

Hoosier Archives is a periodic listing of the Diplomacy archives of Walter Buchanan, R.R. 3, Letanon, Indiana 46052, telephone (317) 482-2824; Archives Director, N3FGHDD; a Director of The Diplomacy Association; and a member of 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. 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 #51.



 INTO THE ARCHIVES NO. 14

Edi Birsan is back with another treat for us--another brilliant article on Diplomacy openings. This time Edi shines the spotlight on Germany and shows how you can play to great advantage a country that is thought by many to be inherently weak. England and Russia, watch out. The Jutland Gambit is coming! Edi, by the way, is currently at the top of the Calhamer Point Count Rating List and ranks second in the Archives Publisher's Poll, so this article should carry some weight.

 THE JUTLAND GAMBIT
 by Edi Birsan

The keynote for German foreign policy should not be sounded on the securing of Belgium, Holland and Denmark in the first year of play. The Germans must take an over view in regard to their actions and play for the following years past 1901. More than any other country, Germany starts off with three builds and in a matter of years is eliminated before the end game moves. By building three the first year, the Germans attract too much attention and it also spreads the Germans out too much, forcing them to be defensive in the spring of 1902. Note that all three of their new supply centers border on the North Sea. Thus, England with one fleet can tie down an enormous number of German units.

The goal for the Germans should be securing steady expansion instead of immediate strength. In line with such a policy, the Germans should position their units to allow for a smooth flow of offensive moves from the beginning of 1901 straight through the early part of the game. This can not be done with the Germans being tied down on defense all along the North Sea. In considering the three most probable enemies, England, France and Russia, the Germans can secure a more promising position against Russia and England than it can against France. By more promising, I mean one that will lead to a quicker realization of expansion and also allow for a greater degree of diplomatic flexibility. With a Northern game in mind, the German plays the following moves in the spring of the first year: F Kiel to Denmark, A Munich to Ruhr, A Berlin to Kiel. On the surface, it appears to be a traditional German opening while it is the springboard for an interesting set of German moves North. The use of the traditional opening gains time for the German player as it allows for him to determine if anything terribly strange is happening in the game, like an invasion by Russia or a fight in the Channel. In this time period, the German can continue to negotiate with both the Russians and the English to determine which one will be the object of German aggression.

If France remains peaceful and the diplomatic climate is appropriate, the Germans can play a gambit by sacrificing the attempted third build for a better position in the North by moving: F Denmark to Skagerrak, A Kiel to Denmark, A Ruhr to Holland. The Germans then gain a powerful position in the North. They can evict the Russians or aid the Russians and still have enough strength up North to avoid a double cross. Also, there is the possibility of informing the Russians and the English of your intended move to Skagerrak and spelling

out designs against the other. Thus, the English could then see the move as anti-Russian and the Russian player, as anti-English. The following builds--' Kiel and A Munich--still do not reveal the exact intention of the German High Command and allows even more time to see what is happening diplomatically across Europe before a clash of arms commits the Germans one way or another. In the spring of 1902, the German can play against Russia or England and move with reasonable chances of success. But note that until the second spring, it is not entirely possible to determine the German intentions by a reading of the units on the board, for the moves give the Germans ample flexibility in deciding on their target.

Now, should the English object to the German move to Skagerrak before the move takes place, the German can play an interesting variation and gamble for more position at the cost of less flexibility. For if the English play to the Skagerrak, the German can change his moves to read F Denmark to the North Sea. With the English playing to Skagerrak, the Germans will succeed into the North Sea and the English position is exploded as the High Seas fleet makes to the open sea. Such a reverse can be rewarded by the rousing of Russian suspicions of the English. When the English move to the Skagerrak and Norway, the suspicions will be confirmed and the friendliness of the Germans secured by their commitment in battle over the North Sea. With such an array of moves, the diplomatic possibilities increase and the English position can crumble on the board as well as in the diplomatic missions abroad.

Thus, the Germans can, by delaying greed and playing a "Jutland Gambit," secure a greater position to project and prolong German expansion through the early phases of the game.

