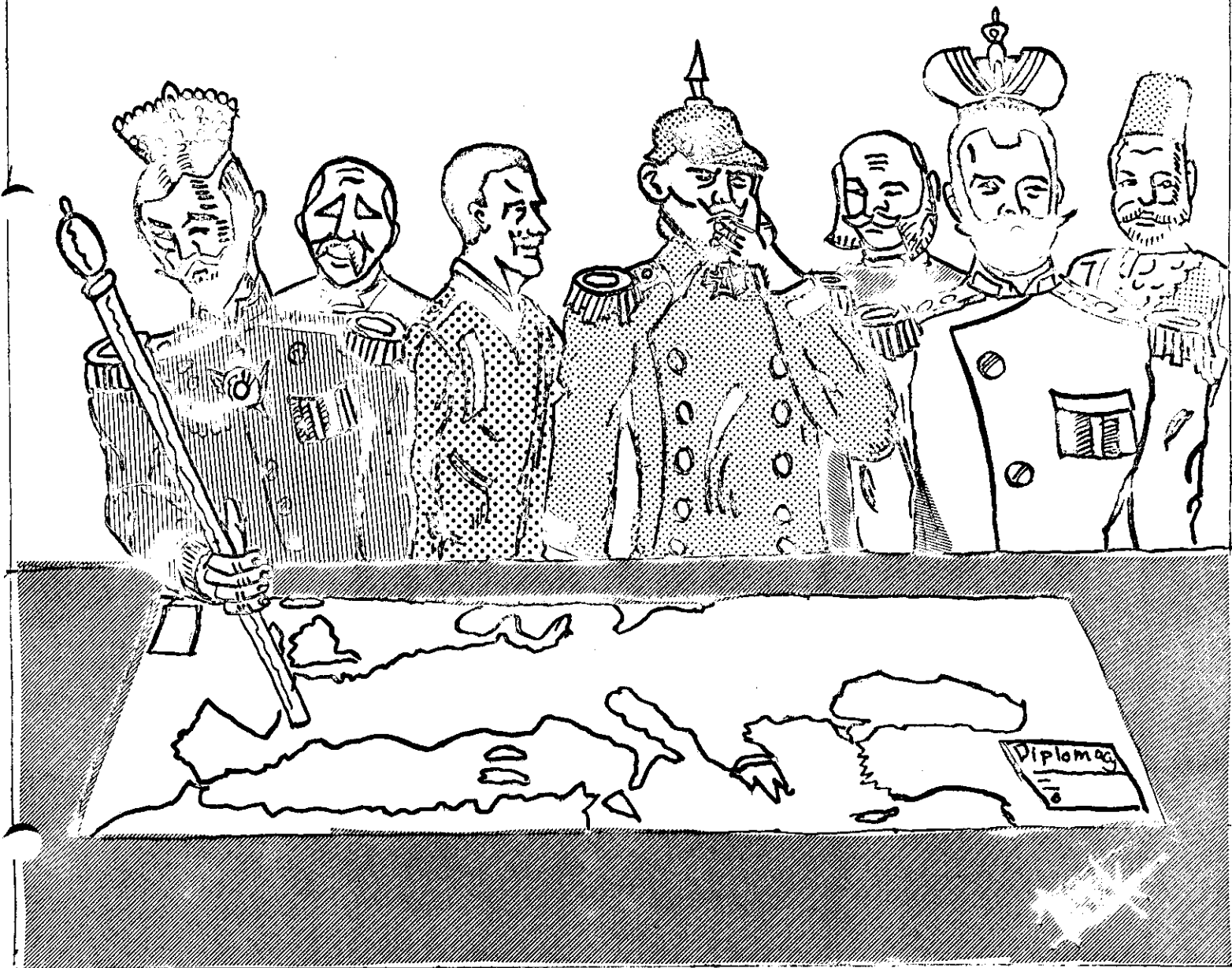


Goosier

Archives



 Hoosier Archives is a periodic listing of the Diplomacy archives of Walter Buchanan, R. R. 3, Lebanon, Indiana 46052, telephone (317) 482-2824; Archives Director, N3FGLDD; a Director of The Diplomacy Association; and a member of the IFWDS. Since the archives is virtually complete in at least xerox form back to 1966, the archives listing will only appear quarterly, the last being in issue #35, or as further substantial additions are acquired. However, additions to the archives are solicited, either through originals, which are preferred, or a loan to permit xeroxing. Also, postage fees will be paid for duplicates so that they can be made available to others. The main purpose of Hoosier Archives is to make available information from the archives, such as Diplomacy articles, game news, etc., as well as to serve as a medium for original articles, which are solicited. This is Albatross Press publication #40.

