ATIMETIS

This is ATLANTIS, a journal of postal Diplomacy*, edited and published by Christopher and Deborah Schleicher, 5122 W. Carmen Ave., Chicago. Illinois 60630.

Subscriptions to ATLANTIS are 10 issues for \$1.50. There are games open — a game for New York (area code 212) novices only, a game for novices from other sections of the country, and a game for experienced players. To enter, send a list of countries numbered 1-7 in order of preference along with the game fee of \$6.00 (50¢ off for members of TDA or IFW, and 50¢ off for current players in any ATLANTIS game.).

*Diplomacy is a registered trademark of the game of international politics manufactured by Games Research Inc., 48 Wareham Street, Boston, Massachusetts 02118.

THE DIPLOMACY ASSOCIATION

The Diplomacy Association is the Diplomacy organization that I wholeheartedly recommend to all players, novice or experienced. Membership in TDA includes WAZIR, the world's most widely circulated Diplomacy journal, and a variety of services to members provided without charge. All this for only \$1.00 per year.

Inquiries may be sent to your editor, I'll be happy to answer any questions anyone may have, or membership fees may be sent to Mr. John J. Beshara, 155 West 68th Street, Suite 1021, New York, New York 10023. Checks should be made payable to The Diplomacy Association.

The following article first appeared in ATLANTIS #14, 29 December 1969. It was expanded slightly for republication, and appeared in HOOSIER ARCHIVES #7, 6 March 1971.

	 - ,				
		į.	7	:	
				•	

	and the state of t	· · · · · · · · · · · · · · · · · · ·	
,			

10 miles (10 miles)

A construction of the second contract of the second con

and the contract of the contra

The first of the second se

entrantia de la 1860 de la capación La deserción de la capación de la c La definitación de la capación de l

The control of the configuration of the control of

Agrical Control Section (1995)

the same of the

THE PHILOSOPHY OF WINNING DIPLOMACY

ъу

John J. Beshara

Theoretically no one can win a Diplomacy game. Anyone who wins does so because his adversaries goofed. So why the grandiose title? "To err is human," and the name of the game is D-I-P-L-O-M-A-C-Y: It is your task to help your opponents hang themselves.

Some dos and don'ts:

- 1. Think in terms of the total game, not just this year and next year. From the onset, plan a line of attack through which you can win. Your first minimal objective is to insure a stalemate.
- 2. In relative terms, the weaker the other powers are, the stronger you are. As Turkey, be concerned whether or not Belgium is occupied in Fall 1901.
- 3. If you are an Eastern power, you want the Western powers fighting among themselves (and vice versa) -- stir up the pot to maintain a balance of power so the conflict dawdles. Conversely, you must conclude the conflict within your sphere in haste.
- 4. Whatever country you are, negotiate with every other country, creating whatever form of pact you can get: a simple alliance, a long-term fighting alliance, a non-aggression pact, a mutual defense pact. The more you know about the plans of others, the better able you are to decide your own tactical moves. Try not to make commitments you don't intend to keep, but make them and break them, if you must. Anticipate keeping at least one alliance. Why fight friends when you can fight enemies?
- 5. Rather than seeking little victories, go for the big kill. Endeavor to stab decisively, avoiding situations in which a mained for can bloody your path.
- 6. Maintain communications, even with your enemies; enemies don't have to remain so. After you have virtually destroyed another country, you can still make a deal so his remaining strength is used in your behalf. Indeed, there are situations in which you may have destroyed two countries who were allies and then have them both help you against the other!
- 7. In the beginning it is necessary to be bold; but it is also dangerous. What the hell, if you are going to be destroyed, it might as well be sooner as later. Make it clear to those who could destroy you that you will retaliate to the death.
- 8. Try not to commit your forces to an early attack until your ally or allies commence the engagement. For example, Germany would not care to initiate an attack against France or England until they are already entangled. Then choose your side and go.