ARCHIVES PUBLISHER'S POLL NO. 1

TOP BOARD		S	N	SECOND BOARD		S	N
1.	John Smythe (7)	170	10	8.	John Beshara	61	6
2.	Edi Birsan	106	8	9.	Doug Beyerlein	52	5
3.	Brenton Ver Ploeg (1)	100	8	10.	Larry Peery (1)	48	6
4.	Hal Naus (1)	73	7	11.	Lewis Pulsipher	46	4
5.	Eugene Prosnitz	72	6	12.	Thomas Eller (1)	41	3
6.	Andy Phillips	65	8	13.	Randy Bytwerk	35	3
6.	Rod Walker	65	9	14.	Rick Brooks	32	2
				14.	Len Lakofka	32	3
				14.	John McCallum	32	4

Players with 20 points or more: Buchanan, Pournelle, St. Cyr, Tretick.

Note: S means the score or total points tabulated from the ballots, N means the number of ballots listing the player's name on the top board or the second board. Scoring is figured 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.

A total of 11 ballots were cast, or about a third of those eligible. Those casting ballots were: Beyerlein, Borecki, Buchanan, Cooper, Key, Lakofka, Peery, Phillips, Pulsipher, St. Cyr, and Walker. The number in parentheses is the number of first-place votes cast for those players.

A few comments about this poll as compared to the Beyerlein Player Poll No. 2 might be in order. John Smythe has taken a crushing lead for first place and Edi Birsan has moved from down in the pack up to second place. The fact that each of these players has recently achieved their eighth win may have something to do with this.

Also, it should be noted that Bytwerk, Eller, Pulsipher and Lakofka have made the Second Board for the first time. Lakofka may have achieved this due to his recent accomplishment of getting 4 builds for Russia in Fall 1901 in a game he's playing in. This is the first time this has been done. In the case of Bytwerk, Eller, and Pulsipher, the fact that they did very well in the new Average Point Count Rating System may have had some effect. Bytwerk and Eller were tied for first there and Pulsipher tied for sixth. Also, it is kind of interesting to note that GM/Publishers don't necessarily vote for their own since more non-publishing players were rated here than in the Beyerlein Player Poll.

A ballot for the second Archives Publisher's Poll is attached. Please return it by March 4, 1972. All GM/Publishers and those running a rating system are eligible. Also, note that you can vote for players who don't play in your 'zine.

AN OPEN LETTER TO ALL PUBLISHERS, EDITORS, AND GAMESMASTERS:

I am planning to conduct my player poll again in December. In the past two polls, ballots were sent out through Don Miller's THE FORUM, plus announcements in a few selected zines. Perhaps because of the limited publicity, the response was small (less than 20). For my third poll, I wish to expand the response and therefore I have asked Walt to publish this letter. There are a couple of reasons why I have contacted in this way rather than personally. They are: (1) it is less expensive to contact all of you through Hoosier Archives and (2) Hoosier Archives' trade list probably includes some of you whom I would miss in sending out announcements. On to a description of the poll.

For those of you who do not know of my player polls, they work as follows: Everyone in postal Diplomacy is eligible to list their choice of the top 14 (from #1 to #14) currently-active postal Diplomacy players. The lists are then sent to me by the stated deadline (February 4, 1972). I will then assign points to the listed players on the basis of 20 points for #1, 17 points for #2, 15 for #3, 13 for #4, 11 for #5, 9 for #6, 8 for #7, etc. The points are then summed for each player and the top 14 players are listed by point totals. In the past, the results were only sent to subscribing zines (EREMNON and HOOSIER ARCHIVES), but for poll #3 I will personally mail out the results to all publishers who have mentioned my third poll and have requested all interested players to send me their list of the top 14 players. (Only complete lists will be accepted.)

Additionally, only for gamesmasters, I am interested in your choice of the top seven new players (those with two years or less of postal Diplomacy experience). These players do not have to be playing in your zines and may also be listed in your top 14 players. The results of this mini-poll will be compiled and distributed in the same manner as my major poll. I hope that you will participate in both my polls.

The above information basically explains the reason for this open letter. Any questions, comments, and/or suggestions should be directed to me. Thank you.

Doug Beyerlein
3924 S.W. Southern
Seattle, Washington 98116

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ARCHIVES PUBLISHERS POLL (APP)

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

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 form 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: 4 March 1972

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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