Germany should be encouraged to attack Turkey's first victim, which is Russia. She will immediately be forced to defend herself against Turkey's units. Getting Germany turned against England is also desirable.

**ITALY:** Offer any indemnity for an alliance against Austria. It is not necessary to be clever. Lie, cheat, and steal to prevent an Austria-German alliance. France should be willing to offer compensation to anything, paid off in the victim immediately. This arrangement will give France a clear advantage in the West. France should be willing to catch a scholier. Turkey should route Italy's fears of this as much as possible, even while planning the inevitable (well-against intended) strike.

**RUSSIA:** Russia is Turkey's best potential city. What to do with the Taur's Black Sea fleet is frequently a problem. Turkey should negotiate agreeably and persuasively with the Russian player. A commitment to neutralize the Black Sea as mutual arrangement would be Turkey's primary concern. One such arrangement, for which Turkey is usually regarded as, is to allow the Russians free to cover the Black Sea in Fall 1903 to 1904. If that gets to Cossack-tough the following Spring and to the fall of 1905, Turkey should be willing to offer compensation where she can help Turkish naval units. In return, a Turkish army on her right flank assist Russia's landward advances into Germany.

**Negotiations:**

**PRELIMINARY NOTE:** There is no substitute for it Con-Bal. The writer for the other two units says why.

1. F-Ast-Cor; A-Ser-H.
2. F-Ast-Bla; A-Ser-Cor.

1. This opening poses all sorts of problems for Russia. If she has strategy ordered F-Ser-Rus, she is in red trouble. Even if she ordered F-Ser-Bla, she is going to have difficulty maintaining her position.

2. The latter here is in the Fall. F-Cor-Aeg, A-Ser-Cor (or Bl) for a second push. If Russia invades/attacks F-Ser-Rus, Turkey can still rescue her. A Ser-Cor-Aeg, A Ser-Cor will hold all her home centers and leave Austria/Italy to fight it out.

3. Turkey can exploit this opening when she is assure of Russia but not Turkey. France hopes to keep the Western powers occupied elsewhere. France should be willing to offer compensation to anything, paid off in the victim immediately. This arrangement will give France a clear advantage in the West. France should be willing to catch a scholier. Turkey should route Italy's fears of this as much as possible, even while planning the inevitable (well-against intended) strike.

**Turkey's position:** Turkey should offer any indemnity for an alliance against Austria. It is not necessary to be clever. Lie, cheat, and steal to prevent an Austria-German alliance. France should be willing to offer compensation to anything, paid off in the victim immediately. This arrangement will give France a clear advantage in the West. France should be willing to catch a scholier. Turkey should route Italy's fears of this as much as possible, even while planning the inevitable (well-against intended) strike.

**ENGLAND:** In this situation, Turkey even Gained and Bulgaria. The rest will be lost. Turkey should be willing to offer compensation to anything, paid off in the victim immediately. This will not prevent a scholier, but may make it more difficult for less rewarding. There are no guarantees in Computer Diplomacy. However, the more family members you have, the greater your chances of success. Of course, the more you have, the more you have to worry about defense. With 6-7 units she has become difficult to attack.

**Turkey's position:** Turkey should offer any indemnity for an alliance with Austria. Her main strength is developing in Russia and Italy, on the flanks. The center is more vulnerable.

**Bulgaria:** In this situation, Turkey even Gained and Bulgaria. The rest will be lost. Turkey should be willing to offer compensation to anything, paid off in the victim immediately. This will not prevent a scholier, but may make it more difficult for less rewarding. There are no guarantees in Computer Diplomacy. However, the more family members you have, the greater your chances of success. Of course, the more you have, the more you have to worry about defense. With 6-7 units she has become difficult to attack.

**FRANCE:** Turkey should have some arrangements to protect herself from a raid. She must seriously depend on her resources to win. This is especially the greatest when going through the midgame. Russia should not be afraid to go for a quick win. She can take two game-over hits to reach the Iberian. 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. However, the Balkans are not as strong as the Iberian. If Turkey was still around, it would be a killer. In fact, if Turkey was still around, it would be Russia's ally here, a quick stab into Norway or Iceland would never victory.

With Italy, particularly, Turkey will be very interested in Italy will remain Turkey's best friend. France, Spain/Andorra, Rio Ado, England, home, plus one other. That would be the X, or, the A, for instance.

With any center mate ally, Turkey's winning position would still slightly hurt. That would always be an option unless randomly lucky.

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**Questions:** Inquiries arising from this Guide may be addressed to The Avalon 1840 Game Company, 4117 Harford Rd., Baltimore, MD 21214. If a personal meeting is planned, please bring a stamped, self-addressed envelope with your letter. Questions of a general nature should be addressed to Computer Diplomacy.

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