Hoosier Archives is a Diplomacy genzine published by Walter Buchanan, R. R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824; Archives Director, Postal Diplomacy Congress, and V-P/Treas., International Diplomacy Association. It is devoted to articles on good play, rating systems, demonstration games such as the Multiple Vinners Invitational (1972CR) now in progress and game news. Information from my Diplomacy archives is vital for all this and is available to the public as well. Although the archives is virtually complete in at least xerox form, missing undamaged originals are solicited, either for purchase or a loan to permit xeroxing (see the last archives listing in Hoosier Archives). Many original spares are now available from the archives; more are solicited so as to make them available to others. A subscription to Hoosier Archives is 10/\$2.00 or 26/\$5.00; back issues are 25¢ apiece (10% discount for all available). Ask for #101 to get a list of all articles as of them. This is Albatross Press publication #120.

MULTIPLE WINNERS INVITATIONAL (1972CR) (Average Aces Trophy Game) Spring 1907

PROSNITZ'S ARMY IN MUNICH WIPED OUT!

The scales are tipped to one side; Can Italy stop the Russian tide? The poor French still fight Against allied might; Where can the French Lord try to hide?

FRANCE: A Bre S A Par, A Par S A Bre, F Mid-Gas (Birsan)

GERMANY: F Nth-Eng, A Hol-Kie, A Mun-Ber /a/, A Bur-Gas, A Ruh-Bur, A Pic S (Prosnitz) A Ruh-Bur

ITALY:

A Spa-Gas, A Mar-Bur, A Pie-Mar, A Tyr-Mun, A Ven-Tyr, A Tri S A Ven(Beyerlein)

Tyr, F Lyc-Spa(sc), F Wes-Mid, F Tyr-Wes, F Ion-Tun, F Aeg-Gre

RUSSIA: F Nat-Nwg, F Edi-Nth, F Lon S F Edi-Nth, A Liv-Yor, F Swe-Den, (Ver Ploeg) F StP(sc)-Bot, A Mos-StP, A Pru-Ber, A War-Sil, A Boh S Italian A Tyr-Mun, A Ukr-Gal, A Bud H, A Ank-Sev, F Bla C A Ank-Sev

Fall 1907 Orders are due not later than noon (9:00 A.M. for phone calls) on Saturday, 24 March 1973. Conditional builds and/or retreats are urged at this time.

NEW CAME!

Since the Average Aces Came will probably be over before too many more game years, it is probably time to start thinking about a new game. This game will continue in the past tradition of trying to form a demonstration game of the bast players in the hobby. This time I would like to include some of the best newer players, too. To compensate for the fact that these players haven't won as many games, this game will be on an invitational basis without saying that to qualify one must have won so many games or place so high on a given rating system or poll. Nevertheless, the idea is to assemble the best field possible while still giving the newer players a chance. Therefore, any of you out there that think you might qualify, please let me know of your interest and qualifications. The game fee will be \$10.00 but it will not be asked for until you get a confirmed invitation to play. And of course the scener you write, the better chance you will have of obtaining a position.

(IDA new has 110 members. Join today and be part of the action!)

ANALYSIS (Fall 1906): Rick Brooks (R. R. #1, box 167, Fremont, Indiana 46737; comments are invited.)

The game scens to have jelled. Italy and Russia look to be disengaging while France appears to have decided to cut the game short by helping Russia get Cermany. Italy has pulled off a sensational convoy. Very pretty, but he tied up several units. Taking Spain with IF Gulf of Lyon would put two fleets on the Mid-Atlantic. Italy may well be settling for second...or playing things cautiously until Russia disengages in the east.

Simple math shows that Russia could win it this year. Without help and some luck, he won't. Without Italian help, Russia could be held out of both berlin and Denmark. Munich is the key here. GA Munich to Berlin in the spring and GA Kiel (S) GA Munich to Berlin with GA Ruhr (S) GA Hurgundy to Munich could hold out Russia. RA Bohemia (S) IA Tyrolia to Munich could be a good investment. Then either Munich or Berlin would fall. RF London (S) RF Edinburgh to North Sea and RF North Atlantic to Norwegian would dislodge GF North Sea. Russia will probably leave Norway unguarded. RF St. Petersburg (sc) will be in position to hit Kiel after a year. RA Moscow to St. Petersburg in the spring would allow Russia to retake Norway if it were lost. Another flaw in taking Norway would be that Kiel would be unable to block out the two Russian fleets from Denmark unless GF Norway cut the right support. Berlin would be lost if Denmark weren't. So GF North Sea will probably block Denmark, then retreat to Helgoland Bight.