- 9. Evaluate each of the other players. A player with a reputation for missing moves or who does not communicate is a dangerous long-term ally. He can drag you under the chaos he creates. A weak player is also a liability, particularly in the short-term and especially if he is stubborn and does not heed your advice. Because of his errors, this alliance with the weak player may be unable to progress, but it does have the later advantage of this ally not being a threat to you. The strong player is an obvious, different danger. You may go-great-guns with him for awhile, but if he begins to lust after your supply centers, your miseries are Marine Trade or Service Service. magnified.
- 10. Some alliances are inherently better than others. Basically, any two countries in the same sphere can develop a winning alliance, but it is nicer yet to have a friend in the other camp, too. The alliances between England/France and Turkey/Italy are great because they virtually guarantee a stalemate. Russia is the colossus, and if you ally with her in one sphere, you'd best hope she is not having too easy a task of it in the other sphere, or at least not concentrating her power in your sphere. If you see Germany and Italy waging a successful campaign against France, hold on to your jock strap, for like as not, you'll lose it in the clutch. The Brain of the State of Contract of Con

Replies and comments to Mr. Beshara's article should be sent to the publisher for printing.

Carry Jerson D. G. Brita

WAR BEGINS IN EUROPE! AGAIN!

ITALY ATTACKS AUSTRIA -- AUSTRIA ATTACKS ITALY
RUSSIA ATTACKS AUSTRIA -- AUSTRIA ATTACKS RUSSIA

FRANCE (Osmanson):

F Bre-Mid

A Mar-Spa

A Par~Bur

ITALY (Medlin):

F Nap-Ion A Ven-Tyr A Rom-Ven

RUSSIA (Carroll):

F StP (sc)-Bot

F Sev-Rum

A Mos-Ukr

<u>A War-Gal</u>

ENGLAND (O'Neil):

F Lon-Nth F Edi-Nvg

A Liv-Edi

GERMANY (Ortiz):

F Kie-Den

A Ber-Kie

A Mun [Unordered; holds]

AUSTRIA (Ayres):

TURKEY (Lipson):

F Tri-Ven
A Bud-Ser
A Vie-Gal

F Ank-Bla A Con-Bul

A Smy-Con

Underlined moves do not succeed. The deadline for "Fall 1901" moves is 21 July 1972.

Press Release:

Mother Russia's finest quality red beets are now Reddi-Mix Stir'n'Serve Borscht. Mother Russia's courteous salesmen are setting up offices in Stockholm and Bucharest. There is plenty of room in the world for pizza, goulash, sish-kebobs, sauerkraut, Yorkshire pudding and champagne without vicious price wars. Mother Russia believes in Free Trade and always has.

GRAUSTARK & PLATYPUS PIE

GRAUSTARK is one of the oldest, most dependable Diplomacy 'zines in existance. I highly recommond subscribing to GRAUSTARK. For more information, write John Boardman, 234 East 19th Street, Brooklyn, New York 11226.

PLATYPUS PIE is another excellent 'zine. This one is put out by Brenton Ver Ploeg, 520 Parker Ave., #202, San Francisco, California 94118. Subscriptions are 8/01.

FIERCE BATTLES IN ITALY AND GERMANY!!!!!!

ENGLAND (Miller): A War-Sil A Pru (S) A War-Sil A StP-Mcs F Liv-Bot F Bal (C) FRENCH A Kie-Liv A Edi-Den F Nth (C) A Edi-Den F Wes-Tun FRANCE (Beshara): A Pic-Bel A Par-Bur A Pie-Ven A Tus (S) A Pie-Ven A Rom (S) A Pie-Ven F Tyr (S) A Rom A Ber (S) ENGLISH A War-Sil A Kie-Liv A Tyr-Boh A Mun (S) A Tyr-Boh A Mar-Pie F Lyo (S) A Mar-Pie F Tun-Ion A Rum-Bud

RUSSIA (Birsan):

A Ven-Tyr A Vie (S) A Ven-Tyr A Tri (S) A Ven-Tyr A Boh-Mun [Dislodged] A Apu-Rom F Ton-Nap F Gre-Ion F Aeg (S) F Gre-Ion A Sil-Pru [Dislodged] A Mos-Liv A Calmdar A Ukr (S) A Gal-War

Underlined moves do not succeed. The dislodged Russian armies Sil and Boh each have only one retreat, Gal. In the interests of speeding up the game, I will arbitrarily retreat A Boh-Gal, and not retreat A Sil. If Edi Eirsan wishes to retreat both units, both will be annihilated. If that is the case, then I am to be so informed within 48 hours of receipt of this issue of ATLANTIS. If the retreats are not as I have indicated, I will so inform the other players.

The deadline for "Fall 1912" moves is 28 July 1972.

