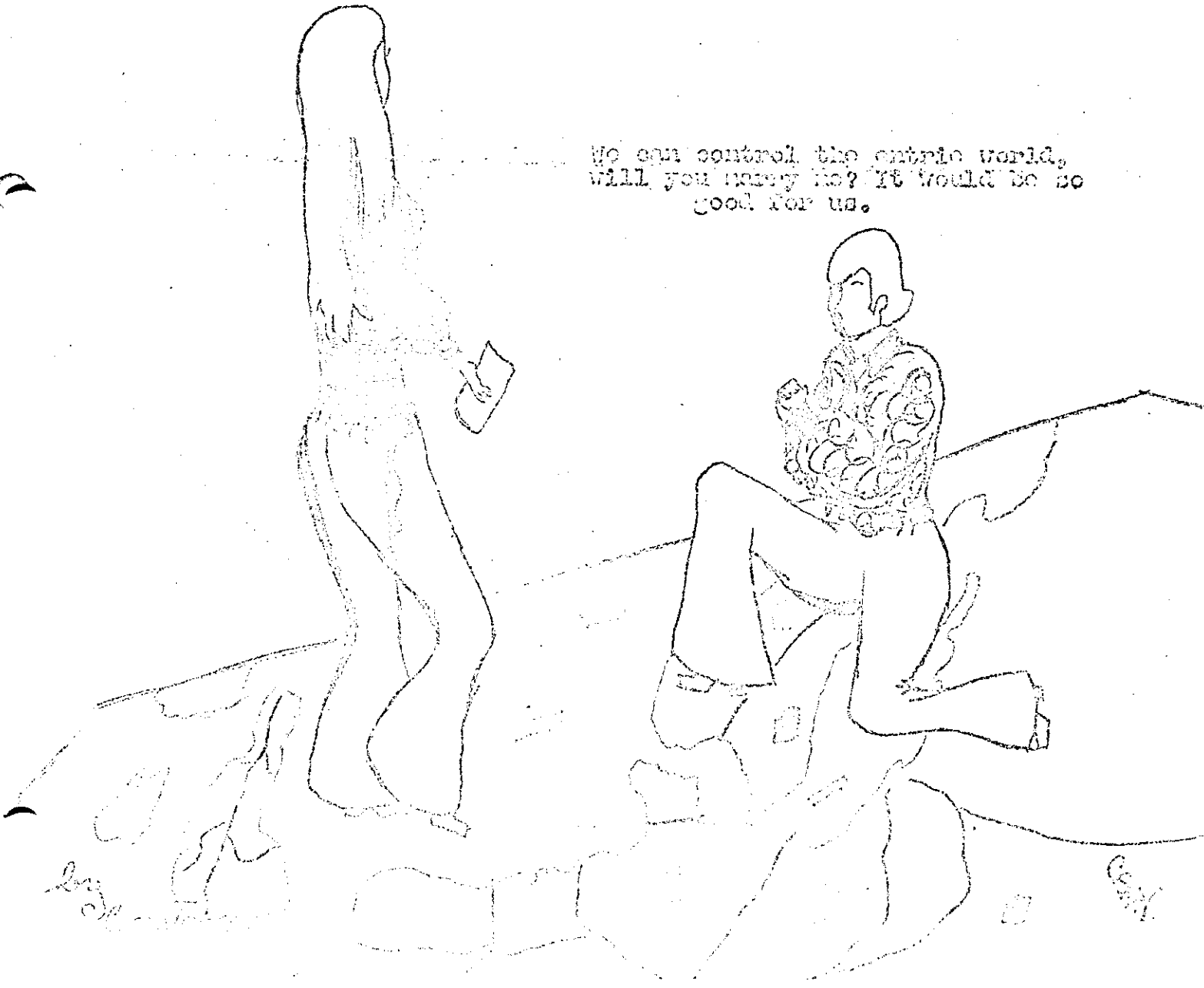


# THE MUSICIAN'S MAGAZINE

12 February 1972

We can control the entire world,  
will you marry me? It would be so  
good for us.



by [unclear]

Cont.

