

Hoosier Archives is a Diplomacy gazette published by Walter Buchanan, R. R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824; Archives Director, Postal Diplomacy Congress, and V-F/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 (1973BI) 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 15/\$2.00 or 25/\$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 Alpha-Tress Press publication #127. Paid/total circulation this issue: 205/242.



HOOSIER ARCHIVES DEMONSTRATION GAME (1973BI)
(The Old and New Lions Game)
Spring 1902

HOW DO I STAB THEE?
(An Ode to Edl)

How do I stab thee? Let me count the ways.
I stab thee to the depth and height my soul can reach when feeling out of sight,
For the ends of winning and ideal play,
I stab thee to the level of everyday's most quiet need, by sun and tensor lamp,
I stab thee freely as I strive to win;
I stab thee as they turn away,
I stab thee with vengeance put to use in my old feuds and with gaming faith.
I stab thee with a stab I seemed to lose with my lost games--
I stab thee with the hate of all my life--
And if God choose, I shall hit stab thee better after death.

ALGERIA: A Tri S A Sar, A Car S RUSSIAN A Rum-Bul (?), F Cre S RUSSIAN A Rum-Bul (?), A Vie-Gal, A Bud S A Vie-Gal
(Vagts)

ENGLAND: A Nwy-StP, F Nwg-Nth, F Nth-Ska, F Lon-Eng
(Biran)

FRANCE: A bur-Bel, A War-Pic, A Spa-Cas, F Bro-Eng, F For-Mid
(Racaboz)

GERMANY: A Ruh-Hol, F Den-Ska, A Kie-Den, F Ber-Kie
(Bywerk)

ITALY: A Ven H, F Ion-Eas, F Nap-Ien, A Tur H
(Verfelder)

RUSSIA: F StP(no) H, F Swe H, A Mos-Ukr, A War-Gal, A Rum S A War-Gal, F Sev
(Rosamilia) S A Rum

TURKEY: A Bul H, F Bla S A Bul, A Con S A Bul, F Smy-Mas
(Calhazoz)

Fall 1902 orders are due not later than noon (9:00 A.M. for phone calls) on Saturday, 14 July 1973. Conditional winter moves are also requested at this time. Len Lakofka submitted no moves for Italy and I was unable to reach him by phone. However, Eric Verfelder has been submitting moves for each country so his moves for Italy were used. If Len shows again, Eric will assume permanent command of Italy.

ANALYSIS (Spring 1902): Doug Bayardale (3974 St Southern, Seattle, Wash. 98136); comments are invited.

As you saw last winter I was wrong on four out of the ten builds. This may be bad for my ego, but it is good for the game. It proves that the alliances are in a state of flux as the diplomacy continues on the board. Before discussing the probable Spring 1902 moves, let's briefly look at the builds in the north.

All four of the unexpected builds occurred in the northern sphere of play. Both Rocamora (France) and Rosaalia (Russia) made builds against Birsan's England. At the same time Bytwerk (Germany) gambled with building a fleet (which is aimed at Birsan or Rosaalia) instead of making the safe build of an army in Munich. Now based on the assumption that there is an anti-Birsan alliance among the three other northern powers, the question is who is the ring leader of the three-way alliance. Rosaalia? Rocamora? Or, perhaps Bytwerk? Based on little more than intuition it is my guess that Rocamora is the head of this conspiracy. Only the future will tell, but it will be interesting to see if he can break up the opposition. Well, let's now get on to the Spring 1902 attacks.

~~Calthamer~~ Lakofka (Italy) will be sending his fleets eastward into Turkish waters. Perhaps the British will send a fleet to the Aegean to counter the Italian fleet. Followed by a dispute with the British. The Austrians & Greeks will support the Italians into the Aegean. Calthamer will let the Italian scrums hold. Although the enemy (Italy and Austria) will totally surround Bulgaria, Calthamer (Turkey) can still hold the center in the East and therefore the Italian fleets will probably support themselves into the Eastern Med in the fall.

Vogts (Austria) will help the Italians into the Aegean as mentioned above. He will also order A Trieste to support A Serbia. And A Vienna to Galicia with support from A Budapest.

