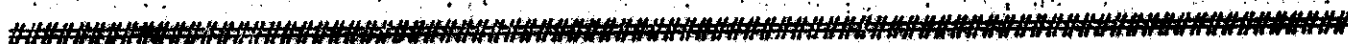


# Atlantis

This is ATLANTIS, a journal of postal Diplomacy\*, edited and published by Christopher and Deborah Schleicher, 814 East Old Willow Road, Apt. 214, Wheeling, Illinois 60090. Subscriptions to ATLANTIS are 10 issues for 20 10¢ stamps. There is one game open at the present time, game fee is \$7.00.

\*Diplomacy is a registered trademark of the game of international politics and diplomatic negotiations manufactured by Games Research, Inc., 500 Harrison Ave., Boston, Mass. 02118. Diplomacy is available for \$10.95, postpaid, direct from GRI. The 1971 Rulebook is also available for \$1 from GRI.

ATLANTIS circulation: 107



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"Winter 1909"

1971CQ

R-5

FRANCE (Ripperda): Por, Liv, Edi, Nwy, Lon, Bre. (6)\* F Mid (R) Iri.

GERMANY (Ayres): Kie, Den, Hol, (3) A Par (X).

ITALY (McLenoan): Ven, Rom, Nap, Mar, Spa, Par, Bel. (7) [GM removes A Bel.]

TURKEY (McGee): Ank, Con, Smy, Ser, Rum, Sev, Mos, Bud, Bul, War, Ber, StP, Swe, Tun, Gre, Vie, Tri, Mun. (18)\* Builds A Con, A Ank, F Smy. [1 unit short of victory.]

\* -- indicates one unit or build short. "Spring 1910" moves due 14 April 1975.

"Winter 1909"

1971DF

R-6

Game delayed by player request. New deadline 14 April 1975.

"Winter 1907"

1972B0

R-7

ENGLAND (McGuistion): Lon, Liv, Edi, Nwy, Hol, Den, Ber, Kie, StP, Swe, Bel, Par, Bre, Spa, Mar. (15) Builds F Edi [Not allowed -- A Edi occupies center.]

FRANCE (CD): Por. (1) [GM removes F Lyo, A Tus.]

TURKEY (Beshara): Ank, Con, Smy, Bul, Gre, Sev, Rum, Bud, Ser, Vie, Tri, Ven, Mun, Rom, Nap, Mos, War, Tun. (18) Builds A Con, F Smy, F Smy. [Two F Smy's are not allowed.]

The proposal for a two-way draw was not accepted. This will give you two a chance to practice writing your "Winter" orders. "Spring 1908" due 14 April 1975.

"Winter 1907"

1972 BY

R-8

AUSTRIA (Jordan): Bud, Vie, Mos, Rum. (4) No change.

ENGLAND (Horton): Edi, Liv, Lon, StP, Nwy. (5) No change.

GERMANY (Eisen): Ber, Kie, Mun, Bel, Den, Hol, Swe, Par, Bre, War. (10) Builds A Ber.

ITALY (Bent): Nap, Rom, Ven, Tun, Mar, Spa, Por. (7) F Wes (X).

TURKEY (Ayres): Ank, Con, Smy, Bul, Gre, Sev, Tri, Ser. (8) Builds A Con, F Smy.

Dave Ayres' new address is 2214 E. 3rd, Spokane, Wash. 99202.

"Spring 1908" moves are due 14 April 1975.

'ZINE REVIEWS

I would like to present my view and comments regarding some of the 'zines that come across my desk from time to time. This is something I have been meaning to do for a long time, but space has been the drawback. In no particular order, they are:

THE MASTER MACHIAVELLIAN, Vol 1, #7, ( 4 March 1975). Editor: Michael George Homeier, 238 N. Bowling Green Way, Los Angeles, Calif. 90049. Subs 12/\$2.50; game fee \$1 + sub. TMM contains articles [this issue had one of interest to wargamers and military historians, "Das Deutsches Afrika Korps: History and Analysis"], as well as regular Diplomacy and lots of press...well printed (spirit) and laid-out. A very good-looking new 'zine.