Hoosier Archives was originally a periodic listing of the Diplomacy archives of Walter Buchanan, R.R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824; Archives Director, N3FCBDD and a member of TDA, IFWDS, and the PDRC. It is now primarily a Diplomacy gazette devoted to articles on good play, demonstration games such as The Grudge Game (1971BC) now in progress, rating systems, and game news. Information from the 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, except for Ruritania and the IASFS zines, missing undamaged originals are solicited, either for purchase or a loan to permit xeroxing. (See the last quarterly archives listing in Hoosier Archives #53 for zines needed.) Many original spares are now available from the archives and more are solicited so as to make them available to others. A subscription to Hoosier Archives is 15/\$2.00 (or 7/\$1.00); back issues are available for a stamp apiece. Ask for issue #55 to get a list of all articles through #58. This is Albatross Press publication #62.



### OUT OF THE ARCHIVES NO. 21

Red Walker, recognized by many as the dean of Diplomacy writers, also happens to be a professional historian. Add this to the fact that he is the current custodian of the Beardman numbers and you can see that there is no more qualified author for the article below. Note from the above title that this is an "Out of the Archives" feature and therefore, a reprint, a rarity these days in Hoosier Archives. This is only the second reprint since issue #37. Anyway, the original article appeared in Foreign Office Report, a new South African Dippy zine by Bernie Acherman. It must be new because even I haven't gotten my hands on a copy yet!

#### A SHORT HISTORY OF THE BEARDMAN NUMBERS

by Red Walker

The first postal Diplomacy game began in 1963 under John Beardman, the editor of Granustark. Even in these early days, Gamesmaster Beardman set standards for the reporting of his game which would put some American Gamesmasters to shame now, nine years later. This first game was for a short time the only postal game in the world, so there was no need to differentiate it from any others. In Granustark #11, however, John announced that a second game was under way, being run by Dave McDaniel in Ruritania. In so doing, John took a step for which, as we will see, there was no need, and yet, as we will also see, was extraordinarily foresighted.

John declared that he would number postal games on the same basis as now comets are numbered: the year of sighting plus an alphabetical designator. In this case, he would use the year of beginning. Thus, the Granustark game was 1963A, and the Ruritania game was 1963B. It is that declaration, on 23 October 1963, which laid the basis for the Beardman Numbers, still in use more than 8 years later.

Why do I say that there was no need for this system? The early concept of postal Diplomacy was one of quite limited numbers of people being involved. Beardman had in fact not been able to obtain 7 players for his own game and had begun a 5-man game under the then-current rules. For some time, Granustark could publish complete address lists of all postal players and rather complete reviews of completed games, since there were only a few dozen of the former and a handful of the latter. Therefore, anyone who was interested could subscribe to all of the very few postal "zines" then published and follow the games directly without any strain. Furthermore, the earliest concept of a postal "zine" was that it would carry only one game. For instance, when Beardman opened a game while a game was still active in Granustark, he also started a new "zine" for it, Frederia. It was thus possible to speak of "the Granustark game," "the Hilday game," "the Trantor game," and so on, with perfect clarity. Everybody would know what you meant.

Neither of these two situations remained true for very long. Within a few years, postal

Diplomacy underwent a rapid expansion. Very few games began in 1963 or 1964, but in 1965 the Boardman Numbers reached 1965W, in 1966 they reached 1966BP (starting all over from "A" each year, of course), and in 1968 we reached 1968CX. This was the record until 1971, which reached 1971EK. As the games increased, so did the number of people playing them, so that it was no longer an easy matter to keep track of games or players, as it had been in 1963 or 1964, or even 1965.

Furthermore, the single-game 'zine died almost as soon as it was born. Game 1964A ended after 6 game-years, and Boardman organized a new 7-man game. It began exactly when 1963A ended. (Note: It began in 1963, but is 1964A, since Boardman assigned numbers on the basis of Spring 1901 deadline date. This policy was later changed, so that the date of the game's announcement is now used as the criterion as to what year the game begins.) But John did not start a new 'zine. The new game ran in Graustark, so that there were now two "Graustark games," the old one and the new one. Then in the Fall of 1964, Charles G. Branman of Los Angeles really upset the apple cart by bringing out Wild 'N Woolly. WNW would have not one game, or a series of games one after the other, but several games at once! It would not be possible to speak of "the Wild 'N Woolly game" with any precision. The need for the Boardman Numbers quickly then became manifest.

As a side note, Dan Branman himself had a scheme for numbering games. He proposed using the same scheme idea as Boardman's, but having a unique alphabetical designator for the 'zine involved, followed by a designator for the game given in the order the game begins in the 'zine. Aside from the obvious clumsiness of this, it presupposes there will be no more than 26 'zines, and there are more than twice that number now.

