

Hoosier Archives is a Diplomacy gazette published by Walter Buchanan, R. F. #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, analyzed demonstration games played by experts, such as the Old and New Lions Game (1973EI) 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. 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 (Ind. residents add 4% sales tax). Subs outside the U.S. are 8/\$2.00 or 26/\$6.00. Back issues are 30¢ apiece. This is Albion Press publication #124. Paid/total circulation this issue: 192/237.



HOOSIER ARCHIVES DEMONSTRATION GAME (1973EI)
(The Old and New Lions Game)
Spring 1901

"VIKINGS" GIVE IT TO ROCAMILLA IN BOTH EARS!

ROME: Lions new and lions old,
Lions swarthy, hisute, bold.
Each crafty in lore and deed,
Which of them will first succeed
To lure the others in clever traps,
To coat his tongue in honeywraps,
To make assaults both terse and brash,
To be consumed in flaming crash?

AUSTRIA: A Vie-Cal, A Bud-Ser, F Tri-Alb
(Vagts)

ENGLAND: F Edi-Nwg, A Liv-Edi, F Lon-Nth
(Blrsan)

FRANCE: A Par-Bur, A Mar S A Par-Bur, F Bre-Mid
(Rocamora)

GERMANY: F Kie-Den, A Ber-Kie, A Mun-Ruh
(Iytwerk)

ITALY: A Ven H, A Rom-Apu, F Nap-Ion
(Lakofka)

RUSSIA: F S&P(ss)-Bot, A War-Cal, A Mos-Ukr, F Sev-Bla
(Rocamilla)

TURKEY: A Con-Bul, A Smy-Con, F Ank-Bla
(Calhauer)

Fall 1901 Orders are due not later than noon (9:00 A.M. for phone calls) on Saturday, 26 May 1973. Conditional and General Orders are recommended also at this time. It should be pointed out now, however, that a delay might be allowed if communication with Allan Calhauer in the Caribbean proves impossible. Lastly, I would like to ask that all players save their correspondence and, if possible, to send this or a running game summary to me at the end of each game year or so. In this way, I will better be able to prepare a GM analysis for publication at the end of the game. This will be kept confidential until then, of course.

GROWING FROM THE LIONS' DEN

VIENNA (15 November 1900): Superiority of "A" People: No Labofka has written (Arco #27) of the apparent superiority of the "B" people (those with a "B" in their name) in Diplomacy and its allegor; this anomaly becomes clear once the underlying principles are understood. The true nature of this superiority lies simply (and great truths are simple) in its proximity to the letter "A" (i.e., "B" people are better than most because they are closer to "A" people than most). "B" people, however superior or most, are definitely second rate and this is unconsciously universally recognized and accepted (e.g., grade A is the best food, best academic grade, etc. while "B" movies are not as good). Logically, if "B" is better, and that "betterness" is a function of the alphabetical placing, then "A" must be the best since it comes before "B" and is the first, i.e., on top. That Walt Buchanan (obviously a top player with a triple rating) has called the upcoming winners game in H.A. "the strongest field ever assembled in the history of postal Diplomacy" is clear: ALL of the players are "A" players with three doubles, two triples, and one quadruple (prediction: bytwarp, severely handicapped with only one "A", will be an early elimination). It is no surprise that the quad is none other than Allan B. Calhaver (who would know more about the A.B.C.'s of Diplomacy?) and that people whose first letter of their first name is the first letter of the alphabet are cursed with special talents.

One solution to the perpetually raging rating controversy which makes more sense than relying on the somewhat dubious reliability of performance would be to rate the players as a function of the "A" ability which is the SOURCE of their skill. This necessarily sidesteps all of the problems inherent in rating systems (cuts out the confusing garbage in the middle) such as computations from a large data base, replacements controversy, quibbling over game adjudications, gamesmaster errors, etc.

Once the basic theory of "A" ability is understood, many phenomenon are explained (which indeed is the proof required by empiricists) and provide statistical verification. All of the great players have "A" ability since they are "A" people (few realize that the great Brenton Ver Floeg changed his name from Aaron Aploeg -- he simply got tired of the "run an Aaron Aaron" and "Aploeg of my eye" jokes). Labofka cannot understand (even triple experts have lapses) why there is not a "B" in "GOD" but "A" superiority easily explains this: "GOD" is an etymologically degenerate form of "GAWD" which, in any case, is better known by the linguistically superior generic term "ALMIGHTY."