But a lot depends on what Germany can get from Italy. Just benigh neglect would be a great help. The neutrality of IA Tyrolia would allow Germany to block berlin while moving GA Ruhr to Kiel and GA Picardy to Belgium. Otherwise GA Ruhr (S) GA Burgundy to Munich would mean GA Holland to Kiel and GF North Sea retreats to Holland. Not only would Denmark be conceded to the two Russian fleets but Helgoland Bight would also be open for a Russian fleet to move into.

France has moved to block Germany at the cost of giving up Spain to Italy. Removal of FF Wid-Atlantic instead of FA Gascony would have put 3 armies to block Germany, but would have conceded Portugal to Italy.

Russia can put it all away this year with the breaks. It will take a successful doublecross of Italy. Serbia, Bulgaria and Constantinople are easily in reach of Russian units while Greece, although it can be reached by RA Budapest by fall, can be blocked by IF Ionian even if IF Aegean moves up to the Ionian. Italy would have to move out of Trieste or Tyrolia or Vienna could fall to Italy. Russia would need one German center. Italy would undoubtedly react by helping Germany. It would be a matter of outguessing the support of GA Kiel for Russia.

Italy's best chance seems to be to keep an eye out for a Russian doublecross and leave Germany alone to slow the Russian advance. But all Russia needs are Berlin, Kiel, Denmark and Holland to win while Italy must get eight centers before Russia gets four. With France apparently helping Russia, the task looks impossible.

ACEINGS! Spring 1907

PARIS (nasrib press) (7 May 1907): With defeated German armies fleeing towards the Rhine, the Sea Lord has returned to the capital of his soul and the focus of his heart. With little fanfare his small barge pulls into its place at the Royal Docks. No crowd awaits his return, no mass of cheers rises to greet his return from a thousand encounters with death.

The images of a war-blasted past hover about his eyelids with the memories of battles on the seas and the land. They fog the reality about him and force him to stumble across the docks in a mechanical motion devoid of interest in the surrounding doom. Each footstep sounds upon the dock with the ring of a hollowed future as the rippling waves of the Seine shiver at the fate he has made.

Yet, atop a small swell in the otherwise docide river, a small figure of a woman, dressed in black with blocd-red highlights about its edges, watches the dazed Sea Lord approach land for the first time in years. Tears cascading down her immortal cheeks, she casts aside this time and disappears from the horizon, leaving only a faint glow

about the waters she read.

Dragging his ever dying spirit towards the origin of the dock, the Sea Lord catches the fainting flow of love passing by. His feet catch upon the futility of the times and he stumbles for the last moment into the ever-long sleep of the past.

ST. PETERSBURG (4 March 1907): The Rise of the Erection of Von Flog, Episode VI: Another danger approached from the West, and young Notnerb took his vorpal platypus on leash, and stood him off a while, "Io, behold, and I'll be dammed," muttered Glomphf, the friendly little critier. "The Frenchies have unloaded that most horrible of horror weapons—pretentious literature!" Notnerb was so shocked, and Glomphf so stoned, that nobody even had time to pass out Nobel Prizes. It wasn't, as a matter of fact, the best season in the world, what with Wishful William chiming in with assorted other fantasies, clearly unsupported by history. Naturally, an additional fragment of a fragmented memory is of no note to the Great Platypus himself, who has other things to debauch himself about. The latest happenstance, and one which shock even the normally downfallen and decadent palace grounds, was the appearance of Madame Edythe on the grounds, clad in a rubber suit from Fredericks of Hollywood, and offering her rather depleted body in exchange for life.