[Continued on page 8.]

THE DIPLOMACY ASSOCIATION presents

DIPLOMACY OPENINGS

by ERIC VERHEIDEN

Certain Diplomacy openings tend to occur with an exceptionally high frequency. Typically, they offer maximum potential for occupation of neutral and enemy supply centers, as well as key spaces for attack and defense. The initial moves presented here are fairly typical but not necessarily the most conventional. There are two openings highlighted for each country, with commentary of sophisticated or esoteric openings contained in the text.

England

1. F Lon-Nth, F Edi-Nrg, A Liv-Edi
2. F Lon-Nth, F Edi-Nrg, A Liv-Yor

The resulting position from both openings allows for a supported convoy to capture Norway in the Fall.

Movement to Yorkshire is a conservative, defensive measure. Its purpose is to defend London should France enter the Channel. But when France is not so hostile, it restricts England to convoy via the North Sea and reduces offensive capabilities towards the Continent. While A Liv-Yor is a superior defense, the effort is usually wasted since France seldom attempts to occupy the Channel initially; in that unlikely happenstance, a better defense is F Lon-Eng.

There are numerous merits in maneuverability by movement to Edinburgh:

- (1) Even if London is threatened, F Nth may convoy A Edi-Lon to defend, though F Nth-Lon is preferred.
- (2) A Edi may be convoyed to Norway or the Continent.
- (3) F Nth or F Nrg may be free to pursue gains elsewhere.

France

1. F Bre-Mid, A Par-Bur, A Mar S A Par-Bur
2. F Bre-Mid, A Par-Bur, A Mar-Spa

Either opening permits occupation of both Spain and Portugal in 1901. Barring the English stab of F Lon-Eng, France gets two builds, unless Italy enters Piedmont, and there is the additional potential of snatching Belgium. Better defense against the danger of F Lon-Eng is moving Paris to Picardy or Gascony. In the former instance, France is unable to properly defend Marseilles against Italy; in the latter instance, France barter away prerogatives to Belgium; and in both instances, coping with German penetration into Burgundy is precarious.

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France is an innately difficult country to destroy. Even with a modicum of aid, France is capable of holding Portugal, Spain and Marseilles against a combined English-German thrust. Since the Eastern Powers rightly fear intrusion into the Mediterranean by the Western Powers, France usually expects assistance against such oppression.

Ordering A Mar S A Par-Bur is preferred, insuring success. It gives France three options: A Bur-Bel, A Bur-Mun, A Bur-Mar. But Belgium is the goal.

A Mar-Spa is customarily made with the intention of taking Portugal in the Fall combined with F Mid-Spa (sc). This is dangerous because it isolates A Por for a year. But it's also rewarding when there is a strong German alliance and no threat from England or Italy, for France builds fleets in Marseilles and Brest in a sharp lunge against Italy or England. With these moves, Italy is especially vulnerable and the most desirable prey.

### Germany

1. A Mun-Ruh, F Kie-Den, A Ber-Kie
2. A Mun-Ruh, F Kie-Hol, A Ber-Kie

It is Germany's unique displeasure of being immediately subject to encroachment by every country except Turkey. Because of this hazard, the German position is indefinitely tenuous. Too often German players assume the mantle of Holy Roman Emperors when they should exude the gentility of a Prince Consort. And just as often France and England fail to capitalize on the strategic position of Germany in being able to pounce upon Italy and Austria.

Russia is a natural ally for Germany. Their interests mesh. In the long term, if Germany establishes a rapport whereby England battles in Scandinavia without overly embroiling Germany, and if Germany also swings France against Italy, Germany merely nibbles here and there. This security on Germany's western flank permits a healthy consolidation of power.

Because Germany is a house of cards, it must probe with discretion. Thus, F Kie-Den preserves the option of bouncing Russia in Sweden on the Fall move, or supporting Russia in Sweden subsequently.

