

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, N3FCDD 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. Although the archives is virtually complete in at least xerox form, except for Ruritania and the LASTS 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 #63.



THE GRUDGE GAME (1971BC)

Spring 1902

PROSNITZ WATER-LOGGED! ADMIRALS WALKER AND LAKOFKA BLOCKADE TRETICK

- AUSTRIA (Lakofka): F Gre-Aeg, A Ser-Gre, A Tri-Ser, A Vie-Tri, A Bud S Russian
(312) 342-6857 F Rum
- ENGLAND (Prosnitz): F Nwg-Nat, F Lon-Eng, A Nwy-Hol, F Nth C A Nwy-Hol
(212) 855-0089
- FRANCE (Bixson): F Bre-Eng, A Par-Bur, A Bel S A Par-Bur, F Por-Mid, A Spa-Cas,
(212) 784-1812 F Par-Spe(sc)
- GERMANY (Key): F Ska-Nth, A Den H, F Kie-Hol, A Hol H, A Mun H
(214) 232-9600
- ITALY (Walker): A Tyr-Ven, F Ion-Eas, F Nap-Ion, A Tun snickers and leers in
(714) 282-1921 anticipation
- RUSSIA (Smythe): F StP(nc)-Nwy, A Fin and F Swe S F StP(nc)-Nwy, A Ukr S A Sov,
(216) 545-6886 A Sov S F Rum, F Rum S Austrian A Ser-Bul
- TURKEY (Tretick): A Bul-Gre, A Arn-Bul, F Bla C A Arn-Bul, A Con S A Arn-Bul
(301) 942-4738
- 1ST STANLEY (Beyerslein): Moves for all seven Great Powers received
(206) 952-5743
- 2ND STANLEY (Naus): Moves for all seven Great Powers received
(714) 420-4237

The English A Nwy is annihilated.

Fall 1902 Orders are due not later than noon (9:00 A.M. for phone calls) on Saturday, 4 March 1972. General Orders are now acknowledged for Bixson, Key, and Walker. Conditional Orders are always encouraged, too, especially for winter builds.

Second Standby: Hal Naus, 1011 Barret Avenue, Chula Vista, California 92011. Hal is well qualified for this position. He currently places on the top board of both the latest Beyerslein Player Roll and the Archives Publishers Roll. He also ranks among the top two seeds in the latest Calhoun Point Count Rating List and the Breedingrag Rating List.

Note: No, the above pirates haven't been sentenced yet. The above are phone numbers.

BEGRUDGINGS

ALBANIA (1 April 1902): Professional Prudess, Songbird B. Cannon, shrank from the vile and irreverent trash in the world's press. Said young Betty to reporters, "Those fellows are much too nasty for my virgin ears! After all, Woman's Lib will never succeed unless Pope Joan acts like more of a lady and those creatures in Austria learn to use a civil tongue. Most odious!"

TRIESTE (1 April 1902): Count Leo LaCupcake was seen heading a band of Austrian toughs through the streets of Trieste, screaming obscenities and making vile gestures to old ladies. This drunken band was heading for Venice, we believe--I hope the Italians can find puce for them!

COW PASTURES (2 April 1902): Giving Count Leo LaCupcake the full benefit of the spotlight on April 1st, the Professional Prudess, Songbird B. Cannon, today replied, "My journalism professor always told us one thing was important to remember: Successful press, like a successful woman, captivates more by being subtle and suggestive than by being trash and brazen."

GASTRITIS, FODERKAGG (17 March 1902): People here who have seen the complete original of King PandaBear's interview aside the dikes of the Kingdom of Leakydam agree, while winking knowingly, that he deserves to have his finger washed out, not his mouth. Meanwhile, it was announced by the local Pandemonium Press office that the entire, uncut, uncensored interview will be published in Erechyon 63. In talking with reporters, King Pandemonium V revealed that he, not King PandaBear of Leakydam, had been carrying on a correspondence with Queen Suzanne of Hoeseria. He showed the assembled interviewers a pile of letters, wrapped in surgical gauze and tied with dental floss. "They're perfumed, too," added His Majesty, as the air filled with the distinct odor of stale tobacco. In answer to the puzzled looks, the King remarked, "Ah, but you forget the Secret of Suzanne!"

Well, dear readers, what is the Secret of Suzanne? What dreadful dark knowledge does that phrase allude to? King Pandemonium must know, because He winks and leers knowingly whenever the Secret is mentioned. Well, will we ever find out? Will the great censors in the sky ever allow the truth to be published?

ROME (8 April 1902): Her Holiness the Pope today execrated "that miserable faker," Count Leo LaCupcake. Pope Joan noted, in an hour-long tirade of screaming and mouth-foaming, that Pope Leo XIII never had any children, and produced both of Pope Leo's sons and three daughters to prove it. In a lighter mood, Her Holiness gave reporters a guided tour of Her peek-a-boo vestments, and had private audiences with most of them. Said one, shortly thereafter, "Pope Joan has given new meaning to the concept of 'infallibility'."