This newest attack of the French war machine nearly overwhelmed the palace guard, who recovered only through the extensive application of Alka Selzter. Her bad pits, having hiked across Europe, would have done in all Russia and won a victory but from the unexpected defense: the sweet wafting odors of Platypus Pies have for long years since wiped out all sensory organs even remotely resembling smell from the Russian populace. "At least," Madame Edythe said, scornfully lining up the troops, "I don't have to put up with that pedestal crap from those foolish French lieerati. After all, they're rotten in bed,"

IRAN (Turkish Government in Exile) (3 April 1907):escape to Poland (you call that escape!!??) I rose from the ground and looked around me. All I could see were the ruins of the Ver Plug estate. All other objects were obscured by a dense fog that was coming down the valley, toward the rubble. Somewhere near me I heard a soft wheezing interrupted by a sound that resembled a stifled cackling laugh—either that or a hiccup

"I shall slay you, William: I will, I will. You escaped me back there and now my dears are dead but I shall have you, oh yes, I shall!" rambled on the horrid voice that came from the fog. Something had escaped. Was it the Brooksoid? Was it Crany Carol? Was it the CRETIN himself?! I could not tell. My moment of relief vanished. I had to run again. I plunged into the thick fog moments before something came from the bushes near me and sprang where I had lain (laid? lied?...oh well....)

I ran and ran until I came to the mouth of the valley. It was behind me but I was gaining some ground. Before me the sky suddenly cleared. I could see a town just a short distance away. I ran to the harbor, which was closest to me, not even looking back. Yet it was behind me, for I could hear it. I jumped on the first ship I saw and tried to find cover. It was the Polish Queen, out of Warsaw--which is sort of difficult in itself. I didn't know if it had followed me, but I did know that I was bound for Polandi

Next: In Drag on the Polish Queen, or "Ever See a Shopping Bag with Rhinestones?"
ON BOARD THE POLISH QUEEN (VIA COW PASTURES) (3 April 1907): William gazed about him to get his bearings on this strange ship. The fog had settled around the ship, creating an eerie semi-darkness. The ship was strangely silent, save for the creeking of a distant decreay. William mandered cautiously around, looking for some signs of life—anything to ease his mind that this was not a ghost ship that he was trapped on. Finally locating the bridge in the depths of the hull, he found that the ship was indeed being guided by an unseen hand. There was no Captain in sight. Frightened, William decided to retire to a stateroom where he could bar the door for the night. Locating a 4° x 5' stateroom on the superstructure, he closed the door, but, alas, there was no lock! And from the shadows he heard a walking, slowly, slowly, and a cackling, seftly, softly. The voice had followed him on board and was now stalking William; William was trapped in the stateroom! Will Claud Opoopookowski come to William's rescue? Stay tuned for further developments in this exciting drams of phantom ships in the night and adventure on the High Polish Sea!

INTO THE ARCHIVES NO. 61

We have another double feature this time. The first is by Allan B. Calhamer, the inventor of our hobby. He has an interesting idea on how to improve the Calhamer Point Count Rating List by taking into account each country's past performance. The second article is by Len Lakofka on the art of press releases. You may find it amusing!

MORMALIZING THE CATHAMER POINT COUNT FOR COUNTRY STRENGTH by Allan B. Calhamer

From Hoosier Archives #104 we get the Calhamer Point Count for the different countries. Where each score is n and the highest n is 46.3, we determine the multiplier 46.3/n for each country. Each player's score with each country (taken from Hoosier Archives #76, 88, 92, 94, 95, and 96) is multiplied by the multiplier for that country, and each player's score is then totalled.

Country	n	46.3/n
Russia	46.3	1.00
Turkey	39.7	1,17
England	35.6	1,30
Austria Hungary	30.6	1,52
France	29.9	1.55
Italy	19,4	2,39
Cermany	22.5	2.06

We have the scores broken down by country here, but rendering it with the large number of players would take so much space and time that we will confine ourselves to totals. The major surprise seems to be that Birsan does not pop up on top:

11,3 9,2 7,8 7,7 7,5 6,6 6,3	Andy Phillips Eugene Prosnitz John Beshara Hal Naus Jerry Pournelle Doug Beyerlein John Koning Thomas Eller	2.6 2.5	Banks Mehane Lenard Lakofka Dan Barrows Walt Buchanan Rick Brooks Don Berman Margaret Gemignani Jim Munroe Hank Reinhardt	1.2	Ron Delbringge Jack Flemming George Grayson Jack Greene George Inzer Robert Katzive Kurt Krey James MacKenzie David May Rich Ruidn
	Dave Lebling		Bob Rosenfeld		Chris Schleicher
5.7	Pete Rosamilia		Russell Tulp	$1_{c}0$	Peter Ansoff
	Lew Pulsipher		Bob Ward		Peggy Bowers
	larry St. Cyr		Mike Coldstein		ilichael Grayn
	Rod Walker	2.2	Charles Turner		lhomas Griffin
	Charles Wells		Dave Johnston		Glen Hertz
	Monte Zelazny		Bob Johnson		Jeff Key
	Brenton Ver Ploeg	2,1	Dave Lindsey		Bruce Kindig
4,6	Buddy Tretick		Ken Borecki		Bob Kinney
	Randy Bytwerk	1,6	Gary Jones		Paul Leitch
4.5			Tom Rosenbaum		Eric Neilson
	Charles Turner		Bob Strayer		Brad Payne
3.9	Mike Goldstein,		Colin Watson		Bruce Pelz
	Derek Nelson		Charles Welsh		John Shutelock
	James Dygert	1.5	Steve Bobker		Norman Zinkhan
3.8	Don Miller		Ed Halle		James Latimar
3.7	Jeff Power		Arnold Vagts	0.9	Jerry White
3.6	Larry Peery	1.3	_	0.6	Russ Jones
3.5			Lee Childs	0.0	Robert Nudelman
	Mehran Thomson		Allen Huff		Mark Tonnesen
$3_s h$	John McCallum		Richard Miller		Ken Davidson
- -	George Schelm		Harold Peck		
	Frank Clark		Jeff Wolfe		Terry Kuch
			Make Land Control Control (Control Control Con		

0.5 Sid Cochran Eric Just Chuck Carey

0.4 Bud Stowe Fausto Calabria Jim Pratt Ken Valentine 0.4 Chris Wagner Henry Krigsman Jospeh Proskauer

0.3 O. L. De Witt Bruce Gletty Ken Levinson Cliff Ollila 0.3 Oktay Oztumali

0.2 Larry Justus
Brian Bailey
Sherry Heap
Ted Holcombe
Rich Purdy

Considerable time has been spent in trying to determine the best name for the unit in this system. Since a win with Russia equals 1.0, the Russia suggests itself. Historians have been unkind to Czarist officials generally, except Count Witte, who was perhaps the perfect diplomat at Poztsmouth; the Nesselrode was also considered, largely because of Nesselrode pudding, although he also represented Russia at Vienna. Deciding, however, that noboby would want to say that he had a rating of 1.2 Nesselrodes, or 1.2 Petrograds (too cold), we fell back reluctantly upon the Alexander (Alexander I fathered the Holy Alliance and was the big man in Europe in 1815, but historians tend to ridicule him). At least 1.2 Alexanders doesn't sound so bad, except to historians. Of course if we leave Russia we can find lots of names, but perhaps they should be reserved for other uses. What do you think? Wittes? Alexanders? Russias? (Witte is pronounced "Vitta," by the way.)

THE PRESS RELEASE, OR, WHO CAN I GET TO HATE ME TODAY? by Len Lakofka

Press releases are one of the absolute joys of this game! They really make it worth

playing, and press release "wars" are the most fum of all.

The press is a place where you can unleash the Hemmingway, Sandburg, or Harvey Clutz that is penned (sorry about that) inside of you. When you begin in the game, it is a good idea to write some short press about captures of centers, wars, what an ass your enemy (ally) is, etc. It livens up the game a bit. When your enemy (ally) decides to reply to yours, then a "war" is on! You try to outwit him, kill off his characters and heros while making yours into supermen.

There are other types of press, too. There is the popular figure satire in which you blast someone in government, show business, etc. for something they have done, a law Al Capp or National Lampson. There is the "continuing story press release" in which you put together some kind of plot and carry it on from episode to episode ad mausea.

Since no one has even accused me of being modest, I present, for your consideration, a humorous press release about a person you may know, who publishes a Diplomacy magazine. If you enjoy it, then consider what funny things you can write. Some poor slob is just begging to be cut up....do it to your ally today.

