

FOUNDATION

FOUNDATION # 7

January 17, 1986

FOUNDATION is the organ of the Granite Archive; published by Gamesmasters Publishers Association and Edited by W. Elmer Hinton Jr., 20 Almont St., Nashua NH 03060. FOUNDATION was established to aid in the collection and preservation of postal-game hobby information through the establishment of the Granite Archive, and through promotion of availability of the information held therein.

Introduction

Following a short delay we have here the latest issue of Foundation! The schedule is for the issue to appear during the week of the Monday after the second full week of the month. The issue is mailed separately to Granite Archive traders; with Kaissa to subscribers; back issues are 25¢ each.

I have a special announcement about subscriptions. From the mail, and the ratings, Foundation is desired. When I warned that the free issues would stop, I got two subscriptions, however. Neither were from the ones who had shown the most interest when writing. I find that odd. So, I've decided to try this. I'll continue to send issues out free, to any who request them. However, the project needs funds. So, I want to canvas now for someone to act as Granite Archive fundraising chairman (see below).

The ARCHIVE

For the last year, I've been actively pursuing projects connected with the Granite Archive, without specifically boosting the Archive, per se. In april I set off on that path with the broaching of a Panzine Clearing House project, which didn't get off the ground due to the Postal Locator controversy, and has since been duplicated by Simon Billenness.

I have continued to search out any old or unwanted zine collections and have managed to acquire quite a few, many from Cathy Ozog especially.

The goal of the Archive is, as it has always been, to get as complete a set of zines as possible, including all game record flyers, service zines, and regular gamezines, preserved and indexed for the future study and enjoyment of the hobby. There was such a thing, once. The Hoosier Archive, under Walt Buchanan housed such a library, which was open, by mail-order, to the hobby public. When it started to fail, by 1977, Walt should have

thought of a replacement, but it wasn't until two years later that he stepped down from his recognised post as Hobby Archivist, deliberately naming no successor. Without going on about what his word may be worth, Walt stated to me that I was his first choice. At the time, I believed him. From his many Archive duplicates, which went first to Mark Berch by prior agreement, a portion was sent on to the Granite Archive, while another portion went out to Scott Marley and his Orange County "Orchives". When Scott defaulted on that agreement less than two years later, the only avowed 'publicly oriented' library of zines remaining, was mine.

Unfortunately this coincided with my own low-ebb of activity. I have played and published constantly since beginning. Yet, that period was one of warehouse issues, and only one active game played; two run. I continued to collect additions to the Archive, but except for the continuing sets of duplicates from Berch (which stopped about three years ago), these acquisitions were small. There was no publicity, and except for supplying occasional information to the Orphan service or BNC, no one took advantage of the material.

In a way this was fortunate because it allowed me to do what has never been done before - to index the contents of the Archive, by subject, title and author; by zine, by publisher, and by game number or name! That portion of the 'duplicates' I have mentioned, are fully done.

However, this leaves us, at this late date with a great loss of historic record. One of the advantages to the PBM hobby has been the continuing record of zines, and game results, which can be preserved and studied. I have tried, in the last two years, to build up a sound base to correct this. I started with Kaissa, added Foundation and the Postal Locator; continued the slow process of improvement and development. Now the time has come to reorient upon the central focus of all of this activity, the Archive itself; the re-establishment of a central hobby library from

which all can benefit.

To do this I would like to establish a universal trade with all zines; all flyers, all newsletters, on an all-for-all basis. I mentioned the Hoosier Archive 'duplicates'. Under Walt, the Hobby Archive received not one but two copies of each item. This meant that if the outside copy were damaged in transit, or the particular copy he got was not as well printed as another, at least one good copy would remain for posterity. Moreover, it meant a duplicate file in the event, Ghod forbid, of fire or other disaster.

I suppose some will refuse to trade, and so subscriptions may have to be bought. Some may not wish to waive a player-only flyer, and so we may have to acquire some zines from a third party.

All of this speaks to the present and the future, but what of the past? Although it is no doubt a false hope, Walt promised to transfer the original Archive, intact, if the new Archive could complete the gap he left, 1977-on. Older zines, while of great value, need not be of gravest concern then. However, that gap, of now 9 years, will be a hard one to fill. It will take the resolve and the determination of every publisher, player and collector, to help do that job. It will mean rifling long-dusty and forgotten stacks in some forgotten corner; it will mean leaping to the place of any publisher who folds, before his own issues are gone forever. It will mean a co-operative effort with hobby services. It will be a challenge unequalled in the Hobby, since the establishment of the first Archive over a decade and a half ago.