Finally, if you are still not convinced of the superiority of "A" people, consider this: who ever heard of Zed Zucker?

VIENNA (2 May 1901): The expense and trouble of playing this silly time-waster, whose outcome in any case is predetermined, can easily be avoided. Therefore, for humanitarian purposes, I formally call for a vote to end the game and hereby cast my vote as follows: AUS wins, everyone else ties for last place. Anyone not voting thusly is in trouble and could very easily end up in last place BY HIMSELF!

Edinburgh (1de Press) (24 April 1901): Deep within the northern reaches of the Scottish highlands a rumble of grandeur seeks out its audience in the remains of the unknown. Lady McBirson, ruler of the English ambition in the bizarre family, calls upon her past forms for guidance in this most difficult world.

McBirson: "Oh spirits of my course, tell me if my fate has been returned?"

afari: "It is as written, M'lady, that ye shall not rise above this board till ye have ridden the seven nations, five times each to glory."

McBirson: Eleven times we have held the crowns and still no rest fits our bones. Sisters of the past and the future that has fled, what guidance can you give me?

Madame Birsane: Twice the nations have fallen before me, but the cards look poor for thy search. Fly to the vain, hold none in modest contempt and seek to ride the stampedes of vultures."

Kaiserin Edythe: "Yet to hold the goase of the times, I suffer from defeatism; but seek not the high ground for your fall is as much the harder."

Sultana Nasribe: "Listen to my wisdom, for four times the Christians have kissed my wings. Take to heart not a soul but a steel."

Empress EBE: "I've ruled the Hapsburgs thrice to the ultimate, so make it well to marry thy ally wise and in separate rooms to bed."

Tsarina Aleksandra: "Speed marked my solo blitz and take to your sleep, to over
re blade, do weep."

Pope Borgia: "The ways of the word have escaped me, but the word is sacred and
the word is KILL..."

McBison: "Thank you, sisters, but father, oh dearest father, what has your si-
lence said of all this?"

BizSauron: "Walk with the thieves and darken their steps with bloodied thoughts.
Rob the light from the reality of the times and overshadow their quest for ambition.
Mask the present and discard the past with a robe of dark filth found only in the souls
of the mortal. Do this and the fires of their hell will burn black against a blacker
heaven."

ROME (3 March 1901): From the pen of the Poet Laureate of Poland, now living in
Wawro Warsaw (alias Poland, Ohio): "An Ode to Spring" (later titled "Were in da hell
is Spring" as no one else in Poland knew what an ode was):

Spring has sprung!
Da grass has riz!
I wonda where da flowers is?

LONDON (VIA ROME) (30 April 1901): Queen Edyth the VII of England was a strange
and unusual monarch! She was observed to have, at the age of six, a very ample bosom
and, in fact, required a bra at the age of seven! This abnormal development continued
until the mark of the mid-century (1850) also numbered the inches in her voluptuous
twins (18 + 50!). In short, Princess Edyth had the biggest boobs in Christendom! The
problem--if we may be so bold as to label it as a liability--continued in the subsequent
years and culminated in an enormous chest by the year of her coronation, 1864. It was
at that event that a tragic demise visited the royal family. Queen Edyth bent over the
railing of the palace to smile upon the eager throngs below when her dress and under-
garments gave up in the struggle to contain her womanhood and she burst, like a flood,
over the balcony! The weight of this eruption--8 of her 15 stone--caused her to topple
from the castle to her death far below.

The royal physician determined the cause of death to be Regina Pectoris.

MILAN (11 May 1901): The Flight and Fancy of Fortesque Fenton Fedora: In tales
and yarns from bygone days--even until the present--whimsical characters, beatified to
the rank of humanoid in nature, have danced across the pages and through our childhood
fancies. We have all seen (or heard tell of) talking dogs, cats, birds, lions and platy-
puses as created by Walt Disney, et al. Some of us, while in our cups, have sworn to
have actually conversed with such figures! But gentlemen, ladies, and J. H. Fleming, I
now offer to you a real character, one with whom I daily speak. His name is Fortesque
Fenton Fedora and he is a bug--not a vulgar biting disease-bearing bug--but one of the
ancient line of bugs that ruled the earth at the dawn of the Mesozoic Era. Return with
us now to those thrilling days of yesteryear--Fenton Fedora flies again!