(ticking packages will not be accepted)

Benard Labofkaville (21 February 1973): The Peers of Peerigrad: When Lowrie Peerie was born, a star fell from heaven (the glue in the Royal Fleasure Dome didn't hold too well). On his tenth birthday, he slew his father, Peerless Pompous Peerie the 17th, and became PEERIE THE ONLY. Peerie Peerie (he changed his first name, and abolished the word sovereign—calling it Peerie, instead) then decreed that the capitol of Slobed-nikoviski should be changed from PEERIESS' CAPITOL CITY to PEERIGRAD. He was so overjoyed with this change that he began to change all titles, names, nouns, verb, adjectives, etc. to become Peeriwords, which went into the Perribook (formerly dictionary). Entire volumes of encyclopedias became useless as they shrunk to containing but one thin leaf of from 20 to 60 words, while the "P" volume became 17,432 Peeripages long!

Peerie's next innovation occured on his 17th birthday when he invented abbreviations or Peeripointing. Peeripointing caught on with the Peers of Peeriland, but it created havec for the Peeripost, which had to deliver all of the Peeriprattle (formerly letters, postcards, magazines, newspapers, etc.). Peerie's address became Peerless, Peerie Peerie Peerie, Peerichamber, Peeriwing, Peeripalace, Peeriestate, Peerijavo, Peericountry, Peeriprovence, Peeriland—or Peer, to the twelfth! The Peers of Peeriland leved Peeripointing so much that entire books were written in Peeripoint, but since "Peer," was the Peeripoint for just about everything, life became confusing! People went to a store for Peerijuice and got a Peeriwagon, or asked for a Peeriloan at the Peeribank and

got shot by the Peerlankguard if they blocuped! Even the national Peerlanthem was kind of pointless.

(sing to the tune of Little Brown Jug....)

Peer, Peer., Peer.;
Peer., and Peer.
Peer-less Peer. Peer. Peer. love Peer.

Everyone in Peeriland had Peeri-itis (acute buchlel verbosity, coupled with discrete of the wouth, a tendency toward sporedic breathing, and terminal name-dropitis) after just one year of intense Peeripointing!

...and so as we leave Peeriland we see Peerless Peerie Peerle printing a letter from Norman Stinkin' Rackwell, complimenting Peerie on his Peerirag, and the John Farmsworth Nobody award for the first place in the Peerless Peerle Peerle Peerle Peerle Peerle Peerlest, but not wanting to be included on its mailing list.

of, PEERIPRATTLE, LB, 3330:

NEWS OF THE REALM

1. DIPLOMACY CENSUS. Ray Bowers (625 Evans, Kirkwood, Mo. 63122) has just come out with the 4th issue of this valuable service for the hobby. This time he has ever 20 pages of names of postal players listed by state and country. Also listed with addresses are all current mines. For any serious Diplomacy player, this census is a must. Subs are only \$1,00/year.

2. CLAW & FANG. Don Horton (16 Jordan Court, Sacramento, Calif. 95826) still has game openings in one of the best new zines on the market today. Don publishes reliably on the lat and 16th of every month, so if you want a fast game, this is the zine for

you. Game fee is \$4.00 and subs are 8/\$1,00.

3. ALIEN SPACE. For all Star Trek fans, Louis Zeachi, (388 Montana, Victorville, Calif. 92392) can do you one better. Now after coming out with his Star Trek game, he has come out with Alien Space that is even better. Price is \$4,00. It looks like quite

a buv.