Calthamer is badly hemmed in by the Austro-Italian line. With only one fleet on the Mediterranean coast, he can slow down Lakofka's attack, but not stop it. If he realizes this fact, he must change the alliance pattern in the Balkans by 1903 or be eliminated from the game. For this spring, F Smyrna will go to the Eastern Med while coordinating with Rosaalia's Russia in the Balkans.

Rosaalia is now fighting a two-front war. This would be bad for any other power on the board, but for Russia, it allows the possibility of advancing on two fronts. In the south, he will order A Warsaw to Galicia, supported by A Romania. F Sevastopol will support A Romania. The big decision for Rosaalia is whether to send A Moscow to Ukraine or to St. Petersburg. His decision will depend on which area of the board he is most interested in working. To take Norway in 1902, Pete must send in the spring A Moscow to St. Petersburg and F St. Petersburg (north coast) to the Barents Sea. However, that can be a risk if Calthamer decides to go north instead of west.

Bytwerk (Germany) is in a very interesting position. He still has the Low Countries to take and has left Munich open to France. Therefore he will probably accept the French right to Belgium just to get that French army out of Burgundy. This means a French advance from A Burgundy to Belgium, A Paris to Holland, F Berlin to Kiel, and F Denmark to the North Sea. The attack on the North Sea is designed to help both Russia's and France's attack on England. Even with the alliance against England, Bytwerk could be in a bad way. Working in Yosemite for the National Park Service, he is outside of phone communication for all practical purposes. This could hurt him in Friday-night before-the-dead-line alliance changes which are well known in H.A. games.

Rocamora (France) will set sail for northern waters with F Brest to the English Channel and F Portugal to the Mid. A Spain will move up to Gascony. A Burgundy will take Belgium in return for laying off Germany and A Paris will go to Picardy.

Poor Edli's England is faced with a three-way attack. As with Calthamer, he must break the opposition or be eliminated. For this spring he will protect A Norway with F Norwegian Sea. F London must go to the Channel to bounce the French. F North Sea has a few options, but the range of possibilities is limited with the German fleet attacking out of Denmark. If the Germans move as indicated, F North Sea is Belgium would be as good as anything.

Although it is rather early to be talking about who will win this game, it is interesting to speculate on which player is the current leader. At this stage of the game,

would guess that Rosamilie is the favorite based on his northern attack. It should be interesting to see if the other players agree.

GROWLING FROM THE LIONS' DENS

BUDAPEST (14 April 1902): Despite repeated sessions with the Oracles at Delphi, the Papal authorities have been unable to determine ITA allies, much less the outcome of the future conflict imminent in the Balkans. AUS has sworn allegiance to ITA but the RUS-TUR relations are strained and AUS military commanders are said to be flipping coins on the battle field (more upsetting, it is rumored that no money is changing hands!).

ST. PETERSBURG (3 May 1902): As if hearing the beat of some distant drum, the Mad Monk struggled slightly up from his latest episode of Petite Mort, fluttered his eyelids, and murmured, "Jean, Jean the Indubitable. Bring her to me; she talks my kind of language." Rosmilenkow then slipped back into unconsciousness.

SEVASTOPOL (18 May 1902): Unconsciousness? Would that be Olga Unconsciousness, the girl who's running the Intensive Care Unit at Madame Natalya's?

ROME (5 April 1902): Fresh from his mission in Germany, the Swiss Defense Minister now finds himself in Italy, handling foreign relations until the Prime Minister returns from his vacation. Verheiden stated that as far as he was concerned, all current agreements with other powers would remain in force for the duration. In particular, he indicated that he was anxious to maintain friendly relations with France and to continue cooperation with his Austrian ally against the Russo-Turkish menace from the east.

DOM PASTURES (26 June 1902): In response to clamors from the inhabitants of this fair quondam for their fair queen, Lady Lushanna, spokeswoman for Her Royal Highness, Queen Suzanne, today announced that the queen is resting quietly in her royal chambers after having been overcome by an acute attack of Dippythateitis. This attack was brought on by a deluge of strange creatures who descended upon the Royal ~~Castle~~ Castle last week with shouts of "On to Diple(cough)Con VI" and "Up with IDA" and "I rule the world!" Fortunately, after several days of pillaging the Royal Pantry and playing at war, the herds vanished. Queen Suzanne will publish a true and unbiased account of this attack on her quondam upon her recovery.

