

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, NYGEBDD 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 (1971EG) 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 keram form, except for Ruritania and the LASFS mines, missing undamaged originals are solicited, either for purchase or a loan to permit reeking. (See the last quarterly archives listing in Hoosier Archives #53 for mines 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 10¢ apiece. Ask for issue #55 to get a list of all articles through #98. This is Arkpress Press publication #63.

THE GRUDGE GAME (1971EG)

Spring 1993

WALKER FOILED AGAIN! LEBANON VETERANS TURN OVER IN GRAVES!

AUSHERIA: A Vie-Bch, A Tri-Tyr, A Ser-Bul, A Gre S A Ser-Bul, F Aeg S A Ser-Bul
(Lakoffa)

ENGLAND: F Nat-Nug, F Nth S F Nat-Nug, F Lon-Yer
(Kreavitz)

FRANCE: F Mid-Nat, F Iri C A Pic-Liv, F Eng C A Pic-Liv, A Pic-Liv, A Bel S A
(Biroan)

GERMANY: F Sko-Den, F Hol S F Sko-Den, A Den-Kie, A Hol H, A Mun-Sil
(Key)

ITALY: A Tun-Sny, F Ion C A Tun-Sny, F Bas C A Tun-Sny, A Ven H
(Walker)

RUSSIA: F Nyr-Daz, F Svo-Nvy, A Pin-Sue, A War-Cel, A Ukr-Run, F Run-Sev, A Sev-
(Snytho)

TURKEY: A Bul-Ank, F Bla C A Bul-Ank, A Con-Sny, A Arm S A Con-Sny
(Tostick)

1ST STEK: Moves for all seven Great Powers received
(Bourgeois)

2ND STEK: Moves for all seven Great Powers received
(Hans)

Fall 1993 Orders are due not later than noon (9:00 A.M. for phone calls) on Saturday, 1 April 1992. (I wonder if we'll have any orders this year!) General Orders are acknowledged for Russia, Nyr, and Walker. Conditional Orders are always encouraged, too, especially for winter holds. Count out in vlam erret.

Last Minute Roundings:

ST. BISHOP'S (18 March 1993): Thanks must be thanked. His forwarding of letters was sent to a duplicate Lebanon Russia and Germany to be settled.

HOOSIERIA (10 March 1993): TPI!

Note: Rick Bunch's analysis for Fall/Winter 1992 arrived too late for publication. It will be published next time.

BEGRIDGINGS
Fall 1902 (cont.)

ROME (3 September 1902): Her Holiness the Pope today excommunicated the Tsar of all the Russias, Ivan VII, and laid his nation under interdict, for the the high moral crime of attacking the poor defenseless Turks. "But Joan, love," protested one reporter, Ian Plankman of the Brooklyn Loeries' Home Journal, "the Turks attacked Russia!"

"That is so," intoned Her Holiness, "and the fact that Turkey attacked Russia when he suspected that Austria was going to attack him shows exactly how defenseless the Sultan is-- especially from the neck up. Since We are infallible in matters of faith and morals, We declare that Russia has committed an immoral act in not putting Turkey out of its misery even soon."

John B. Fop, editor of the Worshipful Arab 'Zine of Insignificant Frunchiness, stood up, asked, "But Russia is an Orthodox country; what good does it do to excommunicate them?", sat down and pondered his nose.

"Well for one thing," smiled Her Holiness (knowing Her charms were lost on Fop anyway), "it allows Us to have this lovely press conference. In this regard, We wish to announce that We know the secret of Suzanne. The key to this arcane knowledge has a clue which is not long. In fact, it is concise, Oxford 366! Oh, shame on you, Suzanne. The tale of they secret rises with every breath! alas, alas, that the holder of such a secret should pass among us. But...well, this is the end!"

BARAD HAWKEY (4 September 1902): What, dear friends, is the dread Secret of Suzanne? Can you guess? The first one who guesses will receive a suitable prize. Really! This is a genuine contest. Of course, if you guess incorrectly, you cannot guess again, so guess carefully. What is the Secret of Suzanne? Meanwhile, the game is fraught with tension (not to mention the twist, at having to go on and on like this). What will happen when Eala Yaga meets Sultan Tentrop? Will Pope Joan learn to love Leo LaCupcake? Will it matter?

MOOSIERIA (5 September 1902): Pope Joan's too late to catch that "jewel", Count Leo LaCupcake. Read on.

Spring 1903

ANKARA (5 January 1903): Interesting: Everybody attacks England and Turkey. What are you guys going to do afterwards...declare a 5-way crew?