- 4. SEVENIH DIPLOMACY COUNTRY! It has finally happened. By starting publication of II. Corrière Diplomatico, Enrice Manfredi (Via Vecchia di Barbaricina, 20, I-56100 Pisa, Italy) makes Italy the 7th country after the U.S., Canada, Great Britain, Belgium, South Africa and Australia to have a Diplomacy zine. Now I have a great idea for one of you publishers out there. How about a Founder's Came?! The senior publisher from each country could play in an international game that would top all international games. Any takers?! Incidentally, it is interesting to note that Michel Feron of Belgium now has a game going where a Frenchman, German and Austrian are playing their own countries.
- 5. ANDRONEDA CHRONICLE. Burt Labelle (Forest Park #23, Biddeford, Me. 04005) has just put out the 2nd edition of this invaluable introduction for newcomers. It tells novices about the hobby in the same namer as Rod Walker's now-defunct Pontevedria. Although a copy of this zine is free, I'm sure Burt would appreciate a SSAE.
- 6. EVERYTHING. I can't tell you enough about what a valuable service to the hobby this statistics sine of Conrad von Metzke's (PO Box 8342, San Diego, Calif. 92102) has become. In my opinion, it may even surpass Numenor. Issue #7 has a complete history of all postal games started through 1970. From this you can discover all sorts of interesting things. For example, here is the number of games won by 1907 by country:

Year	England	France	Germany	Italy	Austria	Russie	Turkey
1905	æ	440	Sec.	1	1	Same	£
3.906	1	with.	1.	1	2	, and	1
1907	3	2	2	***	1	12	Ž ,

Notice that although the interior countries tend to win less, when they do so, it is really a blitz. The one fact that really amazed me though was that although Russia has won by far the most games by 1907, none of them have occurred earlier than that. Haybe some theoretician out there has an explanation?! Anyway, a sub for this invaluable

addition to your Dippy library is only \$3.00/year.

7. DOONAFIJCKIES. Duane Linstrom (1263 Pappani Drive, Gilroy, Calif. 95020) has just filled the 1st game in this up-and-coming new zine of his. To get in a game, all you have to do is post a \$1 position deposit, refundable if you don't drop out and maintain an 8/\$1 sub. Quite a buy!!

8. OUR FOUNDER. Allan B. Calhamer (501 N. Stone, La Grange Park, III. 60525) has Diplomacy sets available for \$8.95 postpaid. I'm also sure he would be happy to autograph the set for you if you asked him. So order now and get a collector's item!

9. JAMES MASSAR (127 N. Emmons Street., Dannemore, N.Y. 12929) has just acquired a new ditto machine and the results are a beauty to behold. James' zine, " " (yes, that's right!) subs at \$2.50 a year. No games are open at the present time, but a position may be reserved for a \$1 fee and a \$3 returnable deposit.

10. YGCDRASILL CHRONICLE, Speaking of new machines, Paul Wood (2461) Harmon Court, St. Clair Shores, Mich. 48080) has received his long avaited new mineo machine and the results are also quite impressive. Subs are 14/\$2,00 and although there are no game

openings now, there soon will be. Write and inquire.

11. VISIT TO/FROM THE ARCHIVES. The past week has been quite eventful. Last weekend we hosted the 1st Diplomacy game in Indiana that was played entirely by postal veterans. Then we went on to Kansas City with Edi Birsan to visit Jeff Key. On our return
Edi then spent a couple of days working in the archives on IDA's soon-to-be-completed
Player Handbook. Anyway, you will get a complete report next issue. Also, by then I
can refute Edi's and Chic Hilliker's no doubt hiased reports!

12. DIPCON VI. For our cover this time you will notice that we are using a DIPCON VI flyer. This is not an event to miss. You will also note that we corrected the grievous error that Len Lakofka must have inadvertently let slip by the printers. Every-

one of course knows that it is DIPCON and NOT DIPLOCON!

A COUNTRY WINNER'S GAME

Speaking of a new gaze in <u>Hoosier Archives</u>, we got an interesting letter from Allan Calhamer a few months back that <u>suggested a winner's</u> game where the player played the country that he had won most often as. Due to the nature of the new game, it won't be possible to follow this criteria exactly, but it will be one of the factors taken into consideration if there is a favorable response on this. Anyway, Allan's comments follow:

Now that we have seen the Point Count ratings separated by country, the natural suggestion follows that somebody try to work up a game in which the top player of each position plays that position, as nearly as possible.

Thus, in most cases, the player would already has won at least twice with his country. Of course, due to the small sample, it is possible that someone would be the country leader without having actually won a hard-fought game, but these figures are about the best we have.