HEAVY FIGHTING IN ITALY -- ENGLAND GAINS!

```
A StP-Liv
ENGLAND (Lakofka):
                                     F Bot (S) A StP-Liv
                                      F Bar holds
                                      F Nwy-Nrg
                                      A Edi holds
                                      A Lon-Bel
                                      F Eng (C) A Lon-Bel
                                      F Liv-NA:
                                      F Mid (S) F Spa (sc)-Wes
                                      F Spa (sc)-Wes
                                      F Por-Spa (sc)
                                      A Gas-Mar
                                      F Mar-Lyo
                                      A Kie-Ber
                                      F Ber-Bal
                                      A Bur-Mun
                                       A Mun-Sil
                                       F Nap-Tyr [Dislodged & annihilated]
AUSTRIA (Leahey):
                                      F Rom-Tus
                                     A Tri-Bud
                                      A Boh-Vie
                                      A Pie (S) F Rom-Tus
                                       A Tyr-Ven
                                       A Sil-Ber
TURKEY (Jordan):
                                       A Ukr-Mos
                                       A War (S) A Ukr-Mos
                                      A Bul-Ser
                                      A Rum (S) A Bul-Ser
                                      A Ven-Rom
                                      *F Tus (S) A Ven-Rom [Dislodged & annihilated]
                                       F Ion-Nap
                                       F Tyr (S) F Ion-Nap
                                       F Tun-NAf
```

Underlined moves do not succeed. Deadline for "Fall 1911" moves is 28 July 1972.

F Adr-Apu

*Note that I do not use Miller's Rule, so even though the Turkish F Tus was dislodged and annihilated, its support order is still valid, allowing A Ven to take Rom.

... 1 f 1 d

RUSSIAN, AUSTRIAN, TURKISH ARMIES SWEEP EUROPE! ENGLAND, FRANCE, ITALY SILENT!!!!!!!

```
TURKEY (Leahey):
                                     A Kie-Den
RUSSIA (Horvath):
                                       F Nwy-Nrg
                                       F StP (nc)-Nwy
                                       F Nth-Edi
                                       F Swe (S) TURKISH A Kie-Den
                                       F Bal (S) AUSTRIAN A Ber-Kie
                                    . A PrueBer
                                       F Aeg-Ion
                                       F Con-Aeg
                                       A Smy holds [No such unit]
                                       A Arm [Unordered; holds]
                                       A Ven [Unordered; dislodged & annihilated]
ITALY (?):
                                       F Apu [Unordered; dislodged & annihilated]
                                       F Lyo [Unordered; holds]
                                       F Wes [Unordered; holds]
ENGLAND (Lakofka): [NMR]
                                       A Edi [Unordered: holds]
                                       F Eng [Unordered; holds]
                                       F Den [Unordered; dislodged & annihilated]
                                      F Hol [Unordered; holds]
FRANCE (Blandin): [NMR]
                                       A Mar [Unordered; holds]
                                       A Par
                                       A Spa
                                       F Lon
                                       F Bel
                                       F Bre
                                       F Mid
```

Underlined moves do not succeed. Deadline for "Fall 1905" moves is 28 July 1972.

To: The King of England
The King of Italy
The President of France

The existing state of world affairs places a heavy burden upon the shoulders of the pease-loving peoples of Austria-Hungary, Russia and Turkey. We feel that as the heads of sovereign states of peace-loving peoples, it is our duty to act responsibly and in concert to enforce a renewal of peace throughout the world. As the most powerful states in the world it is our duty to decide the conditions upon which a lasting peace may be founded.

In adherance with the provisions of the Treaty of Paris and Article I of the Hague Conventions, we therefore proclaim a just declaration based on the interest of self-defense of all states concerned and peace throughout the world. This proclaimation is a "...previous and explicit warning..." based upon "...reason..."

and contains conditional clauses that if agreed upon will allow a cessation of hostilities between the western powers of England, France and Italy and a renewal of peace throughout the world.

The sovereign states of Austria-Hungary, Russia and Turkey therefore demand the return of all forces belonging to England, France and Italy to bases located within their respective country's soverign borders. In addition, each country will be required to sue for peace with all persons concerned and so inform the sovereigns of Austria-Hungary, Russia and Turkey.

Compliance to these conditions is required to be completed before the fall of 1905. If such agreement is not completed by the stated time, the responsible Empires of the civilized eastern world will be forced to settle the wars of the western states and allow the peaceful peoples of the world to bask in a golden peace forevermore.