OLD BRIDGE, N.J. (12 April 1901): When I was invited to step out into the alley
behind the bar for a little grab-ass among friends, I didn't realize I'd be going up
against Odin, Thor, Loki and other legendary Vikings of postal Diplomacy. Good grief,
Buchanan, have you no mercy? It is entirely possible that finely-sliced pieces of my
butt may turn up on your next pepperoni pizza.

MOSCOW (19 April 1901): After three straight months of rape and pillage, the 5th
Mongolian Cavalry was ordered from Moscow to quell civil disturbances in Ukrainia. To
the strains of their newly adopted regimental air, "Howya Gonna' Keep'em Down on the
Sieppes, After they've Seen Moscova?", the mounted Mongolians disappeared into the
southwest--much to the relief of the Moscovites.

With all the stealth and subtlety of a Bombay Bread Riot, the 5th Mongolians de-
scended upon the Ukraine and commenced quelling in a most satisfactory manner. Upon
setting foot for the first time in the provincial capital of Kiev, the C in C of the
5th was heard to leer, "Menace, anyone?"

ST. PETERSBURG (23 April 1901): The Imperial Court acknowledges receipt of a com-
munique from Turkey in which the Sultan recognize Germany's rights to certain provinces.
In view of his proficiency as a skier, the Czar would be most appreciative of a similar
Turkish pronouncement regarding Russia's winter-sport interests in Sweden.

ANALYSIS (Introduction): Drug Exports (1978 by Southern, Seattle, Wash. 98195) - comments are invited

I have chosen to analyze this new Foreign Activities game. This came about because I wanted to try another style of analysis like that of Rick Brooks' style. My play in 1972CR convinced me that Rick was missing many of the subtle points in that game because he commented almost exclusively on the tactics. I think that my analyses will be a bit different.

Strategies and tactics are just the physical representations of the diplomatic maneuvers conducted by the players. Therefore I will try to place the emphasis of my analysis on the diplomacy and what the players are thinking. You could call it "long-distance psychology." Thus, season by season, I will try to predict what each player will do and why. Will it work? I don't know, but I do have a couple of tools to help me.

To record and quantify each player's relations with the other six players I will use an interaction matrix. Briefly, it works as follows. Each country (player) will be cross-indexed against the others. When one country is in some manner or form helping another country, a "+" will be placed where the row and column of those two countries cross. A "0" means no effect (i.e. non aggression or neutrality between row and column) and a "-" means that one country is fighting another. An example follows:

	A	E	F	G	I	R	T
A	-	0	0	0	0	-	-
E	0	-	-	-	-	0	0
F	0	-	-	-	-	0	0
G	0	0	0	-	0	0	0
I	0	+	-	0	-	0	0
R	-	0	0	0	0	+	-
T	-	0	0	0	0	-	-

This is a simple case of Austria helping itself (naturally), fighting Russia, and helping Turkey. It is neutral with the other powers on the board. An interesting feature that the matrix points out for this example is the fact that both England and France are helping Germany, yet Germany is not helping anyone but itself. That is an inherently unstable situation.

I will construct a matrix for each season. In this way we may be able to pick out and follow some of the apparently minor changes in alliance patterns which in the end will determine the winner.

I have some other tools that I will develop as the game progresses and they are needed.

For my next analysis (Winter 1900) I will discuss what I expect from each player and how I think the game will develop. In this way, the readers may get to see the insides of the game. So, until then,

INTO THE ARCHIVES NO. 64

We are pleased to have back with us Diplomacy's most prolific writer, Len Lakofka, for another of his excellent articles on tactics

ANTICIPATION AND ATTACK
by Len Lakofka

The cardinal rule of war is to never underestimate the enemy. This is especially true in Diplomacy tactics. You must learn when to hold a position and when to fall back to a better defensive position. e.g., France holds: F Rd, F Par, F Mar, A Cas, and A Tur while Italy holds: F Was, F Spa(s), F Naf, A Pie, F Lya, and A Mar. It is the fall move coming up and Spain has just fallen to the Italians. Can Spain be retaken? Offhand, F Mar-Lya, F Mid-Was, F Par (S) A Cas-Spa, A Tur-Mar or Mid seems to capture Spain. It would capture Spain if Italy plays A Pie-Mar, F Was and A Lya (S) F Spa(s), F Spa(s) (S) F Naf-Mid. But Italy should anticipate an attack on Spain and move to offset that attack. Italy can place 2 units on the Mid-Atlantic but we are talk-