While F Kie-Hol is Germany's best bet for three builds in 1901, the units are awkwardly placed. Three builds are bound to make too many neighbors unhappy and the Emperor may find himself playing solitaire with his cards.

### Italy

1. F Nap-Ion, A Ven-Tyr, A Rom-Ven
2. F Nap-Ion, A Ven-Pie, A Rom-Ven

Either opening may be used to launch an anti-Austrian offensive. Such offensives are currently somewhat out of vogue; however, it is admittedly difficult to find an alternative offering the same chances for early, significant growth.

Advancing to Tyrolia is surer of success by putting two Italian units on Trieste with a threat to dewaltz Vienna. Add cooperation from a Russian army in

Galicia, then the tarentella pervades the Balkans. And not to be overlooked is the vantage point from Tyrolia to Munich, a kind of lover's leap, especially with Burgundian propinquity.

Being poised in Piedmont is interestingly-intriguing: In protecting Marseilles, France may be deprived of Spain while the subtle purpose may be surreptitious stalking of A Ven-Tri, A Pie-Tyr in the Fall.

Strategically, Italy must prevent the formation of a Russo-Turkish alliance after the fall of Austria. Otherwise, the Italian player merely inherits the unfortunate position of the late, unlamented enemy as the Russo-Turkish steamroller presses over Italy's newly won centers.

Fashion recently tends towards A Ven holds, A Rom-Apu, F Nap-Ion. Its aim is to convoy A Apu-Tun and eventually to Turkey, or occasionally Austria. This strategem is delicate and dangerous. Success requires extensive allied cooperation plus decisive dispatchment of the enemy.

#### Austria

1. F Tri-Alb, A Bud-Ser, A Vie-Tri
2. F Tri-Alb, A Bud-Ser, A Vie-Gal

F Tri-Alb, A Bud-Ser has become so standard for Austria as to be almost automatic. The reason is that it almost guarantees occupation of Serbia and Greece -- giving Austria two most welcome builds -- with A Ser S F Alb-Gre.

This leaves A Vie to bear the burden of offense and defense. If Austria is unsure of Italy and/or wishes to avoid offending any neighbors, A Vie-Tri is acceptable. But while in general this is safer defensively against Italy, it lacks offensive merit. What the move to Trieste hopes to attain is to discourage an Italian attack by making it less profitable, at least in the short term.

Invariably, Austria expects to fight either Russia or Turkey. Italy on top of either of those two is just too much of a combination for Austria to resist. Thus, Austria is committed to detente with Italy. This preferably involves a fighting alliance, or minimally a non-aggression pact seeing to it Italy is committed to move against France or Germany.

When Austria is not overly concerned about an Italian attack but is worried about Russia, A Vie-Gal is a knockout. This is also a virtual mandatory first step in an anti-Russian offensive since A Gal is capable of plucking Warsaw, Rumania or even Ukraina. More often than not, A Vie-Gal is stood off by Russia's A War-Gal. The resultant position is superior defensively against a potential sneak incursion by Italy.

#### Russia

1. F StP (sc)-Bot, F Sev-Blu, A War-Gal, A Mos-Ukr
2. F StP (sc)-Dot, F Sev-Blu, A War-Gal, A Mos-StP

Russia's traditional first year gains are Sweden and Rumania. The northern fleet usually goes to Sweden, although if the German High Command is hostile, F Bot may sometimes be profitably-deployed in the Baltic in the Fall, often giving

Germany no end of trouble.

In the south, immediate loss of the Black Sea to the Turks throws Russia on the defensive, giving up any chance of holding Rumania and often eventually Sevastopol en route to disaster. Consequently, Russia usually plays it safe and sends F Sev-Bla in the Spring. Assuming, as is typical, this move bounces a similar Turkish move of F Ank-Bla, there are Fall options for F Sev: (1) use in gaining Rumania, and (2) a repeat of the Spring maneuver. Putting a fleet in Rumania is tantamount to criminal negligence but it is done all too often.

