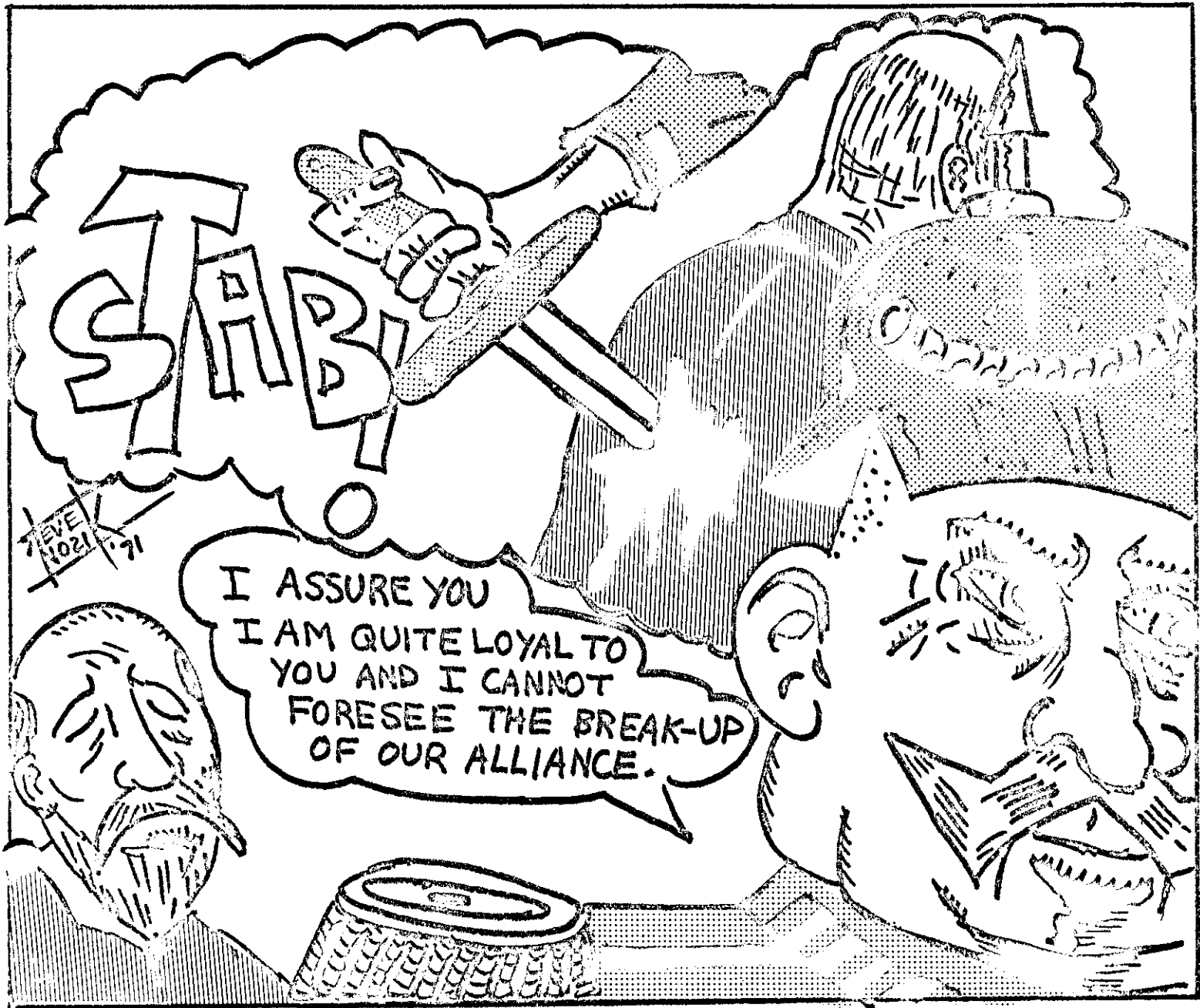


Goosier

Archives

743

6 November 1971



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 LFWDS. 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. Many original spares are now available. 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. To subscribe to Hoosier Archives, send one stamped, self-addressed business size envelope per issue. For back issues, only a stamp per issue is necessary. Ask for issue #40 to get a list of all articles through issue #42. This is Albatross Press publication #44.

NEWS FLASH! THE NEW RULE LOOK IS OUT!
(Hoosier Archives Scoops Erewhon!)

Yes, Dippy fans, it has finally happened! In the archives' mailbox today* appeared that long-awaited treasure, the new rulebook. Allan Calhmer has done a tremendous job of eliminating and clarifying all the errors and ambiguities that have been discovered over the years, and the result is now available to us. All GM/Publishers should have already received a copy. Players can obtain the same by sending \$1.00 to: Games Research Inc., 48 Wareham St., Boston, Mass. 02118. (*November 4th)

INTO THE ARCHIVES NO. 11

The following article by Edi Birsan is the most brilliant original piece of work that I have seen to date on a Diplomacy opening. I had heard previously that a plan existed in the minds of some of our advanced players for an effective opening by Italy against Turkey, but until I saw this article I could only guess at what it was. Now I know, and I firmly believe that if enough players read this article, it will revolutionize opening play for Italy and transform it from the "Diplomacy sick man of Europe." I also solicit more articles of this kind. As a former postal chess player, I am keen on opening theory and think it could do much to develop Diplomacy along chess-line lines.