The Tsar of all the Russias, His Holiness Charles M. Horvath I

His Excellency Thomas M. Leahey, Granc Vizier to the Exiled Sultan

His Excellency Steven Brooks,
Foreign Minister of the Austrian Empire

[SEE PAGE 10 FOR THE AUSTRIAN MOVES]

ІННИЛІНИКИ ІННИВИНИКИ ВІДИКА ВІДИКА

"Spring 1903"

1971CQ

R-5

There was an error in adjudication last issue -- the French move A Cly-Liv should not be underlined, it succeeds. The English order F Edi (S) A Wal-Liv should be underlined and noted as an illegal order, as a fleet in Edi cannot move or support into Liv.

My thanks to Richard Miller, TDA Director, for noticing this error, and a special thanks to TDA Chairman of the Board John Beshara for calling me about the error in time to write both Mr. Brooks and Mr. Bell. The deadline for "Fall 1903" moves is still 10 July 1972.

"Fall 1903"

1971DF

R=6

Game delayed by Gamesmaster.

Change-of-address: Bob Lamb, Box 18086, Rochester, New York 14618.
Rocky S. Bagala, 2282 15th Street, San Francisco, California 94114.

Page 8

ATLANTIS #55

10 July 1972

WAR RAGES ACROSS ALL OF EUROPE

ITALY (McLenoan): A Apu-Tri A Tyr (S) A Apu-Tri F Ven (S) A Apu-Tri F Adr (C) A Apu-Tri AUSTRIA (Hoffman): A Vie-Tyr F Tri holds A Bud (S) F Tri GERMANY (Trtek): F Den-Swe F Ska (S) F Den-Swe F Hol-Nth A Bel-Ruh A Ber (S) A Mun [Dislodged] A Mun (S) A Ber *A Liv-Yor FRANCE (Bell): F NAt-Liv F Iri (S) F NAt-Liv A Gas-Spa A Bre-Gas STATE OF STATE ENGLAND (Brooks): F Lon-Wal A Wal-Yor F Swe holds [Dislodged] F Nrg-Nth F Edi (S): F Nrg-Nth F Bla-Bul (ec) RUSSIA (Proujansky): A Pru-Ber F Bal (S) A Pru-Ber A Sil (S) A Pru-Ber A Rum-Sev [Dislodged] F Ank-Bla TURKEY (McGee): A Arm-Sev

Underlined moves do not succeed. The retreats for the German A Ber, the English F Swe, and the Russian A Rum are to be sent to the Gamesmaster within 48 hours of the receipt of this issue of ATLANTIS. I already have conditional retreat orders for one of these units — they may be changed if that player so desires. *See page 8.

F Aeg-Gre A Bul-Rum

A Ser (S) A Bul-Rum

The retreats mentioned above will be reported along with the "Winter 1903" builds and removals,

The Supply Center Chart for "Winter 1903" follows on page 10.

RUSSIA (Proujansky): StP, Mos, War, Sev, KMM, Bul, Ber. (6) Build 1. TURKEY (McGee): Con, Smy, Ank, EMY, Ser, Rum, Gre. (6) Build 1. FRANCE (Bell): Par, Mar, Bre, Por, Spa, Liv. (6) Build 1. GERMANY (Trtek): KMM, Mun, Kie, Den, Hol, Bel, Swe. (6) No change. ENGLAND (Brooks): KMM, Lon, Edi, Nwy, KMM. (3) Remove 2. ITALY (McLenoan): Ven, Rom, Nap, Tun. (4) No change. AUSTRIA (Hoffman): Vie, Bud, Tri. (3) No change.

Gain -- Moss. Builds and removals are due 28 July 1972.

"Spring 1905"

1971R

R-3

On page 7, the moves for Austria were not printed. To the moves printed on page 7, please add the following moves for Austria:

AUSTRIA (Brooks):

A Ber-Kie
A Boh-Sil
A Mun-Bur
A Tyr-Ven
F Tri (S) A Tyr-Ven
A Vie-Tyr
A Bud-Ser
F Ion-Apu
F Rdr (S) F Ion-Apu

There are no changes to the moves printed on page 7, except that the player for Italy has been replaced, and Italy is now in Civil Disorder. A new player is needed.

R-9 & R-10

Players are needed for the New York game (R-9), and for the other novice (newcomer) game (R-10). Game fees are \$6.00, \$5.50 for TDA/IFV members.

Players who wish to join the New York game should contact John Berhara,
155 W. 68th Street, Suite 1021, New York, New York 10023.

Players in ATLANTIS receive a subscription to ATLANTIS for the duration of their game included in the game fee.