NEW NOTATION

You may have noticed a few differences in notation in reporting the Lion's Cams this time. The reason for this is that I have decided to use on a trial basis some interesting ideas proposed by Eric Verheiden. Let me know if you think this notation should be used on a permanent basis. Eric's comments follow:

"As for your notation system, it is quite frankly one of the best I've seen so my improvements I could suggest would necessarily be minor. What I don't like are systems where everything is capitalized as in Lionous Dangerouses or where the fact that a unit has to retreat is hidden away at the bottom of the page or worse, as in Gravstark. Anyway, the only suggestions I could make for the sake of clarity is that first foreign designations be capitalized, to make them stand out better, e.g., F Eng S ENGLISH A Yox-Bel. Second, in certain rare situations, slashing in place of or in addition to underlining might be indicated. For instance, where nonexistent units are involved as in BA #107, F ~~Eng-S~~, A Con ~~of F Eng-S~~ is clearer than F Eng-S (NSU), F Con S F Eng-S since it establishes (1) that no attack ever took place since no such unit as F Eng-S ever existed and (2) since A Con's order therefore amounted to a hold, it succeeded. Similarly, in the case of conveyed armies, you could write A Yox-Bel if the attack took place but failed for a reason other than the dislodgement of a conveying fleet and A Yox-Bel if the fleet is dislodged so that the order amounts to a hold. Illegal orders could be treated this way as well, e.g., F Cre ~~of A Bul-Ser~~ instead of F Cre S A Bul-Ser (ICB). Finally, for legal supports of units which moved otherwise, you could try F Eng S ENGLISH A Lon-Bel (V) instead of F Eng S ENGLISH A Lon-Bel (NSO). Slashing out annihilated and retreating units might be considered redundant for your purposes since you don't know where a unit might retreat in advance and thus must parenthetically include possible directions

of retreat anyway; however, it could be done as suggested in the article, e.g., H (H Ark. 078), A 101 H. Here the underlining is necessary since it involves an order which failed rather than an illegal or impossible order. This also serves to distinguish these cases from the others mentioned above. I hope the above is enlightening or, if not, that it has taught you not to get me going on one of my favorite subjects.

NEWS OF THE REALM

1. 1973 CALHAMER AWARDS. This year IDA's John Biehl was in charge of the Calhamer Awards. The following winners were announced at DIPCON VI by Mr. Biehl:
 1. Best Publications: Housier Archives
 2. Best Gamesmasters: Conrad von Metzke
 3. Best Variant Game: Argale Express
 4. Best Single Press Release: "The Fall of the House of Ver Plog," Len Lakofka (Housier Archives, 197208)
 5. Best Series of Press Releases: "The Dreamaker," Len Lakofka (Impassable, 197201) and "The Fall of the House of Ver Plog," Len Lakofka (Housier Archives, 197208)
 6. Outstanding Game of Popular Diplomacy: 197208, Housier Archives
 7. Outstanding Variant Game: 197208, Jastakob (Lord of the Rings)
 8. Outstanding Player: Brenton Ver Plog
 9. The McCallum Award for Meritorious Services: Conrad von Metzke
 10. Best Variant Designed for the Year: Black Hole Diplomacy

Although the ballots were mailed out a little late this year, it was quite significant in my opinion, that almost 100 ballots were returned. Hobby-wide support was very evident and next year should be even better.

2. DIPCON VI/VISITS TO THE ARCHIVES NO. 15-17. We are still recovering from the fantastic DIPCON this year. You will hear all about it in Carol's biased opinion next issue ((see the Cow Pastures release this issue for the truth)). In the meantime we are just trying to catch up with everything so please forgive some long overdue letters. Anyway, last week was Diplomacy Week around here with Doug Beyerlein arriving on Tuesday Conrad von Metzke on Wednesday and John Beyer and Larry Morse on Thursday. And that, of course, on Friday we left for Chicago!

3. PUBLISHERS GRAND TOURNAMENT. If you would like to get into a really good game, I would suggest that you write Don Horton (16 Jordan Court, Sacramento, Calif. 95810), who is coordinating this event. Seven publishers are running a game and then the winners of each game will play in the grand championship game. Write Don today!