Movement of A War-Gal is probably Russia's strongest move, although the Austrians may voice certain objections since Galicia is within the domain of the Austro-Hungarian Empire. If not anti-Austrian in thrust, A Gal may happily gallop to Rumania, often with support of A Ukr and sometimes F Sev. Otherwise, if A Gal is part of an anti-Austrian offensive, Russia enjoys a guessing game over Vienna and Budapest in the Fall.

An army in Ukraina is useful besides aiding in capturing Rumania. The Russian player may wish to send F Sev-Bla, A Ukr-Sev, covering Sevastopol from potential Turkish attack from Armenia.

Sending A Mos-StP is definitely anti-English since it threatens Norway and forces the English to support an attack on Norway to insure success. Knowing England cannot be denied Norway, a clever Russian just may order A StP-Fin, freeing St. Petersburg for a build, usually a North Coast fleet, in preparation for the coming attack on Norway and general anti-English offensive.

#### Turkey

1. F Ank-Bla, A Con-Bul, A Smy-Con
2. F Ank-Bla, A Con-Bul, A Smy-Arm

The most valuable piece of real estate in the eastern sphere, if not the entire board, is the Black Sea. For Turkey to occupy it is death to Russia. While Russian dominance of the Black in 1901 stunts Turkey, Russian capability of retaining the Black thereafter is less likely than the ability of the Turks. Thus, F Ank-Bla, albeit usually unsuccessful, is anticipated.

Whenever Turkey is convinced of Russian friendship, the initial launch of A Con-Bul, F Ank-Con, A Smy holds is not only splendid deployment for ultimate rewards, but provides Turkey with substantive defense against Russian treachery. In such circumstances, it is unreasonable for Russia to move to the Black, just as it is improper for Turkey to importune Russia for admittance to the Black. The intended Turkish Fall moves are: A Bul-Gre, F Con-Aeg, A Smy-Con. Those with a weak heart, bleeding ulcers, cirrhosis of the liver, and sundry ailments should consult a physician prior to adopting the tactics suggested in this paragraph. Even the healthy should have a thorough physical examination by a reputable internist, and consultation with an analyst is not to be shrugged off.

So back to the selected openings. Once occupied, Bulgaria supported by A Con is nicely secure for the first year at least, even from combined Austro-Russian bombardment. Fall movement of A Bul-Gre creates problems for Austria whenever A Ser is detailed to defend against Russia or Italy. And when inclined, the Ottoman military is hellish against Russia, especially when Austria is an ally,



'ZINE REVIEWS

SHAFT!! is a warehousezine for the play of postal Diplomacy variants. Subs are 77¢ from Andrew Phillips, 128 Oliver St., Daly City, Calif. 94014. SHAFT!! has been around for a long time, and although short it is dependable.

EXPONENT is another new but interesting 'zine. It is run by the John Dewey High School Strategic Games Club, and is available at 10/¢1.50 from Richard Kovalcik, 947 56th Street, Brooklyn, New York 11219.

EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT DIPLOMACY BUT HAD BETTER SENSE THAN TO ASK, commonly known as EVERYTHING is an absolute must for statisticians. EVERYTHING details the finishes of every regular Diplomacy game and records the Boardman Nuber assignments. It is available 10/¢4, from John Weswig, 2415 NW Elder St., Corvallis, Oregon 97330. Checks should be made payable to "Chintiani Enterprises."

SPECULUM is published by Dave Kadlecik, 1447 Sierra Creek Way, San Jose, Calif. 95132, and is available 10/¢2. It carries both regular and variant Diplomacy, as well as some of the best "zine reviews" around.

DIPPY is published by Jim Benes, 16W450 Honeysuckle #112, Hinsdale, Ill. 60521, available as a supplement to "The Sunday Western Star-Post-Free Press," a 'zine for members of the "staph" of WBBM radio in Chicago. WBBM is an all-news and commentary radio station, which I happen to like to listen to myself (I can't abide their anti-gun stand, but aside from that it's a welcome change from the drivel coming from the rest of the radio spectrum). Write to Jim for subs.

