

ATLANTIS

This is ATLANTIS, a journal of postal Diplomacy, published by Christopher Schleicher, 1535 Dartmouth Lane, Deerfield, Illinois 60015. ATLANTIS contains the variant games 1966 AIac, 1967 Vat (Imperialism VIII), and 1967 Mab (Princeps); and the regular Diplomacy game R-1. There are 6 openings left in the regular Diplomacy game R-2. Game fees are \$4.00 (\$2.50 if you are either a Games Bureau (NFFF) or International Federation of Wargaming member). \$1.00 off if you are already playing in an ATLANTIS game.

Subscriptions to ATLANTIS are 10 issues for \$1.00, single copy price is 15¢.

"Winter 1900"

R-1

"Winter 1900"

WAR IMMINENT IN EUROPE??

ENGLAND: Mr. James Becker, 226 West 16th Street, New York, New York 10011.
TURKEY: Mr. Charles B. Welsh, Box 3197, Brown University, Providence, Rhode Island, 02912.
FRANCE: Mr. Peter Comber, 980 East 45th Street, Brooklyn, New York 11203.
GERMANY: Mr. Lenard Lakofka, 1806 N. Richmond, Chicago, Illinois 60647.
AUSTRIA-HUNGARY: Mr. Jay Kimmel, Apt. A44, 117 West 197th Street, Bronx, New York, 10468.
RUSSIA: Mr. Lawrence Peery, 4567 Virginia Ave., San Diego, California 92115.
ITALY: Mr. W. Gerald White, 4004 S.E. Pine Street, Portland, Oregon 97214.

After lengthy meditation, and consultation on the mystical signs exhibited by the innards of a sacrificial pomegranate, while gazing through a holy Royal Crown Cola bottle, the country assignments for this game were made. Any discontent the assignments have produced is therefore beyond my control (almost).

The deadline for this game will be somewhat long for the first move, to enable the players to carry out sufficient negotiations. "Spring 1901" moves are due at 1535 Dartmouth Lane, Deerfield, Illinois 60015 on 17 February 1970. If anyone wants more time than this, please contact me.

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Substitute players for this game will be welcome. There is no fee charged for substitutes.

AN OVERLY DEFENSIVE STRATEGY
LEADS TO STAGNATION

by

John J. Beshara

While in these times it's hip to play it cool, on the crap table of Diplomacy you either lay your money on the line or make room for a high roller. Sitting around protecting your goodies usually results in a neighbor growing too strong for you to take on later.

The fact is that once a couple of your neighbors get together in a fighting alliance that swings, they are not likely to break-up a good thing when there are enemies around to fight. In the ultimate, while you sit watching their action, you're going to be their next prey.

Examine first the position of Germany in a French-Russian alliance against England, or a French-German alliance against England while you as Russia doodle in Scandinavia? In the first instance you will be squeezed between France and Russia. In the second example Germany will take off after Russia while France moves east against Italy. The result is similar when Russia and Germany blast England, or in an English-Russian alliance against Germany: France is vulnerable.

Maintaining an equality of power with your neighbors requires you to jump when you see two of them about to axe a third. Your choices are one of a combination of the following:

1. Step in and gobble a goodly piece of the victim.
2. Help the victim.
3. Make gains elsewhere.

There is another choice but it is rather delicate:

You may appear to be helping the victim, but only to the point where he is indefensible against you. Then give him the coup de grace. To attempt this you need the cooperation of a fifth country in a long term relationship against the two other powers; it's also okay if one of the other two powers decides to cross the other, from there the two of you can challenge the world. Beware though of attacking a good ally unless you have an equally good one to move with afterwards.

Don't just lunge out against an ally, create some provocation so you are not totally without justification -- later you may need his help, and lubricating the shaft facilitates relations in Diplomacy, too.

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"Winter1002"

1967 Mab

Princeps

PONTUS (Comber): Builds F Heraclea.

EGYPT (Welsh): No change.

HISPANIA (Linden): No change.

AFRICA (Carey): Builds A Thapsus.

"Spring 1003" moves are due 10 February 1970.

ITALY COMES ON STRONG! KAISER SUFFERS! USA BIDES ITS TIME!