4. CALHAMER POINT COUNT RATING LIST BY COUNTRY. On p. 10 you will find the inclusion of the "by country" CPCL started in Housier Archives #114. The data used for this was taken from the CPCL that was published on April 21st. This will be updated in the next issue or so.

5. THE PUNCH. Nicholas Blawie, 60 E. 84th St., New York, N.Y. 10021, has been game openings in what in my opinion is one of the best new gamezines to come along this year. The Punch is already up to issue #15 and has been coming out periodically since its inception. To play, all you have to do is sub at only 10/\$1.80. Also, every other issue there are interesting articles on Diplomacy published. This is not a magazine to be passed up.

6. DIPLOMACY HANDBOOK. It has finally happened! IDA's 1973 Diplomacy Handbook is now on sale. The handbook's 50 pages are packed with articles on every phase of the game and is available through John Beyer (117 Garland Drive, Garland, Tex. 75042). Price is only \$1.00 to IDA members and \$2.00 to non-members. However, why not get a real bargain and join IDA and buy the handbook both for only \$1.00?

The handbook was so popular that when it was put on sale at the IDA's, almost 100 copies were sold in 2 hours and over 20 people joined IDA to boot. Subscriptions are now fast approaching 200. In addition to a bargain on the handbook, membership entitles you to the monthly Diplomacy Review as well as all the other services of membership.

7. RETURNED SOCIETY ARCHIVES. Copies of Housier Archives which were mailed to John Murphy (64) and John Biehlger (40) were returned as addresses were not known. If you know their current address, we would appreciate it if you could drop us a line.

Low Fulstipher says that we slight variants and I suppose he is right. However, through the courtesy of Dick Vedder we present you with an interesting history of the variants, and hopefully we get a reprieve.

A BRIEF LOOK AT THE HISTORY OF VARIANTS
by Dick Vedder

Variant Diplomacy has been around for a long time. Ever since 1965, in fact, when the first postal section (1965Aa, a three-vs-three team game, with Turkey omitted) was played.¹ Since then, the variant branch of the hobby has come a long way. As of March 4, 1973, 89 variant Diplomacy games have received formal recognition via the Miller Numbers, 223 variant sections have been started, and 88 sections thus far completed (39%). In this article, we shall take a brief look at the history of Variant Diplomacy.

In 1966, Don Miller decided to formulate a number system for keeping track of the rising tide of variant games, a tide which had its origins in the 1965Aa game played in Graustark. The resulting system has come to be known as the "Miller Numbers." Each section played of a variant Diplomacy game receives a Miller Number. This number consists of the year in which the section opened, one or more capital letters which indicate the relationship of the section to all other Variant Diplomacy sections opened in that year, and one or more lower case letters. Each Variant Diplomacy game has its own particular lower case designation, which serves to distinguish it from all other Variant Diplomacy games. Thus, 1972Abu is the Miller Number for the first variant section to have opened in 1972; "bu" signifies that the particular variant game played was the Youngstown Variant. 19722bu designates the 26th variant section to open in 1972, again a section of the Youngstown Variant. The 27th section to open was 1972AAdc. "dc" signifying in this case the 9-Power variant of original Diplomacy designed by Fred Winter. And so it goes, with each year starting again with the capital letter "A" (ex. 1973Adk) and moving down the alphabet from there.

With the Miller Numbers to keep track of variant games and their sections, it is possible to assemble a number of interesting statistics on the history of Variant Diplomacy. For instance, the following figures indicate the number of variant sections which have opened each year since 1965 (as of March 4, 1973):

1965: 4	1967: 43	1969: 30	1971: 23	1973: 6
1966: 46	1968: 29	1970: 7	1972: 36	

It can be seen at once that 1966 has the honor of being the year in which the most variant sections opened, with 1967 close behind. The sudden drop in 1970 is inexplicable; it may have been due to the business recession which affected the nation at the time, or it may simply have been due to a lack of player interest. In any event, 1971 saw a sharp improvement, with 23 sections started, and if present trends continue, 1973 should see as many new starts as the previous year.

