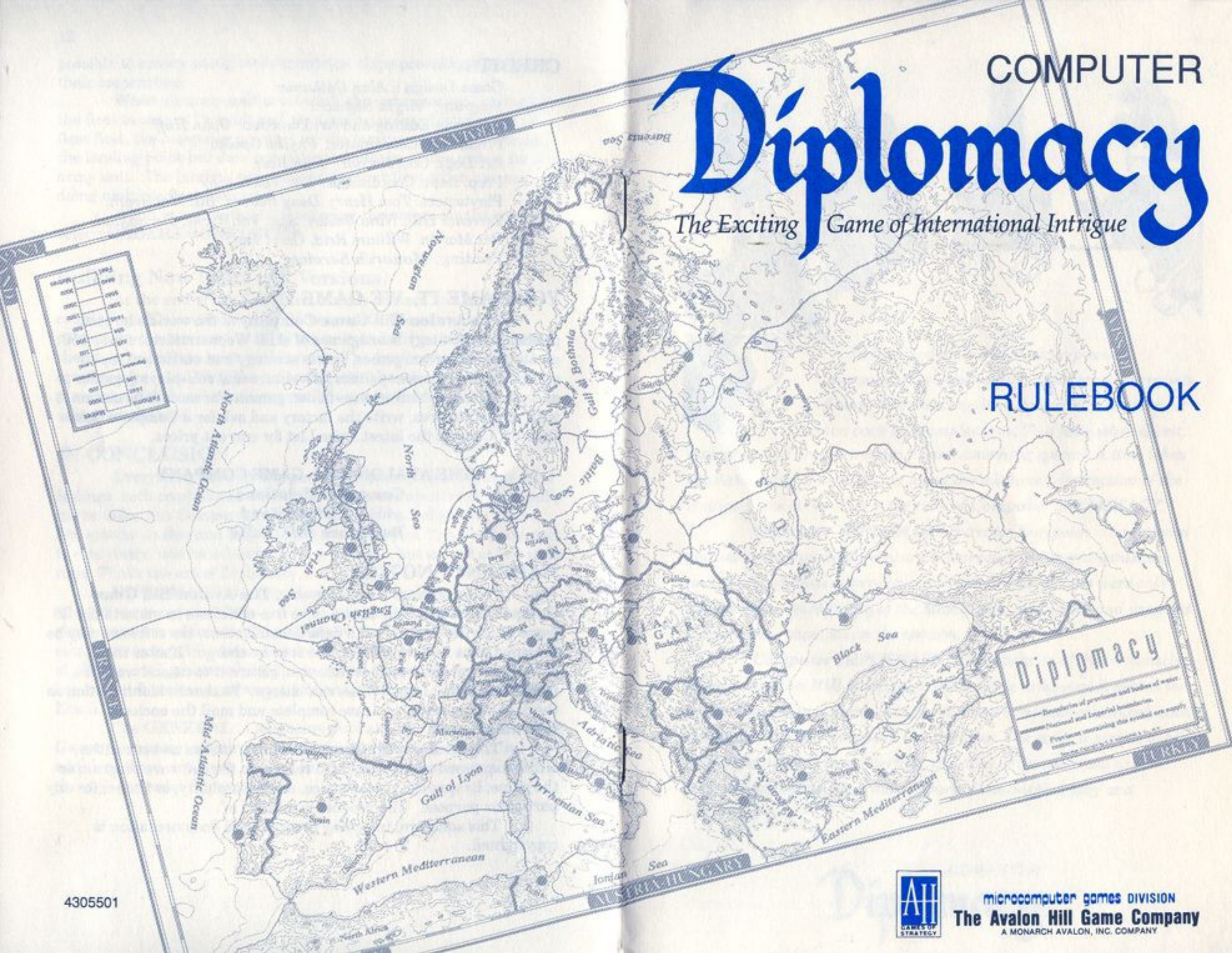


COMPUTER

Diplomacy

The Exciting Game of International Intrigue

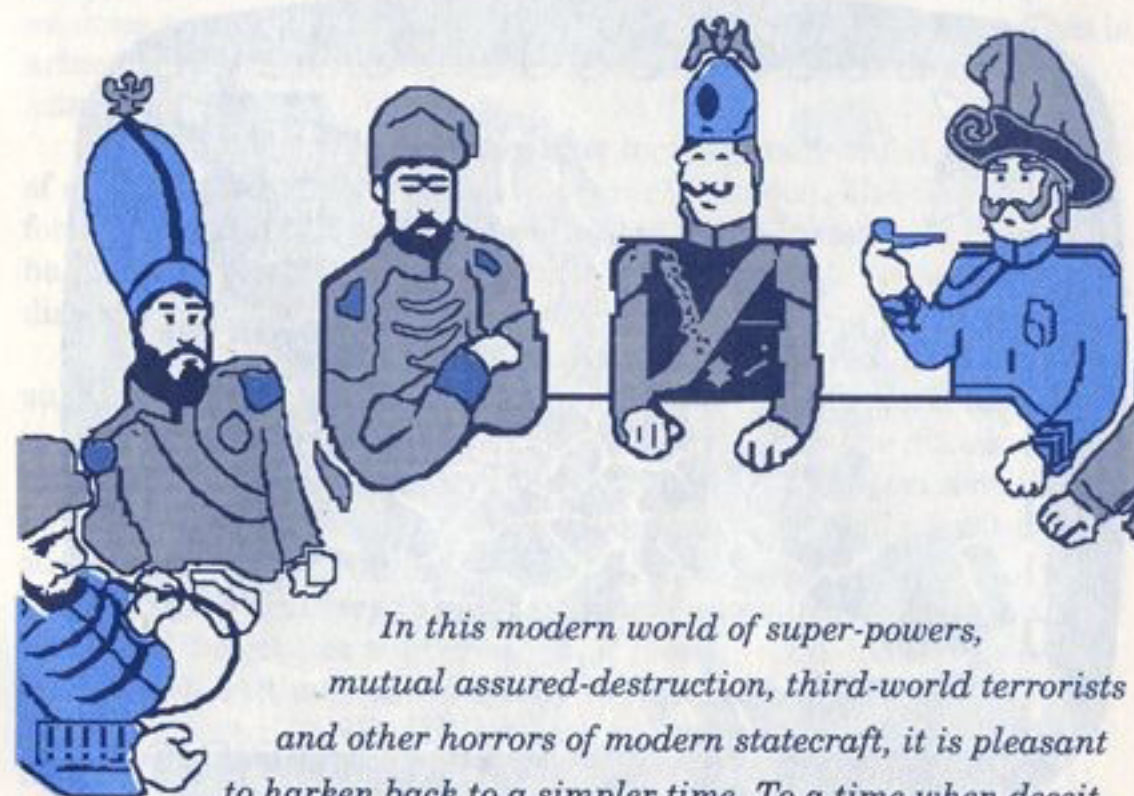
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*In this modern world of super-powers, mutual assured-destruction, third-world terrorists and other horrors of modern statecraft, it is pleasant to harken back to a simpler time. To a time when deceit, espionage and broken treaties meant something special. A time when the declaration of war did not mean the wholesale destruction of the civilian population. This is the time of **Computer DIPLOMACY**.*

***Computer DIPLOMACY** recreates European international politics at the turn of the century, when colonialism was vanishing and the Great Powers were on a collision course. Armies were only beginning to feel the sting of the Maxim gun, and aerial and armored warfare were shadows on the horizon.*

***Computer DIPLOMACY** is a conversion of the immensely popular **Avalon Hill** boardgame to the home computer. It allows for as many as seven players, both human and computer-controlled, each taking the role of a European Great Power. The game is simple to play through a menu-driven interface, the rules of the game are easy to understand, and it offers many hours of challenging play and rewarding fun!*

COMPUTER
Diplomacy



ABOUT DIPLOMACY

The **DIPLOMACY** map divides Europe, parts of the Mediterranean Basin and some parts of western Asia into geographical areas. Seas and oceans are subdivided into *bodies of water* and are usable only by fleets 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 build centers. The first player to occupy eighteen (18) such centers, and hold them, is declared the winner. For simplicity's sake we will group *bodies of water* and *provinces* under the term *Territories*.

DIPLOMACY has two types of "playing pieces". These are *armies* and *fleets*. An army can occupy any land territory. A navy can occupy any water territory, as well as any land territory bordering a body of water. Only one unit may occupy a given territory at a time. (Special Note: Spain and St. Petersburg have two coasts, a north and south coast. Bulgaria also has two coasts, a south and east. Fleets entering these territories cannot cross the intervening land, but must sail around 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 unoccupied, and no other army or fleet is trying to enter at the same time, it is entered

unopposed. If, however, the territory is occupied or contested by another piece, 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 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 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 swizz!* 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.