TUNIS (21 April 1902): Generalissimo Daisy Yaga, commandatrix of the Papal First Witch Army, told reporters that she was "warming up the old mortar and pestle," while thousands upon thousands of ordinary broom-soldiers were getting ready to hop on. The thought of several hundred thousand witches, all singing the Witches' Chorus from Verdi's Masbeth, plopping down on poor Austria (or wherever) is just too horrible to contemplate. Beware, Leo LaCupcake!

HOESERIA (18 March 1902): Reporters today were questioning members of the Reggi Court of Queen Suzanne of Hoeseria in an attempt to discover the Secret of Suzanne. In the Royal Dairy Barn, George the Milkman paused and replied, "I don't know anything about any secrets, but I do know that King Pandemonium can't even spell the name of our fair land correctly." One of the scullery maids scowled, "Queen Suzanne? I don't know about Her, but I've got a secret I can't keep much longer." And finally, one of the Queen's Ladies-In-Waiting, Lady Carol, replied indignantly, "King Pandemonium doesn't know a thing about any Secret. He's just trying to get some publicity for himself!"

CONSTANTINOPIE (1 December 1901): Classified papers were disclosed to the general public today, showing the true nature of the Government of Austria. Little did the Tsar know of what might have been in store for him had the Sultan acknowledged certain treaties. But, alas, the Tsar did not even acknowledge his own.

ANKARA TO BERLIN (1 December 1901): We know what you are like, don't we. You never tell a lie, but then, you have never told the truth either, have you now?

CONSTANTINOPIE (9 February 1902): Alas, Dear England, I know him well. As I spy the region in and around Shagerrak, I view with amazement the awesome invasion of Yorkshire, still

pending though. Will France send her fleet to Picardy to protest the German front, or will she passively tickle the inner heel of the boot. Will the world one day witness the sleeping Turk? And, is Tyrolia really a thrust at Munich? All words on a stone slab.

ANALYSIS (Fall/Winter 1901)--Rick Brooks (R.R. 1, Box 167, Fremont, Indiana 46737; comments are invited.) (By way of belated introduction, Rick Brooks is recognized by many top players to have one of the finest heads for game tactics in the business. This makes him a fine game analyst and he has had much experience at this to boot, being the most frequent contributor to commentary in Kadath. Also as a player, Rick has been feared since he entered postal play way back in 1965. He currently ranks on the top board of the latest Calhamer Average Point Count Rating List. Incidentally, if you would like to see Rick's work at commentary in another demonstration game, why not subscribe to Kadath? Subscriptions are 10/\$1.00 and are available from: Red Walker, 4719 Felton Street, San Diego, Calif. 92116.)

It is really a pleasure to watch a pro like Smythe operate. Despite committing Russian forces so heavily in the north, he kept his fences mended with Austria. He did get a bit of luck in outguessing Turkey over Sevastopol and immediately builds to attack on both flanks. Clausewitz lauded not being easily diverted from your objectives. Russia is concentrating on England and letting the southern flank be a sideshow.

If Turkey had taken Sevastopol, Russia could have built RA Moscow and dropped RA Finland back to St. Pete to cover his northern flank. But to take Sevastopol, Turkey would have needed both TF Black Sea and TA Armenia. Then he would have lost Bulgaria. Russia and Austria would have been slowed down, but Turkey would still be in trouble.

Turkey now cannot gain another center without outside help. One of the disadvantages of committing yourself on the first move is that you can leave yourself wide open. However, Russia could have been planning a two-front war or at least prepared to offer Austria some help against Turkey. Then Turkey would have been in an even worse shape if he hadn't moved to the Black Sea and Armenia. Now he has TF Black Sea and TA Constantinople to support TA Bulgaria. So he can hold it in the spring despite RF Rumania, AA Serbia, and AF Greece. This gives the enemy more uncertainty on what to do than it would if Turkey were forced to try something by reason of being unable to hold Bulgaria.

Austria's moves depend on what he expects of Italy. It is my opinion that Italy's move of IA Venice to Tyrolia and build of IF Naples show only that Italy did not want to have Austria build a fleet. Austria almost had to move AA Vienna to Trieste to keep IA Venice out. If Italy moved to Tyrolia as part of an attack, he would have built IA Venice. Now, IA Tyrolia will probably drop back to cover Venice.

Austria could take Venice by moving AA Trieste (S) AA Vienna to Tyrolia in the spring and AA Trieste (S) AA Tyrolia to Venice in the fall. But as long as Italy doesn't move to attack him, it makes little sense to attack Italy. Being pinched between a weakened Italy and a weakened Turkey would be uncomfortable still. Besides, Italy can move IA Tyrolia to Venice and IF Iordan (C) IA Tunis to Apulia to hold Venice in the fall.