BUDAPEST (24 January 1903): Having completed her 120 days of mourning, after the death of her twin sister, Songbird B. Cannon, Miss LardVetec J. Cannon decided to take revenge for her sister's folly. Suicide was just not committed in an organization like the Prudish and Utterly Straight Sisters of Kishwah, and Julie's shame was very deep. Thus, she became betrothed to her sister's twin, the handsome playboy Count Leo LaCupcake. After a 12-hour engagement, Julie was at the altar and had become Cupcake's blushing bride. "I'm so happy," sobbed the poor Miss Cannon. "I don't see how Ealay could take her own life because of such a sweet man as my little Leo. He's such a jewel."

When asked where they planned their honeymoon, Cupcake was quick to reply, "Downtown Rome should be nice this time of year."

CENE (28 January 1903): The people of Crete have finally begun to calm themselves after thousands of hours and torturous pitches, redoubled in black and hollowing braque banterings and beguiling blasphemy about Buddy, blew thru enroute to bludgeon the becaptered Ali Bin Zay, Blue.

COU BASTUNES (2 February 1903): An ex-servant of the famed Countess LaCupcake today revealed that he had been present at the signing of the marriage contract between the Count and his Countess. Spoke the anonymous servant, "That Julie's just marrying him for his money. She doesn't really love him; why, I know for a fact that the marriage contract stipulated separate bedrooms." The servant further revealed that Julie's daily allowance was "either \$5000 or \$50,000--I can't remember which."

ELMONT 10 PARIS (6 March 1903): Thank you, Eddie, for advising us that using London to support the Irish Sea would succeed.

LONDON TO HOOCON AND ILLUMI (6 March 1903): Which one of you guys make the mistake of tiggling off your Fall 1902 news to Elmann?

TUNIS (7 March 1903): Witch-Generalissimo Baba Yaga called a press conference today to explain her failure to sweep down on poor defenseless Smyrna last Fall. "It was simple," she opined. "Lament Cranston clouded the GM's mind so that he ruled against us, despite our superior moral position." At this point, some smart-aleck reporter made a rather obvious pun, to which Generalissimo Yaga replied, cackling, "Dearie (wheeze!), I'm a bit too old for that sort of thing, despite what Mark Twain has to say about grandmothers." Licking her tooth, the Generalissimo continued, "This time, though, we've got 'em. We are going to drop a 200-megarant John Beshara on Smyrna, and if the town isn't destroyed by the subsequent tantrum, the defenders will be bored to death inside of 15 minutes."

DEEP WITHIN THE ARCHIVES (8 March 1903): When approached by reporters (who were forced to leave their shoes at the entrance and to tiptoe down the vast corridors), the Archivist replied, "Huh? What? Oh, do I have a clouded mind, you say? And some Baba Yaga says I do? Well, I can tell you that there has never, in all the History of Diplomacy, been a zine called A Clouded Mind because if there were, I would have it and I don't! So there! Now don't bother me; I'm busy with important things, filing and filing and filing and filing...."

CONSTANTINOBBLE (7 March 1903): Having given its best prize, Bulgaria and all of its women, to the Czar, Turkey now hopes for piece...of Walker and Lakofka.

SMYRNA (7 March 1903): What're you guys going to do now? Bulgaria is no longer wine for you to take.

JAMUL (15 March 1903): Fiddle, fiddle--Diddle diddle. OH, did the great god of Diplomacy Diddle. Nixon says I am the President, Roddy doesn't say, HE KNOWS that he is all supreme--diddle diddle--paper dolls--Peery Indiana--When in the course of great events it becomes necessary to announce that $2 \times 5 = 10$ and the great white fox jumped over Conrad von Metzke and died of the bands--fiddle fiddle--Larry Peery is really Doug Long in disguise--and John Smythe is Roland Taudiker--Fiddle fiddle--Oranges, Carling's Black Label--Blueberrys from Maine--diddle diddle--Oh did he diddle.

TYPERIA (15 March 1903): Fiddle diddle doll

INTO THE ARCHIVES NO. 26

A nice change of pace is provided by the following article by Len Lakofka. All the knowledge of strategy and tactics in the world can be ruined in postal play by a missed move or forgetting to write an ally at a critical time. Len tells you how to avoid this, and with the organizational ability he is showing in setting up DIPCON V, he should be an expert on the subject!

THE ORGANIZED DIPLOMACY PLAYER

by Len Lakofka

The most vexing thing that happens to a player is a missed move. Second to that is failure to communicate with an ally because of carelessness. This carelessness can be due to poor playing ability or to poor organization. I'd like to address myself to the latter topic.