CONTROLS (Commodore 64)

Use a joystick in Port 2 or the cursor keys (CRSR and SHIFT/CRSR) and the **RETURN** key.

All of the questions the computer asks you can be answered using the above controls. Left and Right movement of the joystick, or left and right movement of the cursor, will change the option. In addition to this, many of the questions can be answered by typing the first letter of the option you want. Yes/No can be answered by pressing the Y or N. You can type H or C for Human or Computer player. **FIRE** or **RETURN** will choose the option that you have selected.

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 wiggle the joystick and see what happens.

CONTROLS (Commodore Amiga and Atari ST)

The only time the player need touch the keyboard is in entering the players' names. Pressing the left button selects items and commands. Pressing the right button calls up the command menu from which additional commands and options are available.

SETTING UP THE GAME (Commodore 64)

Press any key (or the joystick fire button) to begin. The first question you will be asked is "LOAD AN OLD GAME?". If this is the first time you have played, you won't have an old game to load, so press fire for the default answer of NO.

To the next question, "HOW MANY PLAYERS?", you may enter any number between the minimum (two) and the maximum number of players (seven). You may also use the number keys to select the number you require.

If you chose four or less players, you may control more than one country. If you select four players, you will be presented with a list of alliances. You may accept or reject the computer's choice of alliances. If you reject it, the computer will offer another selection until all possibilities have been exhausted.

The computer prints, "*Player 1 is computer controlled*". Using left and right controls, you may change this to the "human player", or you may press H for Human or C for Computer. If you select a computer player, you must continue by selecting the level that the computer plays at: **Hard**, **Medium** or **Easy**. The level you select specifies how difficult it is to deal with the player when in the

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

If you select a player to be human-controlled (and you can have all seven players as human), you must type in a name for that player. This is one of the few times you will need to type at the keyboard. The name cannot be more than eight characters long.

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

Lastly, you will be asked if you want to play with a "time limit". The time limit relates to the amount of time you have to complete the Diplomatic section of the game. This can be set anywhere between one minute and fifteen minutes. If you run out of time before you have finished doing your diplomatic dealing, the computer, rather abruptly, throws you into the section dealing with entering orders.

Once this is completed, the computer will show you a brief summary of the setup you have created for this particular match. You are given the opportunity to play this setup, or reject it and go through the whole process again.

SETTING UP THE GAME (Commodore Amiga and Atari ST)

Once you are thoroughly bored with the exciting (and very tasteful) titles and music, press 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 (human and computer). You will notice that there are three selections for a four-player game. That is because there are three possible combinations of players and countries for that configuration.

To the left of the upper part of the screen is the player status box. Point and click on the player you wish to modify. Another box will then appear, asking if you wish this player to be human or computer controlled. Whichever 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.

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).

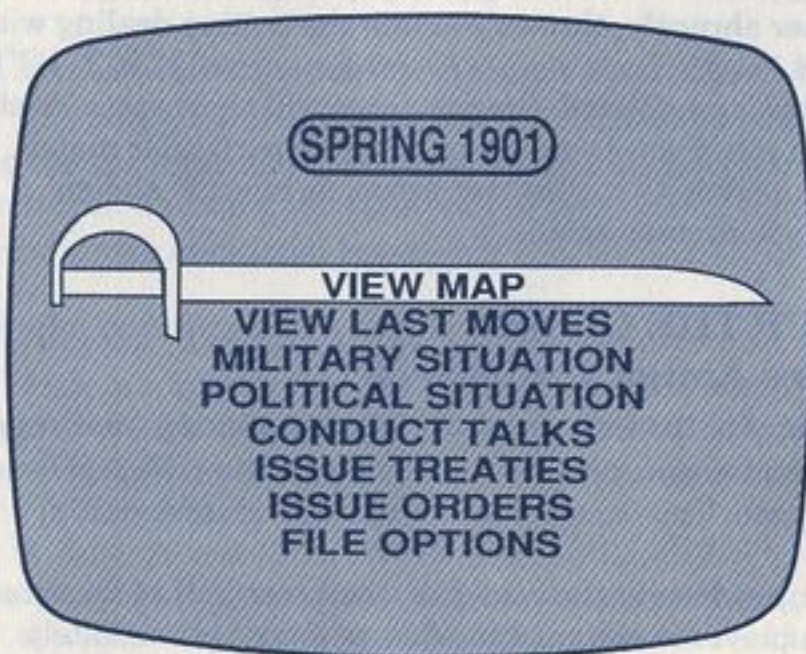
When all of the options are correct, click the **BEGIN** box.