ENGLAND: (Bailey) F India (S) F InO--BBng, F BBni--South Atlantic Ocean, F InO--BBng /dislodged (SCS) or annihilation/, A Swe--Norway, F Ska (S) A Swe--Norway, A St.P.--WSib, F Gua (ec) holds /dislodged (Car) or annihilation/, F Car--GMex, F WAtO holds, A Ang--Gab, F Afr (C) A Ang--Gab, A Bra--Gna, A Tra--Wal, A Arg holds, A Mos--Buk, A Prs (S) A Mos--Buk, F Nig--BBni.

GERMANY (Payne): F Norway (S) A Den--Swe /dislodged and annihilated/, A Den--Swe, F Bar (S) F Norway, F Hol (S) F Bel, F Bel (S) F Hol, A Vie holds, A Ruh (S) A Bur--Mun, A Bur--Mun, A Ukr--Gal.

TURKEY (White): A Smy (S) F Bul (ec)--Con /dislodged (Arm)(Ank) or annihilation/, A Ser--Bud, F Bla (S) A Arm--Sev, A Arm--Sev, A Rum (S) A Ser--Bud, F Bul (ec)--Con.

ITALY (Turner): F Gre--Bul (sc), A Pie--Mar, F AraS (S) ENGLISH F Ida, F SZan--Mad, A Mun--Kie, A Ber--Sil, F Mid (S) ENGLISH F WAtO, A Mar--Gas, A Tri (S) A Ven--Tyr, F Adr--Alb, A Par--Bur, F Aeg (S) F EMed--Smy, F EMed--Smy, F Ara (S) A Syr, A Syr (S) F EMed--Smy, F North Sea (S) ENGLISH ASwe--Norway, F Eng (S) F North Sea, F Edi--Norwegian Sea, F SMag--Ant, F NatS (S) F Som--SZan, F Som--SZan, F No--Ion, F Rom--Tyr, A Ven--Tyr.

JAPAN (Comber): A ESib (S) A Sin--Buk, F Tok--NPa, F Pal--CPa, A Sin--Buk, F Aus (S) USA F BBng--InO, F Mal--BBng, F Tim (S) USA F BBng--InO, F SPa--Ant, F Bak--EPa, F Haw--AleS, A Bma--India, F Schi--SCS, F Ins (S) F Mal--BBng, F Tass (S) USA F BBng--InO, F QndS--NZel, F CPa--Bak, F Nag--Pal, A Kor--Man.

USA (Linden): A Dak--SFr, A Mex--Gua, A Atl holds, A Cgo holds, A Bol holds, F BBng--InO, F SNic (S) A Mex--Gua, F Pan (sc) (S) A Mex--Gua, F NYor--WAtO, F Nat (S) F NYor--WAtO.

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"Fall 1912" moves and retreats for F InO, F Gua (ec), and A Smy are due NOON, 10 February 1970, at 1535 Dartmouth Lane, Deerfield, Illinois 60015. No telephone orders can be accepted.

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"Fall 1909"

1967 Vat

Imperialism VIII

The deadline for this game has been extended to 4 February 1970.

ITALY (Perrin)
GERMANY (Carey)
TURKEY (Wittmann)
USA (Turner)

JAPAN (Comber)
RUSSIA (Linden)
ENGLAND (Payne)
FRANCE (Gemignani)

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Brad Payne, 1106 N.W. Woodbine Place, Seattle, Washington 98117 should send in moves for England.

Chronicles of Atlantis--I

The ascension of King Colgan II to the throne of Atlantis begins the expansionist period of early history. King Colgan began the militarization of Atlantis. The fishing fleet of Atlantis became the foundation for the navy of Atlantis. The rugged mountain folk of the hinterland, noted for their fighting ability, became the Atlantean army.

Colgan's son, Talgan, continued the work his father started. After defeating the few bandit bands of Atlantis, Talgan used his armed forces on the islands neighboring Atlantis. By the time of his death, Talgan had nearly doubled the area of his domain. His brother Amul did not conquer like Talgan had. Amul was content to remain inside the Palace he built at Phewdia, enjoying such pleasures as were available. Amul was the first of the many licentious rulers of Atlantis.