THE LEPANTO OPENING
by Edi Birsan

By most means of statistical analysis, Italy is the weakest power on the Diplomacy board. This could be attributed to several factors: poor players, a weak position between Austria and France, or the inability of effective trust development between the Austrians and the Italians due to the unusual situation of adjacent home supply centers. More often than not, the Italians are unable to overcome the Turkish position quickly and fall prey to a combination of Turkish resistance and back stabbing by a western power.

A possible reversal of the Turkish domination of the southeast is an alliance between Austria and Italy which uses an unusual opening by the Italians to quickly secure the fall of the Turks. The principal problem in attacking Turkey is that players find its corner position very difficult to crack. Italian initiative combined with Austrian pressure can remove the Turks for the corner advantage by the emplacement of an Army deep behind the Turkish position in Syria! While it may be an unusual position for an Italian army, it is the most effective manner to turn the Turkish flank and to threaten the Turkish mainland. The trick then becomes to get there before the Turks block you.

The Spring 1901 moves for Italy should not reveal an open bias toward Austria and should indicate instead a kind of calm wait-and-see attitude. Thus, the Spring should see the Italians moving Fleet Naples to the Ionian Sea, Army Rome to Apulia and Army Venice

holding. This position gives the Italians a secure position in case of Austrian or French threats. Note that the Italians can support themselves in Venice from Apulia if a threat does materialize. Hopefully, the French will be involved in the West and the Austrians will be moving to Albania with their fleet and occupying Serbia.

The in Fall of 1901, the Italians make the initial set-up for the drive to the East. This is done by convoying the army in Apulia to Tunis. This leaves the Austrian-Italian alliance with two fleets that can threaten the Aegean as well as the flexibility provided by the army in Tunis which can be convoyed back to Italy or to Albania if plans go wrong. The Italian army in Venice holds and is thus able to provide some security in the North. Note that should the Russians and the Turks combine, the Austrians will be in desperate need of an extra army to fend off Russian attacks.

After a winter build of a fleet in Naples, the traditional build of Italy in the first winter, the Italians order the following for the Spring: Fleet Ionian to the Eastern Med., Fleet Naples to the Ionian, Army Tunis and Army Venice hold. This secures the convoy route, for in the Fall, the Italians are clear to convoy Army Tunis straight to Syria. The fall of the Turks is now a certainty. The positional advantage of moving to the Eastern Med. is enhanced by the existence of the Austrian fleet in Greece. When the Italians make their move to the Eastern Med., the Austrians should also attempt to force the Aegean, more to keep the Turks out than to gain it for themselves. In the Spring of 1903, the Austrian-Italian alliance will have three fleets that can come to bear on the Aegean as well as an army that can threaten Smyrna. For those who wish to fantasize, visions of the Italians moving on Sevastapol can be conjured up by the movement of the Eastern army to Armenia. Or, in the event the Austrians are to be stabbed, the army could be used to very effectively turn any Austrian position in Constantinople.

While this opening is very effective in crushing the Turks caught unaware, it is futile to attempt it if the Turks move their fleet to Constantinople in the Spring of 1901, for they will surely move it to the Aegean in the Fall and build a fleet in Smyrna in the Winter with Spring orders bringing it to the Eastern Med. Here we see the flexibility of the opening moves, as the army in Apulia could be used for other things, as such a Turkish opening usually means that the Austrians are in for a lot of trouble from the Russians, but then that is another battle and another article.

WANTED TO BUY OR BORROW

The following zines are still needed in at least xerox form for the archives. See Hoosier Archives #35 for other zines wanted in the original.

AERLION all but 0.5, 0.5A; ANGBAD 1-4; ANIARA III, 1; ASDIP/MUTINY 1; BABEL 1; BARAD-DUR 1, 5, 40 $\frac{1}{2}$; BOLVERK 1, 3-4, 6; BULLETIN 2; CAESAR 1-3, 5; CALCUTTA CHRONICLE 1, 1-2; CORSAIR 1-3, 7, 15; COSTAGUANA I, 2-5, 8-11; "DIPLOMACY" 1; THE DIPLOMAT 21, 32, 42, 44-47; FLASH 1; FREDONIA 24-25; LA GAZETTE D'EUROPE 1-2; GLORY ROAD 13, 21, 49, 51, 56; GRAUSTARK 1-14, 22, 31, 41; LA GUERRE I, 7-9, 23 & III, 1 & V, 8, 11; IF I, 2; KNOWABLE 3; LUSITANIA 1; LUTHA 1, 3-5; MARSOVIA 13, 15, 5, (19a), (22a), (24a); MASSIF 0; MISKATONIC U. 1.7-1.9, 1.39; MOESHOSHOE 8-10; MONGO I, 1-9; THE MONTHLY CYCLOPEDIA... I, 1-6 & II, 1-2; NAME 4; NORSTRILLIA NOTES 24-27, 29; NU 1-2; POLASKA I, 5, 8; SEUTERS REPORTS with BROU 9, 11; ROHAN I, 1-2; RURITANIA 2-10, 12-21, 23-27, 29, 31, 33-34; SANGRASS RETORT 1-2; SPALD, JR. I, 2; THE TOOREY TRIENNIAL TERRAPIN/TURTLE/TORTOISE 7-9; TRIREME 2; T.S.#2 14; TUPPENCE-HA'PENNY 1-2; VANDY II 2-3; WAR BULLETIN 2, 5-6; "WEST COVINA DIPLOMACY ZINE" 1, 45-47; WILD 'N WOOLY 4; WITDIP 1-14; WITDIP SPECIAL 1-2; WORLDIP 1-28; THE W.O.P.L.D. RECORD 1-2; WSFA JOURNAL 12-14, 63.