ing about immediate supply center capture. Therefore, Italy wishes to win a center. This is done by A Pie and F Lye (S) F Spa(sc)-Mar'. F Nat (S) F Wes-Mid and A Mun-Bur. If France supports Mar with Bur and Gas, then Mar can fall because Bur is out. If Gas and For (S) F Mar-Spa(sc), it is a stand-off. (F Mid will be out if it supports.) Some move combinations exist, of course. You can attempt to win Mar, hold Spain and try for Mid-Atlantic. Such a move assumes a fair amount of incompetence of the part of France.

Example 2: Spring coming up--Germany: A Mun, * Kie, A Ber, A Boh, A Sil, A Pru, A War, A Mos, A StP; Turkey: F Con (owns Con, only); Austria: F Aeg, A Smy, A Bul, A Rum, A Sev, A Ukr, A Gal, A Vie, A Tyr, A Tri, A Ven, F Tyr. Object--retain as much of the line as possible and prevent German intrusion south as best as possible.

As the Austrian line now stands, A Ven (S) A Tyr, A Vie and A Rum (S) A Gal, A Sev (S) A Ukr is unbreakable. The Turkish fleet will change all of that if it goes to the Black Sea from where it can cut Rum or Sev. What should Austria do?

The key is simple enough. A Tri-Bud!, A Say-Arm!, F Aeg-Con!, F Tyr-Ion, A Bul (S) F Aeg-Con. Now A Ven (S) A Tyr, A Vie and A Bud (S) A Gal, A Rum and A Sev (S) A Ukr, A Arm (S) A Sev will hold everything. Turkey cannot be eliminated by force in the current position without jeopardizing Ukr and/or Sev.

If A Smy (S) F Aeg-Con or A Bul (S) F Aeg-Con, * Say Hold, then Con can dislodge to Black. In Black it can cut Rum or Sev and, if the guess is correct, Ukr or Sev will fall depending on what Rum supports. When Say goes to Arm, however, the Turkish fleet is useless. If F Con dislodges to Smy or Ank, then F Con and A Arm team up to eliminate it. If it goes to Black, it can do no damage as A Arm and A Bud have covered the gaps in the supports. F Con must then guess where Black will go. F Ion has moved to Aeg so that next year it will be all over for Turkey via F Con-Bul(sc)!, A Aeg (C) A Bul-Smy! Note Austria can fight by attacking out of his position but it becomes a guessing game and guessing games can be lost! Always go for the sure thing unless by gambling only can you prevent a loss of the game.

Finally in the above example, let's say you do move incorrectly and let A Smy hold. Turkey retreats to Black Sea and you have A Rum (S) A Sev. Then F Bla-Sev, A Mos (S) A War-Ukr, A Pru-War (S) by A Sil, A Boh-Gal, A StP (S) A Mos will win Ukr if A Sev (S) A Ukr. Granted A Sev-Mos stops all that, but now we are guessing. Let's say Ukr falls and you lose a center in the west--getting no build for Con. Now Gal is compromised. Also, you must move A Ven-Pie next spring to retain Mar! All you do is A Ank-Arm (A Ank because F Con (S) A Smy-Ank last fall to eliminate Turkey), F Con-Bla, A Bud-Tri!, A Gal-Bud! Simple as that. Everything holds together with a simple retreat. A Arm (S) A Sev, F Bla or A Bul (S) A Rum, A Tri (S) A Tyr, A Bud (S) A Vie, A Ven-Pie. If Gal is defended and annihilated, then you could lose a center eventually because one piece on the front will be inadequately defended.

A READER'S SUGGESTION

Pete Menzoni has come up with a very interesting system for keeping track of the progress of his games, and with his permission, I am passing them on to you. Pete's comments follow:

First off, I keep a file on each game which has all letters received and carbon copies of those sent. What I was looking for was something one page thick that could fit in each file.

- Materials: 1 each conference map
- 1 each yard of clear self-adhesive shelf paper (brand names: Con-Tact, Magic Corner, and a couple more I forget. If you can find someone to cut you less than a yard, you're in luck--48-50¢/yard)
- 4 each transparency marking pens (3M or Sanford's) in colors black, green, red, blue (alternate, purple). 3M costs 80¢ each; Sanford's "Vis-A-Vis" is 60¢. Make sure they're meant for transparencies though, or you're likely to record a game situation for posterity.