King Amul was deposed in a violent coup by General ruk-Dangul of the Army. General ruk-Dangul began an all-out conquest of territory surrounding Atlantis, with raids by the Navy as far east as Cyrene, and as far north as Pictia. The Atlantean Army even established military colonies on the coast of Africa; the most notable of these being the colony of Tingiis, which protected the Gates of Hercules for the Navy of Atlantis. At this time Elysium was put under Atlantean domination, which led to the Rebellion of Hoknam 23 years later; at the start of the reign of King Miditl, cousin of Amul, who deposed ruk-Dangul.

King Miditl, wishing to extend his control of Elysium even further, decreed that "Henceforth, that part of my domain previously known as Elysium will be now and forever called 'Lesser Atlantis', to recognize the superior position of the true Atlantis."

This sparked the Rebellion of Hoknam.

/to be continued/

I GOT A LETTER!!!

Bill Linden:

Curse you, Red Schleicher! Are you applying Rule 5 /Princelps/ or aren't you?

Yes, I am. The Barbarians (love 'em!) are moving Sircae to Bosphorus; Parthians are moving to Artaxata; Mauritians to Tingitana. Would you believe they will be active in "Spring 1003"?

On your Graustark remarks: You are, of course, right about the alienation. /see GRAUSTARK #200 for the letter/ If the "peace movement" said that it was not worth the effort and lives to keep Viet Nam out of Communist hands, I might have agreed--but when the New Luddites scream their bilge about how wonderful Communism is and all the evil in the world is a plot by the Sinisterfascistcapitalistracist-imperialistmilitaryindustrialcomplexcia, and the VC never hurt a fly and anyone who says Communism is less than perfect is bribed by the CIA but anything told us by Hanoi must be accepted without question and perpetrate nauseating double standards and guilt by association, I simply can not stand it--especially when I see that they do not really give a tinker's damn about peace or anything except getting their own way. (It was actually Boardman who made me a "Hawk".)

But what makes you think that they care how many people they alienate? After all, their whole racket is being against which they could not do with the people on their side. As far as I can see, they want to alienate people; /cont. p. 5/

PRESS RELEASES

Burdigala--Tillius denounced the lies being spread by the fascistmilitarist racistcapitalistimperialist rulers of Atlantis about the Atlantean National Liberation Front. "The ANLF is in reality supported by the entire population of the Ocean, except for a handful of corrupt African puppets in Phewdia. Fayal spreads slander in an attempt to provide justification for his atrocities--which of course must not be confused with the revolutionary justice meted out by the ANLF. The Phewdia Slaughterhouse is, in fact just that; a place for the slaughter of anyone who dares raise his voice against Fayal. This was done by the African Intelligence Agency to the previous ruler after they were disobeyed by the puppet completely under their control at all times."

Phewdia--Emperor Fayal was undisturbed when he heard of the latest outburst from the HOLEASS chief Tillius Cordatus. "His attempt to attribute the zeal of our forces to Africa is ridiculous in the extreme. Atlantis is well able to defend itself from outside invasion, as Tillius and HOLEASS will soon see, should they try another invasion of Atlantis. Disguising their greed with words like "national liberation" is not enough. If Tillius wants a nation to liberate he should first try to liberate Hispania, his own nation!"

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I GOT A LETTER!!! (cont.)

only if they succeed in polarizing the country can they obtain the support which in sane times is denied to fringe groups. You see how they live in a fantasy world where everyone who is not a Communist is a Nazi (As if that were a choice!) and refuse to accept the existence of anyone who is not an extremist. They are working desperately to bring this myth into reality.

You can also see how they shift ground--they scream that "the people" are for them; but when it becomes apparent that "the people", and especially the "workers" whose "state" they pretend to advocate want no part of them, they say "The majority is not always right!" Heads they win, tails we lose. They are enforcing the will of the "people"--and since the people do not know what is good for them, the Ruddites will force them to do it. A particularly nauseating instance of this occurred last year at NYU, when they called a "strike", supposedly over the firing of black racist John Hatchett. (Representatives of the "strike committee" openly admitted in my hearing that they did not care two straws what happened to Hatchett, and were using him as an excuse to make trouble) The Ruddites claimed to be protecting the rights of the students against the nasty greedy evil old Administration, but this was a lie; 90% of their efforts were devoted to attempts to drive the students out of the buildings where they were attending classes.

In this process, they became indistinguishable from the "right wing" whom they claim to be attacking.