INTO THE ARCHIVES NO. 7

With this issue we continue our series of "Diplomacy as I See It" articles by Rick Brooks. We forgot to mention last time that in addition to all his other qualifications, Rick is presently writing an analysis on the Demonstration Game, 1970BL, in Kadath. This game is being played by some of the nation's most experienced players and is being analyzed for the benefit of new players. A subscription to Kadath is available at 10 issues per \$1.00 to Rod Walker, 5058 Hawley Blvd., San Diego, California 92116.

DIPLOMACY AS I SEE IT

by Rick Brooks

The Mythology of Diplomacy--Part Two: The Rating Systems

Hi gang. Time for another dire debunking-of-Diplomacy article. Those of you with good memories remember that the first one established the overwhelming chance aspect of Diplomacy. This alone is enough to shoot down any rating system. But a paragraph is hardly enough for my personal selection for the world's greatest Diplomacy player to lavish on his second favorite game.

Selection of countries is a big thing. Some GMs draw yours out of a hat; others take preference lists and flip coins. If you get the poorer countries most of the time, you'll do worse. Here, systems to rate countries will be ignored except to say that the success of a country depends on who plays it and who plays with and against him.

The main gripe on player systems is the complexity of the game. I win Game 124041 with Russia in 1905 (I'm GM and the other players owe me money). Do I deserve the same amount of credit if I came in as a replacement for Russia in 1902 when he had 4 units and I win in 1907? Do I deserve more if I came in in 1903 and took over 2 Russian units and I win in 1908? Is a win with Russia in 1905 worth as much as one with Italy in 1906 would be?

Then, too, there are the other players. If I beat 6 novices in 10 years, am I as good as if I beat 6 old hands in 15 years? If I take out a strong enemy alliance in 20 years, don't I deserve more than if I mop up a disorganized board with the help of my loyal ally in 9 years?

A third factor is the GM. If I win game after game playing under a GM whose Diplomacy philosophy I can reel off for hours, am I nearly as good as if I win a few playing under a GM whose house rules I am either confused over or flat don't know?

In short, each game is a law unto itself and individualistic enough so that it can't be compared to another as if they both were a controlled experiment with only one factor varied. Even a 7-man, 7-game set-up where each gets to play 7 different countries won't do it. I can visualize a sort of playoff where each player goes through a game with the same country and exactly the same opponents as his rivals. Even this won't come close to working unless the 6 players are both good and unacquainted with all contestants and each other. This is rather unlikely.

Maybe each player could be given the same "chess-problem" type of situation to be worked through and judged by a panel of experts. This is like the above, though, and the experts would not only have to be unbiased but also very good. Besides, this would eliminate the human factor that people like Rod Walker try to assure me is the heart of the game.

Players could be unknown to each other and work through a game by computer with the aforesaid panel of judges. Objections are that playing style and writing style would give the

players away to each other. Players could each play 6 unknown experts as above in a chess-problem set-up. This has the objections of both of the last two.

In any rating system we are faced by the impossible feat of having to both eliminate the human factor, for mathematical exactness, and to keep the human factor, without which Diplomacy would be a simple-minded cousin of chess.

Besides, I'm prejudiced against rating systems. GLOCKORIA (Lebling) #13 had a rating system (Dec. 14, 1967) where the top players were Jerry Pournelle, Monte Zelazny, Karl Thompson, Rick Brooks (1431.8 rating yet), and John Smythe. Since I'd drawn my first game and was active in only one other regular game, I rated high. Now, I'm a much better player, yet my ratings are much lower. This is silly.