Application: Cut a piece of transparent contact paper 9" x 13" (comes 18" wide). Peel off the backing and lay adhesive side up on flat smooth surface. Be sure map has

to dust particles on it, and then lay it face down on contact paper. Trim off excess border of contact paper and "rub down" entire surface to get rid of any air pockets.

Use blue, pink, and red for countries of middle Europe (Austria, Germany, Poland, Czechoslovakia (German A, P) and Russian A, P) and blue for Germany and Russia, then you could use red for Austria and Turkey (Aus A, P and Tur A, P) and blue for England and France (Eng A, P and Fra A, P). Perhaps legible white and yellow exist, but I just haven't found them (or looked for them for that matter). When dry, markings will stand up even under light dry rubbing, but come off easily with moistened kleenex, cloth, Q-tip, sweaty palm--yuck!

Full warnings: 1. If you buy the bargain basement (Magic Corner is one) contact paper (about 40¢ per yard), you may discover that it is so slick that your pens may not "take" to the surface, i.e., the ink tends to bead up rather than give a smooth line. There is a remedy (stuck with 5 yards and too cheap to throw it away, I had to find a remedy). Take steel wool (fine steel wool, on second thought) and rub the hell out of the surface. I haven't tried, nor recommend, powers Sanders, grinders, etc. Also, don't rub too hard when trying to erase markings with dampened kleenex--combination of paper, water, pressure actually abrades the plastic--experience (sigh).

2. The red pen, even when wiped off, leaves a "faded rouge" of pink. No chance of mistaking it for an actual unit, but after some use, the US border of the map may look pink.

BIG BROTHER

It is my sad duty to retract earlier statements I have made about recommending players to games GMed by Charles Reinsel. I have always thought highly of GM's who publish on a dependable schedule, but this is of little avail if the GM starts arbitrarily throwing players out of his games for purely personal reasons. Charles has recently done this to Conrad von Metzke and after reading what both parties have had to say on the subject, there is no doubt in my mind that Charles was most unjust in his action. In fact, to give you an idea of the sentiment involved, of the 13 GM's who are themselves players in Charles' games, I know of 6 who have already resigned in protest and 4 of the 6 felt so strongly that they wrote to all of the players in all of Charles' games stating their reasons why they had resigned in protest.

While I strongly urge everyone not to enter future big brother games unless Charles is willing to reinstate Conrad in the game he was thrown out of, I would not presume to ask players already playing in big brother to resign from a game they paid good money for, unless they felt a moral obligation to do so. However I do feel a grave injustice has occurred here and something should be done to rectify the situation. For the good of the hobby, a precedent of a GM kicking a player out of his game for personal reasons can't be allowed to stand. I feel that dissatisfied players should have an alternative other than resigning from their game; therefore, if the players in present big brother games are unhappy with the present situation and would like to find a new home for their game, I am willing to personally guarantee a place with a reliable GM who will run the game on a strict schedule. Maybe I am sticking my neck out, but if necessary, I'm willing to GM the games myself free of charge. Please let me know what you think.

NEWS OF THE REALM

1. THE INFLUENCE OF SWITZERLAND. I would like to thank Tom McCloud for reporting an error in this otherwise fine article by Don Kellogg. In fact, the error in question is one of the most frequent problems noticed with the rules. In the situation, the following orders were given: IA Pie-Mar, IF Lys S IA Pie-Mar, IF Wes-Spa, SA Spa S Pa-Mar, FA Mar H, FF Mid-Wes. Don says a stalemate would result since the IF was supposed to fight the French fleet and thus the support is not out. But as Tom correctly points out from Rule X (Cutting Support) and especially Example 10, the IF cuts A Spa's support regardless of the FF attack.

2. BULK MAILING. As you can see, we have decided to take the plunge with bulk mailing. To speed delivery, mailings will be made in Indianapolis the day after the

deadline. The post office assures us that this will result in same week delivery. However, if any of you haven't received your Hoosier Archivos by the Saturday after the deadline, we would like to know about it. However, I must admit that after investing \$45.00 in order to use the bulk process, we are kind of past the point of no return!