The "top board" is reckoned this way:

Er	gland	Prosnitz	3.0	
G€	ermany	Naus	1,5	
Ru	issia	Beyerlein	3,2	
Tu	rkey	Birsan	4.0	
Au	stria	Birsan/Beyerlein	3.0	
11	aly	Saythe	2.0	
Fı	ance	Pulsipher	2.0	
Possible subs con	ald include the	se, all second-pla	corsi	
England		Lakofka, Ver Ploe		2.0
Germany	M. Thompso	•	•	1.2
Russia	Turner	•		2.0
Turkey	Smythe			2.3
Austria	•	Rosamilia, Smythe,	Ver Ploeg	2,5
Italy	Several			1.0
France	Parrone	;		1.5

WHO'S WHO IN POSTAL DEPLONACY

This is the latest service project that Larry Pecry is performing for the hobby. Fany of you are interested in finding out more about our fellow enthusiasts in the builty and Chic Hilliker even started a zine with this goal in mind. Now is your charge to get all this information in one place. I therefore strongly urge you to use a separate page and send the requested information on yourself to: Who's Who. TDS, Box 8436, San Diego, Calif. 92102. Larry will use this information to compile an offset booklet called "Who's Who in Postal Diplomacy." It will be available for \$1,00 post. paid after the 1st of April.

A. VITAL STATISTICS

- 1. Name
- 2. Permanent Address
- 3. Mailing Address
- 4. Vital Statistics (birth date and place)
- 5. Occupation
- 6. Education
- 7. Marital Status
- B. PIAYING CAREER
 - 8. Date began playing postal Diplomacy
 - 9. Number of postal Diplomacy games started/completed
 - 10. Boardman number and positions played in completed games
 - II. Boardman number and positions played in games won
 - 12. Personal country preference list
 - 13. Magazines played in
 - la Articles written
- C. PUBLISHING CAREER
 - 15. Date regan publishing regular postal Diplomacy regarder(s)
 - lo. Magazine(s) published
 - 17. Type of Magazine
 - 18. Frequency of publication
 - 19. Number of pages in average issue
 - 20 . Circulation: low/high/average issue
 - 21. Method of printing
 - 22. Boardman number(s) of game(s) started/completed in magazine(s)
 - 2), Features
- D. GAMESMASTERING CAREER
 - 24. Date began mamesmastering regular postal Diplomacy game(s)
 - 25. Cameswaster of Boardman number games
 - 26. Magazines games carried in
 - 27. Personal or magazine houserules published in
- E, ORGANIZATION CAREER
 - 28. Clubs, Organizations
 - 2% Official positions held (dates)
 - 30. Homars

INSTRUCTIONS: Answer the Questionnaire, wherever applicable, completely. Parts A and B should be filled out by everyone. Parts C. C. and E are optional.

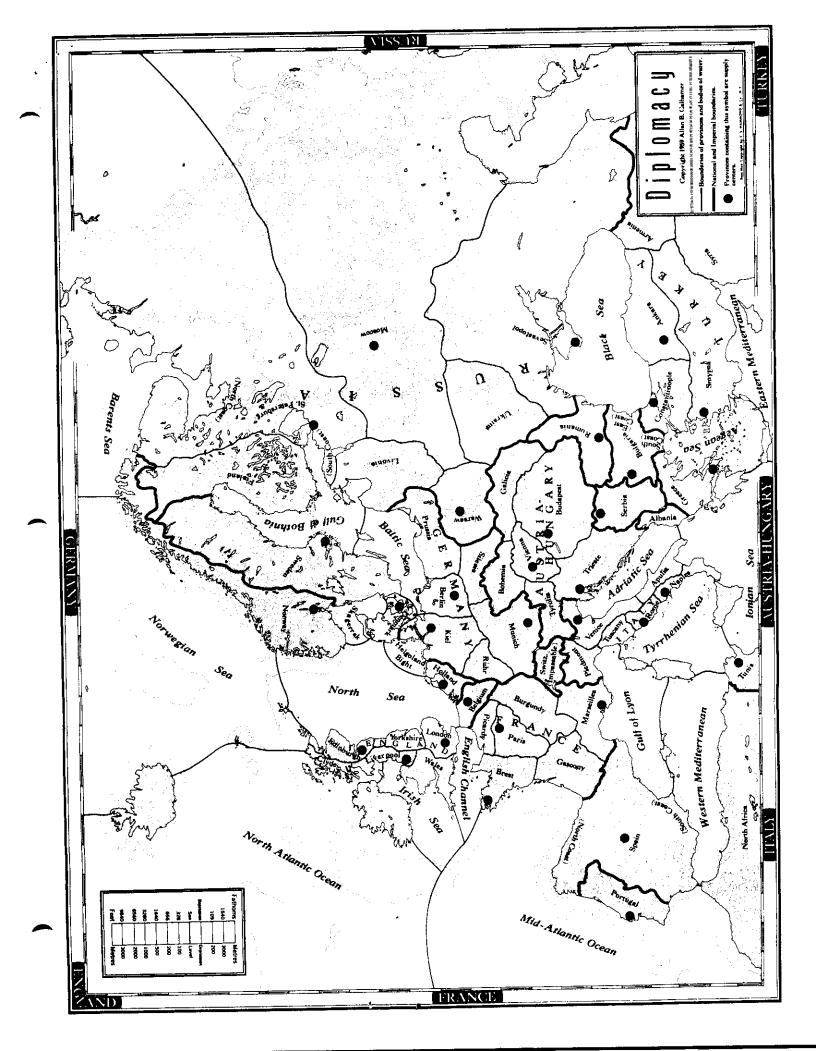
Please check your answers for completeness and accuracy. Se especially careful with Boardman Numbers and magazine titles. We cannot check your answers so you are on the Honor System.