Austria can risk moving AF Greece to the Aegean since Italy is unlikely to attack Greece. If Turkey tries to move TA Bulgaria to Greece, he risks losing it. Assuming Turkey moved TA Bulgaria to Greece and TF Black Sea (S) TA Constantinople to Bulgaria, Austria and Russia could move AF Greece to Aegean, AA Trieste to Albania, AA Vienna to Trieste, AA Budapest (S) RF Rumania, RF Rumania (S) AA Serbia to Bulgaria, and RA Ukraina (S) RA Sevastopol. This would assure that Turkey could not take Bulgaria if he took Greece...or Rumania or Sevastopol.

Italy seems to be left out of all the fun. If he hits Turkey, Austria and Russia can muscle him out. If he hits Austria, he has passed up position in his build and can't accomplish much. Hitting Germany is impractical without French help as the front is too narrow. Hitting France is the worst choice as France still hasn't committed himself and has six units poised to strike.

France is in a good position. Italy can't attack him this year except by moving IA Tyrolia to Piedmont--which France can easily block while Venice is left open if Austria gets ideas. France's two builds of fleets indicate an attack on either England or Italy. A build of at least RA Massilles would be needed to fight a land war and assure possession of Burgundy in the spring. RA Belgium could support FA Paris to Munich, but GA Holland to

to Belgium and GA Munich to Burgundy would mean a stand-off. Builds of three armies would not only mean possession of Burgundy, but a unit in Picardy to support Belgium in the fall if the Germans chose to build GA Kiel and move it up to Ruhr.

So France has two ways to go. Against Italy, he can move FF Marseilles to Lyon, FA Spain to Marseilles, FF Portugal to Spain(sc), FF Brest to Mid-Atlantic, and FA Paris to Gascony. FA Gascony could move to block Brest if EF London moved to the English Channel or Paris if GA Munich moved to Burgundy. Otherwise, it could follow-up the attempt by A Spain to move to Piedmont.

Against England, France can move FF Brest to English Channel, FF Portugal to Mid-Atlantic, FA Spain to Gascony, FF Marseilles to Spain(sc) and FA Paris to Picardy. FA Picardy will be in position to convey if FF Brest to English Channel goes or ready to drop back into Paris if GA Munich moves to Burgundy. FA Gascony can block Marseilles unless IA Tyrolia moves to Piedmont and GA Munich moves to Burgundy...and one supports the other in. Not very probable. France can wait another move to commit himself, but England isn't going to keep too long. Austria might go after a chunk of Italy, too. Standing still in Diplomacy is usually a poor idea.

It looks like England is in a mess. Germany almost had to build GA Munich to keep Italy honest. Then he couldn't build in Berlin unless he was going after Russia. If he were going after France or Italy, Germany would have probably built two armies. GF Kiel seems aimed at England. Germany could be faking Russia out and move GF Kiel to Baltic along with GA Denmark (S) Skagerrak to Sweden and GA Munich to Silesia. He hasn't moved against England yet, but probably will.

Russia is probably taking the long view by building RA Sevastopol as two southern fleets do not go too well with an Austrian alliance. In the north, RF St. Petersburg has one practical destination: Norway. Russia can move RA Finland and RF Sweden (S) RF St. Petersburg (no) to Norway. Germany can support with GF Skagerrak or ram GF Skagerrak to the North Sea to cut a possible support. However, Russia might better support RF Sweden into Norway in the spring, then support F St. Petersburg(no) into Barents in the fall. If he can't trust Germany, he's in trouble with Sweden anyway. RF Barents can then try for the Norwegian with support. Once Russia gains the Norwegian Sea, England doesn't dare dislodge him and Russia can turn the English flank.

What can England do? Pray, fight for delay...and wait. My prediction over whether England or Turkey will go first is that France will outlast them both. But there's many a slip between the cup and the lip.

INTO THE ARCHIVES NO. 23

Eddi Bizsan, one of Diplomacy's leading authorities in opening theory is back! With this article, Eddi takes the lead in original articles contributed to Knicker Archives. So far, Eddi has had openings articles published for Austria, France, Germany and Italy and has a second article for Germany planned. It appears that Eddi is a champion of the middle powers!

FRENCH OPENING VARIATIONS

by Eddi Bizsan

France is probably the most difficult country to play strategically on the Diplomacy board. Unlike Austrian or Italian players who are highly dependent on the sanity of their neighbors, the French players can usually secure at least one build despite the banal charges of all three of his neighbors. Such is indicated quite correctly in the recently-published Lokotka article (Knicker Archives #52). Unfortunately, one possible unique opening is not aimed for possible consideration.