NAORG-OLPID

Vol. 1, No. 4

6 November 1971

Naorg-Olipid is published sooner and later by Carol Ann Buchanan, R. R. 3, Lebanon, Indiana 46052, Charter Member of The Diplomacy Widows Association. There are no game opening, new or ever. And now we come to today's Anti-Diplomacy feature, a questionnaire for Diplomacy widows and/or widowers (since there are a few women who play Diplomacy). The questionnaire is anonymously contributed by one known only as "p" in Anti-Diplomatic circles.

A DIPLOMACY WIDOWS' GUIDE or WHAT EVERY DIPLOMACY PLAYER EXPECTS FROM HIS WIFE
by "p"

1. Are you willing to accept second place to the game of Diplomacy in your life with your husband? No (-5) Yes, sometimes (0) Yes, always (+5)
2. Can you type? No (-5) 25wpm (0) 50wpm (+5) 75+ wpm (+10)
3. Can you speak: (+1 for each) Russian German Italian French Turkish
4. Can you read: (+1 for each) Russian German Italian French Turkish
5. Can you identify: (+2 for each) Boardman's Rule Miller's Rule
Koning's Rule Pandin's Paradox Spring Raid Unit
Supply Center Space Province
6. Associate the following magazines with their publishers: (+1 for each) Erehwon
Graustark Xenogogic Daily Planet Glory Road
7. Identify the following press release characters: (+2 for each) Lucrezia Borgia
Lorenzo Peericelli Ian Plankman Turner Maximums
Sarah F. Allen
8. Who first ran a postal Diplomacy game? (+1)
9. Who were the players in it? (+1 for each)
10. What country has won the most games? (+2)
11. What country has won the least games? (+2)
12. Where is Foderkagg? (+1)

PERSONAL QUESTIONS:

1. Are you willing to:
 - A. Accept strange phone calls at strange hours from strange men dealing with strange subjects? (+2)
 - B. Have your love life interrupted by visiting Diplomacy players? (+5)
 - C. Entertain, every weekend, visiting Diplomacy players and host fac-to-face games that no one else will have? (+3)
 - D. Have your husband accused of all sorts of evilness by other gamesmasters/publishers? (+2)
 - E. Have your living room taken over as his office? (+3)
 - F. Have your bathroom taken over as his filing area? (+2)
 - G. Have a steady diet of ditto fluid and ditto master ink for breakfast, lunch and dinner? (+1)
 - H. Face the reality of every weekend being devoted to Diplomacy games? (+2)
 - I. Accept the fact that his friends are weird? (+2)
 - J. Accept the fact that he is weird? (+5)
 - K. Give up forever all thoughts of a normal, happy, healthy home where the important things are the kids and sex? (+10)

YOUR PERSONAL RELATIONS WITH YOUR HUSBAND:

1. Which is more important to you, your husband or his Diplomacy game? (-5 for "your husband"; +5 for "his Diplomacy game")
2. If you had to choose between eating and playing Diplomacy, which would it be? (+5 for "eating"; +5 for "playing Diplomacy")
3. In case of fire, would you grab your children first or your husband's Diplomacy game? (-5 for the children; +5 for the Diplomacy game)
4. Do you think Diplomacy can help cut the birth rate? (-5 for a no answer; +5 for a yes)
5. When your husband talks in his sleep, does he talk about: A. Other women (-5)
B. You (0) C. Diplomacy (+5)
6. Would you do the following to help your husband win a Diplomacy game: A. Lie (+1)
B. Cheat (+2) C. Steal (+3) D. Serve as bait for a trap (+5)
7. If your husband forgot your birthday because of an important game deadline, would you accept it? (-5 for a no; +5 for a yes)

RATING: If you had: 125 or more, you are the perfect Diplomacy widow.
100 or more, you are getting there, but need practice.
75 or more, you are not doing too well.
50 or more, you definitely are anti-Diplomacy.
25 or less, you should see a divorce lawyer.

Send all questions and comments to me (especially if you're a perfect widow!). Tune in next issue to learn my score!