If a question does not apply, enter a N/A.

Please number all questions and answer them in order. You need not return this form, but please type, if possible, all answers.

For whose not withing to list all games played, or all articles, or whatever, please indicate by an ENC, that some information has been omitted in that scotion.

This form must be returned by April 1, 1973 for inclusion in the first edition. However, please do not wait until the deadline but return the form immediately. The address is listed above.



FOLLOW THE ACTION! (The McCallum System of Notation)

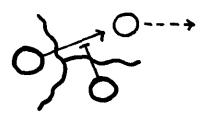
For ease in following the current demonstration game, a Diplomacy map is reproduced on the reverse side by permission of John Moot, the President of GRI. Incidentally. DIPLOMACY is a registered trademark for a game invented by Allan B. Calhamer and copyrighted by Games Research Inc., 48 Wareham Street, Boston, Mass, 02118. GRI sells the game for \$8 and the 1971 Rulebook for \$1.

To best follow the game and hopefully learn something from it, since it is being played and analyzed by experts. I would like to suggest to you the use of a recording system that was first proposed to me by John McCallum.

First of all, you will need seven crayons in the following colors: red (Austria). purple (England), blue (France), black (Germany), green (Italy), brown (Russia), and yellow (Turkey).

Now to use the McCallum system, you take this map, which is provided with each of the spring and fall seasons, and record the armies with a circle of the appropriate color and the fleets with a line. For the winter season, simply take the fall map and make square brackets around a unit built and round brackets around a unit removed.

Also, a good way to go from one season to another is to indicate an attack with an arrow and a support with a line and bar as illustrated. Additionally, an unsuccessful order or retreat can be indicated by a dotted line.



INFORMATION SOURCES AND/OR GAME OPENINGS

The following persons publish Diplomacy 'zines that are especially recommended as sources of general information and/or occasional game openings:

- 1. Edi Birsan. 48-20 39th Street. Long Island City. N.Y. 11104
- 2. John Boardman, 234 East 19th Street, Brooklyn, N.Y. 11226
- 3. John Boyer, 117 Garland Drive, Carlisle, Pa. 17013
- 4. Burt Labelle, 146 Elm Street, Saco, Maine 04072
- 5. Ien Iakofka, 4970 N. Marine Drive, Apt. 525, Ghicago, Ill. 60640 6. John McCallum, PO Box 52, Ralston, Alberta, Canada TOJ 2RO
- 7. Chris Schleicher, 5122 W. Carmen, Chicago, Ill. 60630
- 8. Brenton Ver Ploeg, 520 Parker, #202, San Francisco, Calif. 94118
- 9. Conrad von Metzke, Grendel Press, PO Box 8342, San Diego, Calif. 92102
- 10. Rod Walker. 4719 Felton. San Diego. Calif. 92116

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