The most popular variant² as determined by the number of sections thus far opened is the Youngstown, with 22 games started. Two of these have already finished (Aug. 1972). Next come all the variants based on the Lord of the Rings trilogy of J.R.R. Tolkien (19). Third are the 13 sections of Calhauer five-man "Napoleonic" Diplomacy (identical to the five-man game in the Rule Book, and hence a source of controversy as to whether it deserves to be given a Miller Number). Finally, with 7 sections started are all the variants which are based on modifications of the regular board so as to reduce 9 powers instead of 7.

If we examine variants by region, we find that 59 variants are based in Europe. The next most popular region is the world of fantasy and myth; Middle Earth and the world of Asimov's Foundations are examples of this category, which contains 18 games. Third is the United States, with 3 sections opened.

According to time periods (insofar as it pertains to historically-based variants), 1900 to date is the most popular, with 48 sections. Ancient (pre-500 A.D.) and Medieval (500-1500) are tied for second, with 6 sections each. The least popular time is 1500-1900, with only 3 sections.

If the Calhauer five-man games are not considered, the publisher who has started more variants than anyone else is Don Miller, who has started 36 sections and completed 20.

for an 89% success rate. Second is Red Walker, who started 22 sessions and was able to see 9 to completion (23%). However, if the Galhauer games are considered, then Red jumps into the lead, with 40 sessions started and 15 completed (37.5%). But as far as success rates go, Don remains in undisputed first place. Buddy Trelick comes in third, having begun 14 variant sessions with 6 completions (42.8%). Fourth is Larry Peery, with 8 starts and 7 finishes (87.5%).

Of the 89 variants thus far receiving Miller Numbers, 29 were designed by Don Miller. Red Walker is again second, with 11 games.

Attempts have been made to rate variant players. The first effort was made by Don Miller in Diplomacia #29, but was unsuccessful. The first working system was designed by the author in 1972 and is presently carried in El Dorado. This system, called VEGA (Variant Equation Games Analysis), basically consists of awarding points to each player on the basis of his/her place-finish. The winner in addition receives an extra point for every position eliminated in the course of the game. Penalties in the form of minus points are assessed to players who drop out of games without notice, or who are removed by the GM for failure to submit game fee, cheating, etc. VEGA not only rates players, but also provides complete statistical data on their performances (such as the number of games, joint victories, wins, placements, drops, resignations, eliminations, survival, etc.).

In conclusion, it might be useful to recommend two zines which I feel are the minimum for anyone at all interested in variants. The first is Blood & Iron (7/\$1), published by Lew Pulsipher (the present caretaker of the Miller Numbers), 329 Twin Towers, Afton, Michigan 49224. BI not only publishes new Miller Numbers, but also lists game openings, places/persons from which/whom one can obtain variant maps & rules, commentary on variants, etc. The second is El Dorado, which in addition to VEGA gives complete game summaries of variant sections, as well as lists of all Miller Numbers assigned and of where each variant section was played with the result. El Dorado can be had (4/\$1) from Dick Vedder, 11940 Adelman Place, San Diego, Calif. 92128. Interested persons may also wish to obtain Tangelo Express (8/\$1 third class), which publishes and runs new as well as old variants, from Rich Hull, 4720 Clayne, Apt. 2, Oxnard, Calif. 93036. (Such is also Lew's back-up for the assignment of Miller Numbers.) Once anyone has in their possession both BI and ED, they can discover which Dippy zines carry (or carried) their favorite variants, and how to subscribe to them.

¹There may have been a postal section played by carbon copy in 1963, but this has yet to be confirmed.

²In compiling these figures, I have considered as a whole all editions (original and revised) of a variant, if this was the case.

³It must be noted that no ratings system is perfect, being at best able to give only an approximation of any player's ability.

LETTER TO THE ARCHIVES

It is always enlightening to hear how the newcomer views our fair hobby and so it is a pleasure to print the following letter that David Forte gave us permission to publish.

Your issue #108 provoked a number of random thoughts in this novice postal player. The range of fees is startling. One wonders whether a seven dollar game can be considered better than a one, two or three dollar game.