So do what I do. Rate yourself first and me second since I've just done the same for you. I do wonder how Doug Beyerlein is going to handle a ballot that rates the HOOSIER ARCHIVES mailing list second though!

Besides, as Bartok said, "Compositions are for horses, not for artists." I consider Diplomacy an art.

REGULAR GAME OPENINGS

In a recent letter, Lew Pulsipher suggested that since Hoosier Archives is published so often, it might be a good idea to take over the functions of Jeff Key's now defunct Ye Olde Busie Bulletryne Boardde. I thought this an excellent idea since Hoosier Archives is intended to be a service 'zine. Therefore, since I have now fairly well recovered from the hectic days following DIPCON IV, I will start to implement this practice by periodically listing the editors from the "Archives Trading List" that have current game openings. I will attempt to keep this up to date as current 'zines come in; however, it will of course be appreciated if additions or omissions are pointed out.

6. Dale Bosowski, 2904 Hemminger Way, Modesto, Cal. 95350
10. F. M. Gaylord, 2035 Todd Dr., Arden Hills, Minn. 55112
14. Robert A. Johnson, PO Box 134, Whippany, N. J. 07981
15. Eric Just, PO Box 131, Paoli, Okla. 73074
18. Leonard Lakofka, 1806 N. Richmond St., Chicago, Ill. 60647
20. Stephen Marsland, 78 Genesee St., Greene, N. Y. 13773
21. John Mensinger, 1320 Magnolia St., Modesto, Calif. 95350
27. Andrew Phillips, 128 Oliver St., Daly City, Calif. 94014
29. Paul Rubin, 41 Herbert Ave., Massapequa Park, N. Y. 11762
48. Herb Earents, 157 State Street, Zeeland, Mich. 49464
52. Peter Weber, 3472 E. Sharon Drive, Phoenix, Ariz. 85032
53. Charles Welsh, Box 3197, Brown University, Providence, R. I. 02912

ARCHIVES PUBLISHERS POLL (APP)

After printing the Beyerlein Player Poll (EPP) in Hoosier Archives #38, I got an idea. Since football has two polls, the AP and UPI, one being by the sportswriters and the other being by the coaches, why not do the same for postal Diplomacy? As an analogy, the GM/Publishers could be considered the sportswriters and the players could be considered the coaches in that they "coach" their fellow players during the course of the game. A comparison of the two polls may be very interesting--the players viewing their fellow combatants in the EPP and the GM/Publishers viewing the players in the APP. Also, since Hoosier Archives goes to all GM/Publishers, it would seem to be a very good medium for the "sportwriter's" ballots. Therefore, I urge all past or present GM/Publishers to use the next page as a ballot and return it promptly. The deadline will be 4 December 1971 so that the results can be published concurrently with the Beyerlein Player Poll No. 3.

OUR COVER: A new artist has adorned the front page of this Hoosier Archives. His name is Steve Nozik, and in addition to his artistic talents, he is the most experienced Diplomacy player of the Rochester Diplomacy group. In a future issue of Hoosier Archives we will reap the benefit of this experience in an article he has written on the advantages of 2-man FTF play. It's a real eye-opener.

ARCHIVES PUBLISHERS POLL (APP)

A postal Diplomacy player rating service adapted from the Beyerlein Player Poll (BPP), the difference being that this poll, which will also be quarterly, is for GM/Publishers to rate their own Diplomacy players.

All past or present GM/Publishers are eligible to vote for their choices for the fourteen top players in postal Diplomacy. Scoring will be on the following basis: 20 points for 1st place, 17 for 2nd, 15 for 3rd, 13 for 4th, 11 for 5th, 9 for 6th, 8 for 7th, etc.

Fill in your choice of the top fourteen currently-active players in postal Diplomacy from number one to number fourteen. Incomplete ballots will be disregarded.

TOP BOARD

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____

SECOND BOARD

8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

Return this ballot to: Walter Buchanan
R. R. 3
Lebanon, Indiana 46052

DEADLINE: DEC 4

Results will be printed in Hoosier Archives and any other Diplomacy 'zine, the publisher of which has voted in this poll and wishes to publish the results.

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