As the number of games rose, Graustark had a problem. If the 'zine went over an ounce, it would become too expensive to maintain. Even though it appeared every two weeks, the 'zine still did not have enough room to contain the new listings, changes, and completed game resumes which would ultimately arise. Eventually, John felt it necessary to ask someone else to take over the obligations of the Boardman Numbers.

In September 1967, Charles Wells became the second custodian of the Boardman Numbers, publishing the relevant data in his excellent (but unfortunately now defunct) gamezine, Lonely Mountain. It was under Charles that the Numbers achieved very nearly their present format. Charles instituted two important improvements. First, he no longer listed games which obviously were not regular games. Team games (where several countries were in permanent alliance--usually two teams of 3, with or without the 7th Power played independently) were the rage in 1965-66, and received Boardman Numbers. With the institution of Miller Numbers for variant games, there was no further need for this. Secondly, Charles instituted the use of a prefix (#) to denote games which, while more or less regular in appearance, were in fact not quite so. Thus, my #1970B, for instance, is a 5-man game instead of a 7-man game, #1970BQ was a "local" or "telephone" game (in this case, with deadlines 7 days or less apart), and so on.

In March 1968, Charles transferred the Numbers to John Koning of GTab. John published them, much as Charles had, for a little more than a year, until July 1969. Scheduling difficulties then caused a lapse in John's publishing.

In October 1969, when GTab had not appeared for three months, I called John and asked him if he would like me to take up the job of the Numbers. He said that he did, and I have assigned them for a little more than 2 years.

The Numbers appeared (and still appear) in Munozor. That was intended to be a gamezine as well, but soon got so huge as to be unmanageable. It was broken up, and the Munozor segment now contains the Numbers and related data, plus other statistical things as there is room.

Thus, from a little idea involving only 2 games, the Boardman Numbers have grown to a project requiring the facilities of an entire magazine. In the process of administering the numbers, I have noted the following policies carried over from previous custodians, and which I continue to follow:

1. The Boardman Numbers are not connected with any organization; they are an independent entity.
2. Boardman Numbers are assigned to all postal Diplomacy games which use the GRI board and rules and which are not manifestly and obviously variant games.

3. There is no connection between the Numbers and the criteria established for any rating system. (In the specific context, my own. Numbers are assigned to a great many games which I won't include in my ratings.)

4. The Boardman Numbers are the sole responsibility of the custodian, acting on behalf of postal Diplomacy generally. If he is unable to discharge that responsibility, he must make suitable arrangements for the transfer of the Numbers to a new custodian.

And that's it. See what happens when you ask for a "SHORT note"?

BEYERLEIN PLAYER POLL NO. 3

TOP BOARD		S	N	SECOND BOARD		S	N
1.	John Smythe (5)	221	13	8.	Andy Phillips	87	12
2.	Brenton Von Plog (2)	174	13	9.	Tom Eller	67	7
3.	Eugene Prosnitz	170	14	10.	Rick Brooks (1)	64	7
4.	Edi Birzani (5)	150	12	11.	Larry Peery	58	8
5.	Rod Walker (2)	137	12	12.	Randy Bytwerk (1)	56	8
6.	Doug Beyerlein	105	13	13.	Lew Pulsipher	49	5
7.	Hal Naus	90	10	14.	Bob Strayer (1)	48	4
				14.	Len Lakofka (1)	48	5

Players with 17 points or more: Buchanan, Goldstein, Mekane, McCallum, R. Miller (1), Pournelle, Rosamalia, Tretick, Vagts, and von Metzke.

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 17 ballots were cast. Since BPP #2 the following people are no longer playing in a Postal Diplomacy game and therefore were not rated for this poll. These inactive players are: J. Bushara, G. Schels, C. Reinsel, G. Jones, F. Clark, and Derek Nelson. This has lead to some shuffling of the top two boards.

No ballots were received from gamesmasters for my new mini-poll on new players. This may be discontinued as apparently none of the GMs were interested in submitting a listing of the top board of new players.

The fourth poll will be conducted some time this coming summer or fall. In the future, the poll will be run every six to nine months. Ballots for the fourth poll may be sent any time before the announced deadline of BPP #4. All ballots or votes should be sent to Doug Beyerlein, 3934 S.W. Southern, Seattle, Washington 98116.