In any game of Diplomacy, postal or face-to-face, there is always a danger of playing the game by personalities. Although I find a ratings system admirable, especially Bloodnag and Rogue's Gallery, it increases the chances of people playing the game against some person with high ratings, rather than playing position and skillful. Perhaps a way around this would be to play against opponents "blind." One would not know who his opponent was and all communications would be routed through a moderator.

This urges me to make a couple of general points especially in light of the article written by Len Lakotka. In any game, there are not only rules of play, but also a playing of roles. If one does not play the role, one is not playing "creatively" and

the point of the game breaks down. In monopoly, everyone plays the role of a money-grubbing capitalist. A social worker spending his time in jail on prison reform simply wouldn't be playing the game rationally. In Diplomacy, the rules give great leeway in how one conducts himself, but basically the role one takes on is head of state. Consequently, the rational diplomat seeks first of all his nation's survival, and the extension of its security through power acquisition and advantageous relationships with other players. A player out to get "Jim Smith" simply because he won the last game is frankly violating one of the implicit rules of rationality in Diplomacy. To be sure, nations, especially democracies, have frequently made commitments or gone to war just on the basis of personality, but here too the results have often been disastrous.

Consequently, I think Len Lakofka has it backwards when he says, "A novice must learn that Diplomacy is best played as a test to see if you can win. (So far so good.) If you cannot, you must draw the game." (A non-sequitur.) You should not "do as well as you can if you can't win." (THIS IS PRECISELY WHAT A RATIONAL DIPLOMAT MUST DO.) The first objective is survival. If survival must be had as a satellite status, then at least one survives. Compare the diplomacy of Finland and Poland just before, and during the Second World War and you see the result: Finland, compromising in time, maintains an independence though within the Soviet sphere. Poland in point of fact lost all independence for twenty years.

True, when one nation approaches hegemony, all other nations would be wise to pool their resources and in classic balance of power tactics, reduce the threat of world domination. However, one should never sacrifice the existence of one's own country for "the noble cause" unless such a threat of self-destruction can rationally carry some disturbance with it to the major power. Even so, a diplomat must always place himself in a position where such a bluff will not likely be called. If it is, the defeat is ultimate and total.

Beyond this basic commitment to rationality, I have found a few glosses to the game, though not necessary which make it more interesting. To begin with, I look upon Diplomacy as a situational problem, and consequently, I usually do not define victory purely by the number of supply centers one has garnered. Sometimes, when one has fought all game long against two or three opponents in an ironclad alliance, survival is the sweetest victory of all. In addition, realizing that the game is "diplomacy" and that in historical terms, ironclad alliances among the major powers at the turn of the century had much to do with thrusting Europe to the brink and over of a world war, I like to get into a game where players eschew the iron alliances which is formed to annihilate some other country. In games where there is a gentlemen's agreement to keep agreements limited in time and scope, the playing of "diplomacy" rather than "war" becomes deliciously sophisticated. I have been in games where the players winding up with the largest amount of supply centers never had to break an agreement. The winner, or winners, were those who made a series of mutually advantageous agreements with the other players, each agreement building upon the other as their position expanded. The plan of an annihilating alliance or of setting someone else up for a stab never entered into the play. Players on the losing side of a contest made a public announcement of suing for peace, and the rest of the world joined in forcing the potential victor to limit his gains. Thus, even extended positions could be successfully liquidated, and one could still come back elsewhere. After all, this is the way most diplomacy is carried out. Most treaties are kept. Few, except those made by Hitler or Stalin, or a few more modern examples, were made with the prior intention of breaking them. Few were in fact broken. They usually faded away by mutual agreement.

Indeed, I have been in a few games, where a world-wide conference was called (like one of the eighteenth-century Congresses) to settle the division of territories across the board. We even played a few moves beyond this to see whether the network of mutual guarantees proved stable. (Sometimes they did, sometimes they didn't.) In any event, I hope you can see the multiple pleasures that can be had when diplomacy is emphasized rather than playing for conquest solely, or if failing, for a draw. I have just begun playing by mail, but I do fear that the short time one has for communication may put pressure on the players for iron-alliances and the consequent danger of frequent stale-mates. However, I'm happy to be in the hobby and look forward to good games and the forming of very pleasant friendships.