And it will be a costly project. Up to now I've bought the paper, cards, folders, and filing cabinets; paid postage on incoming zines and even bought up back-issues. This side-hobby has, in and of itself, cost more than you might imagine; more than publishing a zine for years at a loss.

To pursue this phase of the project will require some help; perhaps a lot of help. I first want a fundraising chairman to organize a committee that will discuss, and put into practice, ideas to raise funds in support of the Archive.

Next I want a Chief Snoop, to ferret out zine collections, back issues, game flyers, and so forth. Up to now I've been pursuing this myself, to a small extent; but it cannot be done - and maintain the Archive too - as we embark on the massive search I have mentioned, for seven years of lost zines. When the Archive is up to current, the job will be small. Now, it is an order of magnitude too large for one person.

Finally, I need the co-operation, primarily, of publishers. I have worked slowly this past year, and have trades with/ or receive the zines of, perhaps $\frac{1}{4}$ of the North American output. Many of these trade for and play in zines which they simply throw away, or accumulate until they wish nothing more to do with them. Can we acquire these zines for the Archive? What of the zines for

which the SNC and MNC trade? Where do these go when the custodian is finished with them? Are there any substantial collections, which might be donated to the Archive? Or even small amounts. Anything will help!

We need the zines for the value in them, in writing and opinions and articles. We need the game flyers for the one-day, perhaps, project to gather actual-game information for study; or for player record files. We need the service newsletters for thier historical record of the ebb and flow of the hobby and it's support activities. We need the full and complete record preserved for future time.

More than that, we need the record saved for future research. So many are the projects that can be done from such a library that I cannot begin to list them..

To begin though I need two volunteers; A Fundraising Chairman, and a Chief Snoop and Zinefinder. These positions are now open - please publicize this!

I hope to fill both positions before the next issue or two. Any ideas and comments are also appreciated. In March, Foundation #9 will carry the Granite Archive holdings list. This will give everyone a general idea of what is already contained in the Archive. It will be followed by a target list of known zines of which we have few or no copies, throughout the main target period.

Armed with these, our new Chief Snoop & Zinefinder can begin to seek out and acquire those zines, or copies of them, that will begin to complete the Archive and elevate the hobby once more to that level of self-recognition that only a hobby-wide Archive can achieve.

In the meantime, please add the Archive to your list of services and projects in your zines. Let everyone know that the hobby is at thier fingertips.

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DOMINANCE Ratings

Some background; last Spring I began the overhaul of a rating system I designed a few years ago, and added a new dimension to it; creating the Dominance Ratings (I & II). I naturally started with the, then-current issue of Everything #63. As a result, calculations started forward from there and, when current, will proceed to past issues until all relevant games have been included.

The systems appeared in F#4, and #5 with the country standings for all games in the database.

Eligibility

Only 'active' players are listed, though some classic players may be listed for comparison. To be considered active one must be 1) listed as a starting player in a game with a Boardman Number year not over two years before the current year (in 1986; 1986, 1985, 1984); or 2) listed in the results of a game completion of a game whose Boardman Number year is

not over four years before the current year (in 1986; 1986, 1985, 1984, 1983, 1982); (this latter is counted in the year the report is published and the following year); and 3) for those with a game-report from a rather old game there are two distinctions: if the game has been run continuously under one GM and/or zine, the game reports is counted as per #2; but if some disruption (orphanage) has occurred, then the game counts as current for only those players who a) ended the game, b) were in the game under the latest administration, or c) are considered current otherwise.

One need fulfil only one 'active' criterion in order to be considered active. If a player is 'active', all of his past games will be counted in the record (as available in the database).

Errata

When Dominance II rules appeared in R#4 and 5, it was noted that those games called "Zero-Outs" (or Z-o for short) are deducted only from Dom.I game totals before final division. Occasionally records exist for D-I which are not complete enough for D-II; these

usually were only the status of leaving the game (such as Res, Rem, Dro) rather than the actual turn of leaving, or a gap in the SC record. In such cases the game is not countable in the D-II total and is deducted before initial division. These "?" games, and the Z-o games in D-I, result in that game being uncounted. This can mean that a player will be left with no games countable in the listing.

There is a grave difference between not-listed, and listed-with-Zero score, in either Dominance I or II systems.

Database

These are the games for which calculation has been completed. This represents all eligible, regular games from Everything... #63, #64, #65 and #66. Incomplete games from those issues may be counted in future if the missing information becomes available.