REGULAR GAME OPENINGS

The following Diplomacy game zine editors are believed to currently have regular game openings in their zines:

- 3. Herb Baxants, 157 State Street, Zeeland, Mich. 49464
- 16. Robert A. Johnson, PO Box 154, Whippany, N. J. 07981
- 17. Eric Jurt, PO Box 131, Pacific, Okla. 73074
- 20. Leonard Lakofka, 1206 N. Richmond Street, Chicago, Ill. 60647
- 22. John McCallum, PO Box 52, Ralston, Alberta, Canada
- 24. Stephen Marsland, 78 Geneva Street, Groene, N. Y. 13773
- 25. James Moscar, 127 N. Emmons Street, Danmore, N. Y. 12529
- 26. John Neudinger, 1320 Magnolia Street, Modesto, Calif. 95350
- 34. Larry Peery, 186 24th Street, San Diego, Calif. 92102
- 36. Andrew Phillips, 328 Gilman Street, Daly City, Calif. 94014
- 49. Brenton Von Plog, 520 Parker, #202, San Francisco, Calif. 94118
- 51. Rod Walker, 4719 Polken, San Diego, Calif. 92116
- 53. Greg Warden, 4500 Walnut Street, Apt. 106, Philadelphia, Pa. 19139
- 54. Peter Weber, 417 E. Hatcher, #2, Phoenix, Ariz. 85020

- 55. Charles Welsh, Box 3197, Brown U., Providence, R. I. 02912
- 56. Stan Wzobel, 7 Poland Village Blvd., Poland, Ohio 44514
- 58. Edi Birsan, 48-20 39th Street, Long Island City, N. Y. 11104
- 62. Mark Weidmark, 528 Park Crescent, Pickering, Ontario, Canada
- 64. Paul Wood, 24613 Hazmon Court, St. Clair Shores, Mich. 48080

GRI PRESENTS

The following potential players have written in response to the new GRI flyer and asked that their names be passed on to Game Masters with game openings.

- Bill Thomas, 7538 Bison Road, Westland, Mich. 48185
- Dave Kincaid, 249 South King Street, Burlington, Wis. 53105
- Jack Stewart, 5488 Laurie Lane, Memphis, Tenn.
- Howard Foote, 305 South Bellevue, Apt. 1106, Memphis, Tenn. 38104
- Raymond Barton, 18435 Spence Street, Winnipeg 2, Manitoba, Canada
- Greg Gazer, Winthrop F-11, Cambridge, Mass. 02138

TRADING LIST ADDENDUM NO. 1

The following names and addresses should be added to the "Archives Trading List" in Hocster Archives #52. Again, if there are any other editors currently publishing Diplomacy material, Hocster Archives would like to be informed of their existence.

- \*57. Bernie Ackerman, Box 2545, Pretoria, Transvaal, Rep. of S. Africa
- 58. Edi Birsan, 48-20 39th Street, Long Island City, N. Y. 11104
- 59. Fred Davis, Jr., 5307 Carriage Court, Baltimore, Md. 21229
- \*60. Colin Manning, 20 Hilltop Court, Wilmslow Road, Manchester M14 6LN, UK
- 61. John Piggott, Jesus College, Cambridge, CB5 3RL, UK
- 62. Mark Weidmark, 528 Park Crescent, Pickering, Ontario, Canada
- 63. Fred Winter, 2625 El Rancho Drive, Brockfield, Wis. 53005
- 64. Paul Wood, 24613 Hazmon Court, St. Clair Shores, Mich. 48080

The publication of these editors' zines is imminent, and the first issues may even be out, although I have not seen them as yet. Trading agreements have already been negotiated, however.

OUR COVER

Not since the Wild 'n Woolly days of yore has a Dippy zine been fortunate enough to have a female cover artist on a semi-regular basis. Now, however, Hocster Archives has hopefully arranged a similar feat. Constance Sue Veele, who came down with the Michigan zine a few weeks ago, has agreed to do several covers for Hocster Archives, the first appearing with this issue. Hopefully, this is the first installment in a long series to come. Many thanks, Constance. Now maybe Carol will even be motivated to do another issue of Harpy-Olyid! (OH, GEDANI CA...)

DIPCON V

DIPCON V will be held in the Crystal Room of the Sherman Hotel in downtown Chicago on July 22 and 23, 1972. A dinner on Sunday evening will feature a keynote address by Allan Colman. A 49-player Diplomacy tournament is scheduled for Saturday, with the playoff on Sunday. This plus discussion groups, and lectures on Diplomacy plus a full working convention fee. Fees are yet to be set, but there will be liberal discounts for prepayment, IFF membership and a discount for all entrants under 18 years of age. Plan now to attend! For further information, write: Ron Infante, 1816 N. Richardson St., Chicago, Ill. 60647.

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