Organization is a function of how meticulous you are and how much time and money you care to invest in keeping accurate records. Early organization is just keeping all correspondence from each game separate in a large envelope, along with the game record itself. From that point, you can branch out all over.

Phase one is the organization of the game adjudications. All of the game records should be removed from the magazine and placed in a file for that game. If you are at home with a particular notation, then copy the moves from the zine and keep the game record in that form. You can, using 7 different colored pencils, transcribe the moves or final positions to maps--if these can be obtained and/or afforded. Here are a few ways of keeping track of the game that are quite good.

Get a columnar pad with at least 34 horizontal lines and about 20 columns. Label the columns S'01, F'01, W'01. Use 7 different colored pencils to list the final position of each piece at the end of the move (retreats are noted in the next column in small print). Now, by placing the position of the piece in the next season's column, you can also trace the

piece's movements. Growth and decline of each country can be seen as a 7-part, single-line graph as more (or less) spaces are used for each country.

Another method is to obtain a cork board, or large piece of cardboard, that can be moved and stored or hung in one place. Now, colored pieces of paper can represent pieces on individual maps or the orders can be tacked up next to one conference map. Thus, as the new adjudication arrives, you place the new position of the piece on the columnar pad, a map, or just replace the new moves with the old.

Phase two is organization of dated material. First of all, we have the deadlines for the games. These can be listed on (1) a large calendar, (2) a date pad (list the deadline FIVE days before the actual date of deadline), (3) use a note on a columnar pad for the particular game. This latter method will be elaborated on in a few minutes.

Other dated material involves correspondence. When you mail a note and expect a response (or require a response) by a certain date, be sure to note this on a columnar pad or on a date pad. Be sure to allow adequate time for the movement of the mail!

The actual submission of orders, using a receipt method (stamped self-addressed card or envelope or a postal receipt) is also dated material. If the receipt does not come back in time, zip off another set of orders. Also, the receipt method can be used to have an exact duplicate of the orders sent to the GM with his signature on it. This can be useful if there is a GM error.

Phase three is organization of the correspondence. Part one of this system is to keep up-to-date files of all addresses and phone numbers. This is best done in one of two ways: (1) keep a separate list of each game roster on a single sheet of paper in the game file or (2) go to a store that sells philatelic supplies and get a stamp ledger that holds individual stamps in creases in the pages. Now place each player's address on a blank business size card (available in all stationery stores for about 100/35¢) and place them on one page for each game. Address/ player changes are made just by replacing the cards.

Part two of this phase is keeping track of the diplomatic notes. The best method is to keep a file on each player in a master file for the game. Blank file folders are only 3-4¢ each, and standing file racks are only a few dollars. Obtain a date stamp and date every piece of correspondence on the day it arrives--do not go by dates on the page--they are often wrong. Use colored paper, placed upright in a file, to signal a letter(s) you have yet to answer. Place all agreements and treaties, along with a note on duration, in a separate file folder in the set. In this way, you will always know what was and was not answered at the end of the week.

The columnar pad can solve a lot of problems. Head the columns: Game, Game #, GM, Player (for separate correspondence), Deadline, Deadline Extension, Season, Receipt Mailed On, Receipt Returned, Correspondence Sent On, Reply Received On, Sealed Orders Filed, Sealed Orders Updated, etc. Thus, with one or two pages per game, you have complete and accurate records. Keeping the sheets in one binder puts all of your games at your fingertips!

As for myself, I use the Tower of Babylon system. This means--throw all your letters, bills, advertisements and mash notes in a large pile until it falls over. Place all loose pieces of mail in any envelope handy, shuffle and answer the first 10. It is a wonderful system!

ANNOUNCEMENTS

DIPCON V: To be held at the Sherman House on Clark and Randolph in Chicago, July 22 and 23, 1972. The basic rate is \$3.50/day, \$4.00 for Sunday evening Presentation Dinner. The package rate is: 2 days plus dinner--\$10.00; 2 days sans dinner--\$6.00. Discounts: Prepaid by June 15, 1972, subtract \$1.50 for 2 days or 50¢ for 1 day; membership in the IFW, subtract \$1.00 for both days or 25¢ for 1 day; 18 years of age or younger, subtract \$1.00 for both days or 25¢ for 1 day; Associate or Club membership in IFW, subtract 50¢ for two days. Room rates (or up to \$50 suites) are only \$18.00 for a double, \$14.00 for a single! Special bonus: His and Hers bid is only \$16.50 for two days with dinner!