DIPLOMACY WORLD, edited by Walt Buchanan, RR #3, Lebanon, Indiana 46052 finally arrived here, and it was better than I expected. It is available at \$3/year (6 issues). Well printed (offset), and with lots of articles but no games opened.

ADAG is a nice little 'zine, but Hal doesn't want subs so I won't give him a plug.

Maybe I'll get around to some more 'zines next time....

#####

"Fall 1907"

TDA #1

R-9

ENGLAND (Ripperda):

AUSTRIA (Roter):

FRANCE (Ayres):

A Mos-War  
A Den-Kie  
 A Hol holds  
 F Mid-Wes  
F Iri-Mid  
 F Eng (S) F Iri-Mid  
 F Lon (S) F Eng  
 F Nth (S) A Hol  
 F Hel (S) A Hol

A Gal-Boh  
 A Tyr-Ven  
 A Tri (S) A Tyr-Ven  
 A Bul (S) F Gre  
 A Vie (S) A Tri  
 A Smy holds  
 A Ser (S) F Gre  
 F Gre (S) F Con-Aeg  
 F Con-Aeg

A Spa holds  
 A Par (S) F Bre  
A Ber-Kie  
 A Mun (S) A Ber-Kie  
F Kie-Hol  
 A Ruh (S) F Kie-Hol  
 A Bel (S) F Kie-Hol  
 F Pic (S) A Bel  
F Por-Mid  
 F Bre (S) F Por-Mid

ITALY (Huff): NMR

A Tri (X)  
 A Ven [Dislodged]  
 F Adr  
 F Ion  
 F Aeg [Dislodged]

Underlined moves do not succeed.







THE DIPLOMACY ASSOCIATION presents

A RATING SURVEY 4

<u>Averaged Score</u>	<u>The Top Twenty</u>	<u>Games Won</u>	<u>Points</u>	<u>Games Rated</u>
813	Mike Rocamora	6	6.500	8
683	John Beshara	8	8.290	12
628	Tom Eller	7	7.533	12
556	Monte Zelazny	5	5.000	9
544	Ron Kelly	3	4.900	9
544	Andrew Phillips	10	12.517	23
542	Randy Bytwerk	6	6.500	12
541	Doug Beyerlein	10	11.900	22
494	Lewis Pulsipher	6	7.900	16
488	Peter Rosamilia	3	3.900	8
473	Tim Tilson	3	3.783	8
353	Jeff Power	4	4.583	13
321	John Smythe	8	8.333	26
320	Jeff Key	3	3.200	10
306	Lenard Lakofka	5	6.117	20
293	Eugene Prosnitz	6	6.450	22
279	Don Berman	1	2.233	8
278	Mike Goldstein	4	4.167	15
265	Eric Verheiden	1	2.650	10
263	Hal Naus	5	8.167	31

"A Rating Survey" was initiated in 1974 at the behest of John Beshara, Chairman of the Board of TDA. It is based upon an idea first put forth by Richard Miller in his article "Fallacies of Ratings and Polls," published in Wazir No. 4. Richard Miller's idea was later modified by Brenton Ver Ploeg for his Averaged Calhamer Point Count Rating.

The number listed under "Points" is the Calhamer point count where only wins and draws are tabulated: Winners receive 1 point; in a draw, the point is divided among the surviving players. The "Averaged Score" is computed by dividing the number of "Points" by the number of "Games Rated," omitting decimals. Winning 1 of 7 games is average with an "Averaged Score" of 143. To insure a meaningful statistical sample, a minimum of seven "Games Rated" is required.

The Survey was originally calculated from indirect sources. Recently, an entirely new data base was compiled where each Boardman Number assigned is listed sequentially. If the game is rated, the names of all players to be included in "Games Rated" is listed, with an asterisk placed next to the name of a player earning "Points." For unrated games, a notation indicates the reason, for example, abandoned, 5-man game, etc. From this master list, an index card is prepared for each player with a minimum of one "Point." The individual cards list the Boardman Number of the player's rated games, the country played and the

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