1976 CZ, JJ; 1977 AM; 1978 CY;

1979 CN, KH; 1980 AL, CR, IM, KM, KW;

1981 D, M, AE, AF, AN, AQ, CH, CJ, CQ,

HE, HT, IC, IU, KC, KH;

1982 F, Q, U, AF, AI, AN, CP, CQ, CR, CS,

CU, HA, HF, HH, HJ, HK, HM, HQ, HU, HV, HX,

HZ, IF, IH, IJ, IL, IM, IN, IP, IQ, IS, IU, IY;

1983 F, I, J, N, O, S, T, W, AD, AF, AG,

AH, AI, AL, AM, AQ, AT, AW, AZ, CC, CH, CN,

CP, CV, CZ, HA, HB, HE, HF, HL, HM, HP, HQ,

HV, IG;

1984 B, E, G, I, U, W, AD, AI, AP, AT,

AY, CF, CN, CO, CZ.

This is a total of 109 games. Below are the updated Country Standings; the personal standings for players will begin next issue.

Country Standings, Dominance I

Country (Elim)	Win	Draw	?/0	Z/0	Points
Russia (44)	13	26	0	10	30.49
Germany (46)	10	20	0	3	29.90
France (35)	6	29	0	3	29.61
England (30)	8	26	0	1	29.23
Austria (58)	7	19	0	14	25.59
Italy (44)	5	14	0	3	21.34
Turkey (47)	4	20	0	3	20.54

Country Standings, Dominance II

Country Points

England	.369
Russia	.355
France	.353
Germany	.309
Italy	.274
Turkey	.271
Austria	.249

Note that Eliminations, Wins, Draws is the same for both sets; Zero-Outs are deducted before Division in D-I; missing information games (?-outs) are deducted before division in D-II.

Germany has moved from fourth to second place; otherwise the D-I list order is unchanged. The D-II list shows only England moved from third place to first, and Austria from fifth to last. The other countries are in the same relative order.

As the sample increases the scores are slowly converging as well. With 41 games, the D-I list spread over about 20 points; the D-II list over about .2 points; with 109 games the spread is only about 10 points and .12 points respectively.

Next issue will have the first player listing. It will be complete through Everything... #63 and 64, and, perhaps to the present if my luck holds.

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Letters:

Well, we won't really have time or space for letters this time; but Steve Courtemanche writes to say his error (R#5) came from adding the two systems together...a few other notes have shown interest and as a sum total, three people who should have renewed thier request this issue to stay on the lists (Tom Melinda and Paul) are off, and two new requests (Lance and Bob Addison) are added.

We need more plugs, especially to the novice market.

Honorable Mentions

This listing won't appear this issue because it needs refurbishing. Instead of merely listing those who have kindly plugged the Granite Archive or our projects, the list will include the date of last mention and an item will be removed after over three months has passed without a plug.

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POSTAL LOCATOR
Postal Standby Locator

This is a listing of people who specifically wish to standby under the games noted. They may be contacted for immediate use, from this list, provided all information (player addresses, SC list, etc) is provided; or you may send them a sample and request to join your list, before using them.

DIPLOMACY: standard (1971/1976 Rulebook)

Ronald M.Kelly, 240 Manor Circle, Apt.8;
Takoma Park, MD 20912 (F7)*

Michael Grubb, 220 Alexander Ave, Apt.C;
Durham, NC 27705 (F7)*

Paul Gardner, Rt.1, Box 2338; Newfane VT
05345 (802)365-7635- prefers to be accessed
via telephone; not collect. (F7)*

Steven Courtemanche, c/o Steve Arna-
woodian, 602 Hemlock Circle; Lansdale PA
19446. (F8)

J.Robert Baker, 3100 Meadow Lane North,
Dickinson TX 77539 (713)337-4110;- call only
for last minute need. Will standby for TURKEY
only. Note this. (F8)

* * * *

(The code in parenthesis is the issue of
expiration unless you renew your request.)

* * * *

POSTAL LOCATOR
Postal Player Locator

This is a list of people who specifically
wish starting positions in the game listed.
Contact the custodian to apply. Those on both
lists may be contacted directly. Nether list
is wholly exclusive.

DIPLOMACY, variant, (Gunboat)

W.E.Hinton(F11), L.Anderson(F11), B.Addi-
son(F11).

DIPLOMACY, variant, (Almost Near Utter Chaos)

L.Anderson(F11)

Note that the range of requests does not
necessarily reflect the number of games desir-
ed. A player may wish only a few games, but
be interested in a wide range of titles. On
the other hand, a player may wish a number of
sections of one or more titles.

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FOUNDATION, Granite Archive
W. Elmer Hinton Jr.
20 Almont St, Nashua, NH 03060

I N F L I C T U P O N :

FIRST CLASS MAIL

Address Correction
Requested

Deadline for material;
February 10, 1986