3. DIPLOMACY CENSUS. Ray Bowers (11870 Twillwood Dr., Sappington, Mo. 63128) has just come out with the latest edition of his Diplomacy Census. Would you believe the hobby now has over 1000 postal players? Anyway, I urge you to subscribe to this invaluable hobby-wide service that Ray is maintaining. Subs are only \$1.00/year.

4. PUBLISHERS GRAND TOURNAMENT. Don Horton (16 Jordan Ct., Sacramento, Calif. 95826) makes it official. His brainchild of a 7-game tournament is finally underway, although due to a last minute cancellation, a publisher for the 7th game is still needed. Anyway, there are still several openings for players so I urge you to write Don for details. Hurry, though, as Don is getting ready to make a visit to Europe.

5. THE CALHAMER AWARDS. The name of the Johnny Awards has been changed to the Calhamer Awards to honor the inventor of the game upon which our hobby is based. This year the IDA has taken over the responsibility for the awards and the work involved is being handled by At-Large Secretary John Biehl (4002 W. 32nd Ave., Vancouver 8, B.C. Canada). John has already sent out ballots for nominations to all GM's in the hobby. After nominations are made the GM's are to publish ballots in their zines so that then the players can vote to decide the winner of each award. I, for one, plan to publish this ballot in the next Hoosier Archives since votes to John are due on June 15th and mail is slow getting to Canada. In case you are curious about the categories now and would like to think about them before you get your ballot, they are:

- | | |
|------------------------------|---|
| 1. Best Publication | 6. Best Series of Press Releases |
| 2. Best Gamesmaster | 7. Best Zine Devoted Mostly to Variants |
| 3. Outstanding Player | 8. Outstanding Game of Regular Diplomacy |
| 4. Outstanding Variant Game | 9. Best Variant Designed for the Year |
| 5. Best Single Press Release | 10. The McCallum Award for Meritous Service |

6. VISIT TO THE ARCHIVES NO. 14. Speaking of our inventor, we were very pleased to have Allan Calhamer and his family stop by and see us on their way down to the Caribbean for a vacation. We had a nice talk about the future of the hobby.

7. INTERNATIONAL DIPLOMACY ASSOCIATION. The IDA has been growing at a steady pace and membership now totals 140. In case you are planning to go to the Dipcon, now is a good time to join as a general IDA meeting will be held there that will directly affect the future of the IDA, and indirectly, the hobby. Join, attend, and make your views known. Dues are \$2.00 and payable to me. You get all benefits of membership in addition to a free subscription to Diplomacy Review.

Speaking of IDA matters, I should bring to your attention something that is evidently not well known. As a member, all you have to do to find out about the inner workings of the Council is to send Edi Birson (RD 5, Box 6, Bridge St., Hopewell Jct., N.Y. 12533) several SSAB's. He will then send you copies of the Council Courier as it comes out.

8. INSTITUTE FOR DIPLOMATIC STUDIES. Larry Peery (box 8416, San Diego, Cal. 92102) has asked us to make an announcement for his IUS. This should not be confused with IDA as IUS is concerned with simulation gaming in general and the game of Diplomacy itself plays a minor role. Anyway, general membership is payable to Larry for \$15.00/year. By the way, the 2nd issue of Larry's new offset Xenogologic is out and it is available quarterly for \$5.00. Unlike the 1st issue, this 2nd one did have an interesting Diplomacy article in it dealing with European publishers.

9. THE POUCH. Nicholas Ulanow (60 E. 8th St., New York, N.Y. 10002) has started an interesting new gamezine. Subs are 10/\$1.80 and a new game is forcing free to all subscribers. Another nice feature of The Pouch is that about every other issue has a Diplomacy article.

10. EVERYTHING. Conrad von Metzke (PO Box 8342, San Diego, Cal. 92102) has just published the 9th monthly issue of this invaluable reference source on the hobby. It keeps track of all games started and their end results. In addition to this, last issue had a list of all publishers and their zines. I urge you to sub at only \$3.00/year. The work that goes into this zine holds the hobby together.