For instance, Boardman's puerile accusation that I am a follower of Wallace, whom I heartily despise (by his pseudo-logic, Nixon is also a follower of Wallace, which, to say the least, seems unlikely.) is a case of his frequent use of the Bircher argument: "Communists support Civil Rights, Joe Doakes supports Civil Rights, therefore Joe Doakes is a Communist."

I also find incomprehensible their insistence that "right wing" dictatorships are Bad, but "left wing" dictatorships are Good. Boardman asks why we do not feel compelled to impose democracy on Spain or South Africa; /cont. on p. 6/

I GOT A LETTER!!! (cont.)

but why doesn't it occur to him that the reverse also applies? Why does he condemn Franco's dictatorship, but not Brezhnev's? (He is on record defending the Berlin Wall.)

You may object that I lump all "leftists" together. I do so because a) they lump themselves together--"The Movement"; b) it seems obvious that the lunatic elements are in the saddle; those who currently pass for "Liberals" merely act as a cheering section for them.

Don't take any wooden revolutions,

Bill

/Bill Linden, 83-33 Austin Street, Kew Gardens, New York 11415/

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Maps for Princeps are available for 15¢ per sheet. There are two maps and one sheet of rules required.

The maps for Imperialism VIII will be duplicated on a mimeograph, and will be sent out with various issues of ATLANTIS. They are also available as photocopies at 15¢ per sheet. There are 5 maps plus a sheet of rules.

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The house rules for regular Diplomacy are printed in this issue. These may be used for the variants also.

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ATLANTIS
HOUSE RULES
for
REGULAR DIPLOMACY

The published Rules for Diplomacy will be followed except where noted. Any situation not dealt with in the published Rules for Diplomacy, or covered in this set of "House Rules", will be resolved by the Gamesmaster.

1. Deadlines. Deadlines will be set for each "Spring", "Fall" or (when called for) "Winter" moves. No moves will be accepted after the published deadline. The Gamesmaster reserves the right to set later deadlines after informing all players. Under no circumstance will deadlines be set earlier than announced.

2. Stand-by players. Stand-by players will be enrolled for each game, the number to be decided on by the Gamesmaster. Any player who fails to submit moves two turns in succession ("Winter" moves will not be considered a "turn") will forfeit the right to play in that game. After one missed move, the Gamesmaster will ask a stand-by player to submit moves for that country; if the original player is declared "out of the game" due to forfeit of his right to play, then the stand-by will become player for that country.

3. Units that have not been ordered will "stand" or "hold". If such pieces are dislodged by attack, they will be annihilated. If a dislodged unit is not ordered to retreat by a player, that unit will be annihilated. If a player fails to submit builds, no builds will be made for him. If a player fails to make removals required of him, the Gamesmaster will remove the requisite number, according to the priorities established in the rule book. In cases where there is a choice between two or more units, the Gamesmaster will make a random choice.

4. Propaganda. "Press Releases" or propaganda from the players will be printed wherever possible, subject to considerations of taste, suitability, and ability to pass Post Office inspection. The Gamesmaster and/or the publisher reserves the right to delete any material without prior notice.

5. Orders. All orders submitted will carry the game number or designation, the player's country, the move or "season", and the player's signature. Orders must be typed or printed on one side of the paper. Any form of written order (telegram, hamgram, letter, postcard, etc.) is acceptable providing it conforms to the above restrictions. Telephone orders are acceptable only when given to the Gamesmaster directly, and will only be considered valid if confirmed by written order within ten days.

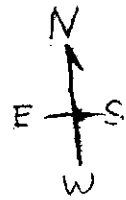
6. Impossible Moves. Any unit ordered to make what the Gamesmaster decides is an "impossible" move shall be considered unordered.

7. All orders must be given clearly. If for any reason the Gamesmaster cannot understand an order given for a unit, that unit will be considered unordered. Players are not held to a certain notation; however, any notation used must be understandable to the Gamesmaster.

8. Koning's Rule. Koning's rule is used in ATLANTIS games. This states that: "If a unit attempting to enter a province is dislodged by an attack from that province, its attack cannot stand off another unit attempting to enter it."

9. Victory. A player must have 18 units on the board in order to win.

EMPIRE OF ATLANTIS



((Atlantis proper. Other Atlantean dominions not shown.)
(About 3640 BCE.)