A special alternate itinerary will be planned for the ladies, including the famous Art Institute of Chicago, Field Museum, Shell Aquarium, Adler Planetarium, Oak Street Beach, John Hancock Center, the "Magnificent Mile" of Michigan Avenue Shops and the sights and sounds of

Chicago's Near North and "Loop."

Diplomacy fans will be treated to a 49-player Dippy Tourney, WWII Tourney, seminar for beginners on the Strategy and Tactics of the game, a general business meeting at 9 PM Saturday, and the Presentation Dinner and speech by Allan Calhauer, plus all of the War-gaming you could possibly want! Napoleonic, WWII, Medieval, and much more!

NewOrg Service: In an effort to keep the mailing list published in Keesler Archives #60 up to date, the new Diplomacy Organization will compile a master mailing list based on this list which will be made available, for a small fee, to all publishers, etc. who wish copies. From time to time, up-dates on the list will be published. In order to make this work, we request each publisher/gamesmaster and each player to provide us with an up-to-date record of their mailing list and their own addresses. Until someone is found to assume responsibility for this project, mailing lists and address changes should be sent to: Larry Peery, 816 24th St., San Diego, Cal, 92102. Remember, you do not have to be a member of the group to be part of this service. (Walk here: If any of you haven't received a copy of the initial publication of the NewOrg, please let me know and I will send you one. It went out to all active players known to me but I think that some of you out there aren't active players and may still be interested. If so, let me know and I'll shoot you off a copy. Basically, it contains a history on why the organization is being set up, a proposed interim constitution, and a ballot for you to nominate candidates for the first election, and to participate in a contest for the naming of the NewOrg and also its newsletter.

MICHIGAN ORGANIZED WARGAMERS: Michigan Organized Wargamers is a close-knit group of FTF and PBM gamers located, strangely enough, in Michigan. The purpose of MOW is to provide a vehicle for more personalized gaming. This is accomplished through a series of Minicoms, several of which are in the final planning stages for 1972, and many PBM publications. MOW has a solid foundation in Diplomacy, but still has a wide variety of other types of gaming from which to choose. Membership is only \$2.00 a year and includes a subscription to the club zine, EMOT, which is published every three weeks. If you're interested in this type of personalized organization, contact Herb Parents, 157 State St., Zeeland, Mich. 49464 for more information.

COUNTERATTACK

(Excerpt from Chicago Daily News of 2 March 1972)

Some of the most devious strategic and tactical challenges for war-gamers take place off the game board. Last October, Carol Buchanan, of Lebanon, Ind., sat down to a typewriter and jostlingly declared cold war on her husband, Walter, a diplomacy addict, and all of his cronies "who just sat and play games all day."

She chose her husband's diplomacy gaming, Keesler Archives as the campaign ground for her tongue-in-cheek attack, "Bring-Glyde." She has written four diplomacy videx newsletters that have done both suggest and flout.

Some "bring" players sent her a questionnaire for diplomacy videx and/or videxers. To the question "What is a videx?" Mrs. Buchanan answered: "A close-knit group--that's what you, your husband and your children need to be before he started playing diplomacy."

She jokingly calls herself founder of the Diplomacy Widows Association. Although there are no organized war-game videx groups, she thinks head might get off the ground at the July IFW convention, where she will be in charge of women's activities.

WANTED TO BUY OR BORROW: ABRIDGE all but 0.5, 0.5A; ANNEAL 1-4; BARAD-DUR 1.5, BOLIVIA 1, 3, 6; BRITAIN 2; CALQUENA CHECKED 1, 1-2; COSSAIR 7, 15; COSTAGUANA 1, 4, 11; THE DIPLOMAT 21, 27, 32-31, 33-35; BOUENING DELICIOUS; FLESH 1; HONGKONG 24-25; GIBBY ROAD 13, 21; LA GUERRE 1, 7-10, 21, 23 & 4, 8; IF 1, 2; KUCHINIS 3; KUTVA 1, 4-5; MARSOVIA 13, (15), (22), (24); IES-THREE 1, 2, 9, 1, 10; KONTAKOS 2-23; LINDSAY'S WOODS 27, 29; POLYVA 1, 5, 8; REVALIA-LEON 2; RICHARD'S WOODS 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33; SUNDAY'S REPORT 2; SUNDAY, JR. 1, 2; THE SCOTCH WHISKY BARBER; SUNDAY'S REPORT 7-9; TALENT 2; T.E. 12, 13; THE GELIA-BLANK 1; THE WHITEN 2; "WINTER" 1, 16-17; WILD W WOODS 4; WYCKE 1-3; WYCKE SPECIAL 1; WYCKE 1, 3, 13, 14, 19, 21. (plus originals as per HA #53).