11. EL GRADO, Dick Vedder (11900 Adorno Place, San Diego, Calif. 92128), as you may notice, is at a new address. Sub to his fine variant rating zine are still available for \$/1.00. It is a must for anyone at all interested in variants. In fact, I recommend that you send Dick \$1.00 for the 4 issues already out. They not only rate all variant players but give you a complete history of variant Diplomacy as well, along with the different kinds of variants, where they have been played and how to get the rules, and the results of the games themselves. (Indispensable)

12. ENGLISH PUBLISHERS. (It is not well known on this side of the Atlantic, but postal Diplomacy is booming in Britain. Last year the hobby grew over there by 500% and there are now 10 postal GM's. If you would like to know what is going on, I highly recommend 1901 and All That #10 from Mick Bullock (14 Nursery Ave., Halifax, Yorkshire, England HX3 5SZ). In it Mick gives a nice analysis of all the British zines. Incidentally, for those of you interested in organizations, there is an interesting debate going on in John Piggott's Still the Frog (17 Motmouth Rd., Oxford OX1 4TD) and Hersey Patterson's War Bulletin (7 Cambridge Rd., Beaconsfield, Bucks) on whether Britain should join the IBA in force. For all of these people, I would recommend the easiest way to get the ball rolling is to send them \$1.00 for an introductory sub. This beats messing with international money orders. And don't forget that airmail postage is 25¢/100

THE ODD (ORGANISATION DE DIPLOMATIE) RATING LIST

The top 60 players:

1. 1404 Brenton Van Ploeg	21. 987 Len Lokofka	41. 900 William Attieberry
2. 1324 Charles Turner	22. 968 Lee Childs	42. 900 Peggy Lowers
3. 1278 Tom Eller	23. 960 Gene Prosnitz	43. 900 Ted Cooper
4. 1255 Doug Beyerlein	24. 959 Arnold Vagte	44. 900 Michael Grayn
5. 1210 Peter Rosamilla	25. 948 Bill Beyermann	45. 900 Robert Matzive
6. 1205 John Beshara	26. 947 Eduard Halle	46. 900 Eric Nielson
7. 1140 Ted Holcombe	27. 940 Don Miller	47. 895 Bruce Folz
8. 1116 Walt Buchanan	28. 940 John Shutslock	48. 892 Glen Berts
9. 1111 Lew Palsipher	29. 936 George Inzer	49. 891 Rick Brooks
10. 1089 Randy Eytwerk	30. 934 Bruce Kindig	50. 885 Malcolm Watson
11. 1082 Jeff Power	31. 930 Sam Nierenberg	51. 882 Hal Nass
12. 1076 Red Walker	32. 925 Robert Rosenfield	52. 874 Dave Lindsay
13. 1069 Mike Rocamora	33. 925 Jeff Wolfe	53. 864 Dave Ischling
14. 1041 John Koning	34. 919 Kurt Krey	54. 856 Ron Dalibranagge
15. 1012 Dick Miller	35. 915 Banks Mabana	55. 850 Robert Keathley
16. 1012 Andy Phillips	36. 909 Edl Birsan	56. 854 Brad Payne
17. 1008 David Johnston	37. 906 Sharon Beier	57. 854 Bud Fowlergrass
18. 1004 Jerry Pournelle	38. 905 Paul Wood	58. 849 Chris Schlanche
19. 1002 Mahrari Thomson	39. 902 John Saythe	59. 840 Monte Zalaray
20. 997 George Lawrence	40. 902 Bob Strayer	60. 846 Hugh Anderson

(The above was taken from Washington Reports #5 with the kind permission of Doug Beyerlein (3934 S.W. Southern, Seattle, Wash. 98136). The ODD rating list is a chess-type rating system and is considered by many to be the best there is. Incidentally, for any of you interested in ratings, I can't recommend Washington Reports highly enough. The above issue is available from Doug for a \$5AE (10¢ for Canadians).

BABIES AND CATS GAME Conrad von Metzke (PO box 8342, San Diego, Cal. 92102) has openings for a Babies and Cats game, sponsored by the Diplomacy Orphans League (DOL). The game fee is a green thing--Prince William paid his game fee by submitting a green monster drawn on green paper. Other babies who might play are Rodger Jonathan Blair Leeder and Kevin Alexander Davis. As there aren't 7 babies in Diplomacy, cats are eligible to join. Prince William's Siamese cat named Cate is contemplating joining. How about it, Tangelo? For more info on the DOL, contact Martha Ann Leeder (Box 3506, Hurdville, Ont., Canada K0A 1A0) with your sob story of neglect due to diplomacy. (omit word)