France (24,000)

2,000	Bill Egan Leslie Malinowski	1,000	Don Miller Derek Nelson Jerry Pournelle Peter Rosenfield Tom Rosenbaum John Smythe Bob Strayer Buddy Treadick Collin Watson Charles Wells Charles Walsh Jerry White	500	Devin Mall Sid Jandy Andr. Ph. Jaja Cherow. Troneer Arzicki Vagha John Van de Kreef
1,333	Bob Bergam Christed B-Grand			250	Peter H. Berman
1,000	Gene Prosnitz			200	O. J. Davoli Bruce Sleng George S. Kelly Sid Noss Pete Sleng
1,000	John Boshara Walt Buchanan James Dygert Tom Eller Ted Eisenbe Tary Jones Dave Lebling George Lorraine	583	Hal Naus Larry Peery	167	Mike Goldstein

Russia (52,033)

3,000	Doug Beyerlein	1,000	Chris Harvey Glen Hertz Ted Holcombe Jeff Key Bruce Kindig Bob Kinney Leo Lakofka Paul Leitch Don Miller Derek Nelson Erls Nielsen Brad Payne Larry Peery Bruce Felz Andy Phillips Jeff Power Gene Prosnitz Charles Reinsel Mike Rocamara	1,000	George Schick John Shota Lark Melvin Thomson Buddy Treadick Paul Ward Norman Zinkhan
2,000	Charles Turner Brenton Ver Ploeg			500	Rick Brooks Bob Johnson John Keating
1,500	Conrad van Metzke			450	Larry S. Cyr
1,000	Peter Amoff William Atteberry John Bestera Edi Birsan Peggy Bowers Walt Buchanan Randy Bytwerk Tex Cooper James Dygert Tom Eller Mike Goldstein Michael Gray Thomas Griffin Ed Halle			333	Ken Larimore Rod Walker
				250	Hal Naus
				200	Larry Justice John McCaffan

Turkey (62,400)

3,000	Edi Birsan	1,000	Bob Johnson Robert Kaptive Kurt Krey Dave Lebling James MacKenzie David May Don Miller Bud Pendergrass Jerry Pournelle Rich Rubin Chris Schleicher Charles Turner	333	Pauler Delabone Leo Lakofka Robert Lamb Larry Peery Jim Pratt Ken Valentini Chris Wagner
2,333	John Smythe			250	Cliff Gilla Bob Stuart
2,167	Hal Naus			200	Brian Bailey Sherry Heap Ted Holcombe Rich Purdy Larry S. Cyr Jerry White
2,000	Randy Bytwerk Andy Phillips Charles Wells				
1,200	Conrad van Metzke	667	Lewis Pulsipher		
1,000	John Boshara Walt Buchanan Ron Delibrange Jack Fleming George Grayson Jack Greene George Inzer	500	Ken Davidson Terry Kuan Banks Mohane Tony Pardini		

DOES THIS APPLY TO YOU?

1. Please accept this sample copy in lieu of a personal answer to your inquiry about postal Diplomacy. Time pressure forces us to do this, but we think you'll find Hoosier Archives is a good introduction to the hobby.
 2. We hope you enjoy this sample copy. We solicit your subscription.
 3. We understand you have started a Diplomacy zine. We solicit a trade with you so we can keep the archives complete, thus providing a vital service for the Diplomacy community. In fact, two copies of each of your issues would be appreciated so as to have a spare for the archives.
 4. Welcome aboard. We are happy to have your subscription which is good through issue # _____.
 5. This is your last/next-to-last issue. We hope you will renew your subscription.
-

THE MCCALLUM SYSTEM OF NOTATION

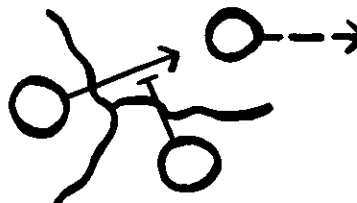
For ease in following the current demonstration game, a Diplomacy map is reproduced on the reverse side by permission of John Moot, the President of GRI. Incidentally, DIPLOMACY is a registered trademark for a game invented by Allan B. Calhamer and copyrighted by Games Research Inc., 500 Harrison Avenue, Boston, Mass. 02118. GRI sells the game for \$8.95 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.



HOOSIER ARCHIVES

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