By moving to both Gascony and Burgundy with armies and moving a fleet to the Mid-Atlantic, the French may appear to have a most peculiar opening. The opening restricts the French from playing the fleet to Spain(sc) and runs the risk of not getting into Burgundy since the move would not be supported. It also has the handicap of forcing the fleet into Portugal where it is limited in its use.

Yet, for all its limits, the opening does have several key advantages. By moving to Gascony and the Mid-Atlantic, the French player will have two units with which to deal with any English stab into the Channel. The move into Gascony also allows the French to guard Marseilles and permits a wild move such as Fleet Mid-Atlantic convoying Army Gascony to Portugal. The move to Burgundy without support may run the gauntlet of German invasion, but such things are so rare that 90% of the time the army will march into Burgundy unopposed. Even if the Germans do stand off in the Burgundy move, Burgundy can be entered in the fall again while it still hasn't fallen to the Germans.

If all moves succeed, no player is attacked and no commitment is made to fight anyone. In the fall, moves can be made into Belgium and both the Iberian or the Wild Card convoy can be tried. The conditions under which such a convoy should be tried are rare indeed. It should be taken only when the Germans are perceived as very strong allies and Belgium is assured to fall to the French. The convoy can then be made to Portugal giving the French two builds and a strong position with his fleet starting in the Mid-Atlantic for the Spring 1902 moves. Because of the Mid-Atlantic start, the French can try a quick campaign against England by moving F Brest to the Channel and F Mid to the Irish Sea, assuming that a fleet in Brest was built. Or a shift can be made into the Western Med or the English Channel, depending on the Diplomatic situation. In the Fall of 1902, Spain will be occupied by the army from Portugal assuring the French of a build in the Winter of 1902. Such a build has the advantage of time, in that either an army or a fleet can be built depending on the situation.

For those who are very trusting of the Germans and wish to live dangerously, the French can try moving both armies south into Spain and Gascony with the idea of freeing the fleet completely for movement into the Western Med or into northern waters. In conjunction with the idea of the Germans accepting a Condit, either French opening can provide a nice seasoning of play for the players who wish to experiment with wild openings.

WANTED TO BUY OR BORROW

The following zines are still needed in at least nearx form for the archives. See Hoosier Archives #53 for other zines wanted in the original.

AERLEON all but 0.5, 0.5A; ANGLAD 1-4; BARAD-DUR 1.5, 40.5; BOLWERK 1, 3, 6; BULLETIN 2; CALCUTTA CHRONICLE I, 1-2; CORSAIR 7, 15; COSTAGUAMA I, 4, 11; THE DIPLOMAT 21, 27, 32-41, 44-45; ECONOMIC DIPLOMACY; FLASH 1; FREEDOMIA 24-25; GLOBE ROAD 13, 21; LA GUERRE I, 7-10, 21, 23 & V, 8; LF I, 2; MICHAMBE 3; LUTHA I, 4-5; MARGOYA 13, (19a), (22a), (24a); MEGALOTONIC U, 1.9, 1.39; MORSHOR-SHOE 8-10; NONSHILLEA NOTES 24-27, 29; POLAKSA I, 5, 8; RETALIATION 3; REUTERS REPORTS with TROB 9, 11; ROHAN I, 1-2; RUTUANTA 2-4, 6-10, 12-15, 21, 27, 29, 31, 33-35; SANGHASS RETORT 2; SPALD, JR. I, 2; THE TOONEY TRIENNIAL THERAPY/TORTUE/TORIGISE 7-9; TIREME 2; T.S.#2 14; TUPENCE-HA'PENNY 1; VANDY KI 2-3; WAR BUREAU 2; "USUMBER" 1, 46-47; WILD 'N WOOLY 4; WITDIP 1-8; WITDIP SPECIAL 1; WORLDIP 1, 3-15, 18-19, 21.

ARCHIVES ZINE PLUGS

Bucknacker—Fred C. Davis, Jr., 5307 Conynage Ct., Baltimore, Md. 21229, phone (301) 646-4732. Will GH sections of Diplomacy variants "Abstraction," "Atlantica," and/or "Germany Vs. the World." The game fee is \$5.00. Subscriptions for Standby players will be \$3.00 for the length of the game in which are are a Standby. Minimum guarantee of 12 issues. Have deadlines on a 4-week basis. Send money for maps/rules now--50¢ a set or \$1.00 for all three. Do not send game fees until notified to do so.

Harvey—Mark Weidmark, 528 Park Crescent, Pickering, Ontario, Canada. Openings in regular Diplomacy games, and in one Youngstown Variant. Game fee for all regular games is \$4.00 and \$4.50 for the Youngstown game. Subscriptions are 10/\$1.50. Harvey also contains news of general interest, and possibly articles in the future. A single free sample copy may be obtained if requested.

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