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:



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, inkwell and quill 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 cursor. On the menu, the current map is displayed within the brackets. The three different types of maps can be selected or you may select "Exit", which will take you back to the Diplomacy options. Use the 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** to 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 incomplete*", is 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. Its "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 your disk drive. If you select tape as your current device, this option will disappear. There is an option to delete old games from your disk that appears when you select View Disk.

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

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

The Diplomacy Section (Commodore Amiga and Atari ST)

At this point, the game goes to the 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

another country. You then are asked if you wish to propose an alliance, declare war or request assistance. After this is selected, you will be prompted as to which country you wish to have the dispatch sent.

When the time limit runs out, the game closes the Diplomacy section and enters the *Issue Orders* section. This can be done prematurely by selecting the **END PERIOD** order under the **GAME** menu option.

The Issue Orders Section (Commodore 64)

When the Diplomacy section has been completed and the option **ISSUE ORDERS** has been selected, you will enter the second phase of the turn. This begins by going through each country in order and listing any treaties that have been proposed. If a country proposes a treaty with you, you are offered the option of accepting or refusing it.

The computer will then tell you that the Computer-controlled countries are issuing their orders. When that has been completed, a list of Human-controlled countries will be displayed.

Select one of the countries that you control. The computer will then list the territories that contain your country's units. Select the unit that you wish to issue an order to, or to view the map.

When the territory is selected, the computer will offer you a new menu of options: **STAND**, **SUPPORT**, **MOVE**, **CONVOY** and **OK**. The last option **OK** leaves the current orders unchanged. The default order is **STAND**. Thus, a unit will stay where it is if no order is issued and it is not attacked.

If you opt to **SUPPORT** a move (i.e., an attack), you will first be asked to select the territory to be attacked and then the territory where the attacking unit is coming from.

MOVE is straightforward enough; you are asked to select the territory for the unit to move to. Remember, it must be an adjacent territory that the unit can normally enter.

The **CONVOY** option will only allow a convoy to move a unit if the move is valid. For the initial order, you may either specify the fleet to do the conveying or the army to convoy. You may find it easier to issue the orders for that army unit to be convoyed first, as this automatically issues an order to the fleet, or fleets, doing the conveying. It is 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 must be another fleet when you are doing a multiple fleet convoy (e.g., to get an army from London to Portugal, you could order a convoy by your fleet in the Channel to one in the Mid-Atlantic, which in turn will need Portugal as its landing point).

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

When all countries have finished entering orders, select: **FINISHED**. You will be asked if you are sure. It wouldn't be very nice if you entered your orders and selected **FINISHED** before your opponents had entered their orders, would it? (And you might just change your mind for some of your units in the midst of selecting orders for others.)

The orders will then be processed and the moves made. If a unit is forced to Retreat, the computer will prompt the owning player to either disband or retreat to an adjacent and legal territory.

Examine the **TROOP MAP** and **VIEW LAST MOVES** to see whether your moves were successful. Swear if you wish, the computer won't mind.

The Issue Orders Section (Commodore Amiga and Atari ST)

When the diplomacy section has been completed and either the **END PERIOD** has been selected (or the time limit has run out), you will enter the second section of the game. The computer controlled countries will issue their orders. When that has been completed, a list of human controlled countries who have not yet issued their orders will be displayed. Select the flag of your country to continue.

Select one of the territories that you control. When the territory is selected, the computer will offer you a new menu of options: **STAND**, **SUPPORT**, **MOVE** or **CONVOY**. The default order is **STAND** (so a unit will stay where it is if no order is issued and it is not attacked).

If you opt to **SUPPORT** a move, you will first be asked to select the territory to be attacked and then the territory where the attacking unit is coming from.

MOVE is straight-forward, you are asked to select the territory to move to.

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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 25 years it has been a favorite at game conventions, and now is even played by Email.

The **GENERAL** (a 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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