

HOOSIER ARCHIVES

#7

6 March 1971

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ARCHIVES LISTING NO. 6

1. ACELDAMA 1-13.(all)
2. ACHERON 1-5.(current)
3. ADAG 36-42,44-48,55.
4. AL BLAB I, 1-4. (in PACIFIC DIPLODEUR)
5. THE ALFHEIM ANNUAL AARDVARK 2. (with ASGARD ADDENDA)
6. ARMAGEDDONIA 34.
7. ASGARD ADDENDA 2,4-6.
8. ASTRA 6. (separate issue)
9. ATLANTIS all thru 33(current) except 1-8,10-12,26-27.
10. ATTAQUER 2-5.
11. LUX ARMEE! 1-9.(current)
12. BARAD-DUR 20,23-24,27-30.
13. BESEROVIA 1a-f,2a-c,3a-e,4a-g,6 and 7.(all)  
1-5 and 8-10 in NUMENOR
14. BIG BROTHER 85-93,95-100.(end)
15. BLEFESCU 1-21.(current) (8-11 in NUMENOR)
16. DER BRANDENBURGER 1.
17. BRAVE NEW WORLD 14.
18. BROBDINGNAG all except 2,4,6,8-10,12-13,21-22,24,28-30,32-37,39,  
41-42,47,49,52,55 and 91-108(current) except 96 and 99.5.
19. BRONTOSAURUS 4.
20. CIRITH UNGOL 1901-1908.(all)
21. COSTAGUANA III, 7-16; IV, 1-7(all except 6 in NUMENOR);  
1963N (W08,S09,F09), 1970N (S02,F02)
22. COSTA 3.(?)
23. COSTA#2 5-16,18. (7-9 in ADAG 44-46)
24. CROWN CITY TIMES I,1.(current)
25. DEUTSCHLAND 1-6.(all?) (in DIPLODEUR)
26. DIPLODEUR I, 1-26; II, 1-13; III, 1-2; IV, 1-14 except 9.
27. DIPLOMANIA 1-31.(current)
28. THE DIPLOMAT I, 27. (fake)
29. DIPLOPHOBIA 1-76.(current)
30. DIPSONANIA 1-16. (separate issues)
31. DOUBLE CROSS 1-9.(?) (in LONELY MOUNTAIN)
32. DUNVEGAN 1.

33. EFGIART 3,9 and 34. (in ADAG)
34. ENTMOOT 1.(all)
35. EREWON all thru 41 (current) except I,1-10; II,2-3,5,8-10; III,1-4.
36. EURALLA 1.
37. THE EXCHANGE 1-10.
38. FANTASIA 1-55.(current) (not all separately published)
39. FIDGELY 2-5. (in NUMENOR)
40. GAMERS GUIDE 1-13.(current)
41. THE GAMESLETTER VII, 24.
42. GLORY ROAD 1. (Cowan's 'zine)
43. GRAND FENWICK GAZETTE NO. 2
44. GRAND FENWICK GAZETTE NO. 3
45. GRAUSTARK all thru 233(current) except 1-18, 20-43,45-46,49,54,  
60-62,107,115-116. (copies of 100,124-126,133,142,144,146,149,  
152-154,156-161,172,175-182,184-189,194. Originals solicited.)
46. HALF 'N' HALF 4-9.(?) (in LONELY MOUNTAIN)
47. HOOSIER ARCHIVES 1-7.(current)
48. HYDROPHOBIA 1-29.(current) (not all separately published)
49. IF I, 1.
50. INTERNATIONAL WARGAMER III, 4-12.(current) (copies of Diplomacy  
Forum in III, 1-3. Originals solicited.)
51. THE JOURNAL 1-5.(current)
52. LA GUERRE III, 2-4,6-8,10; IV, 1,5-7; V, 3-4.
53. LAURANIA 1-2.(all)
54. LEGATVS 1-5.(current)
55. LETHE 1-9. (separate issues)
56. LIASONS DANGEREUSES 3,11,14.
57. LILLIPUT 1-10.(all)
58. LIMBOURG GAZETTE 9-21.(current)  
LGBMA 0,0; I, 2,4.  
BB I, 2-3.  
LGBBHC I, 1; II, 4. (See NUMENOR 9 for an explanation.)
59. LITTLE BROTHER 5-13,15-18.(end)
60. LONELY MOUNTAIN all thru 55(end) except 23 and 34.
61. MARSOVIA I, 2,16.
62. MASSIF 1,5. (not in sTab)
63. MGA CULPA 1.
64. MESKIN MEMOS 6.
65. MINIPAK 5-13,15-16.(end)
66. MISKATONIC U. 3.1-3.6.(all Series 3) (3.1-3.3 in NUMENOR)
67. NEFFGEBDD POLICY LETTER 1-3.(all)
68. 1984 5-13,15-16.(end)
69. NOVA 1.(all)
70. NUMENOR 1-10.(current)
71. OH LORD, NOT ANOTHER ONE 1.(all)
72. ONNITARIOUS 3-4.
73. OROORUIN 1-5.(?) (in LONELY MOUNTAIN)
74. ORTHANC 32-33. (not in sTab)
75. PACIFIC DIPLOMUR I, 1-6; II, 1-6; III, 1-4.(current)
76. PANZERFAUST 41-42.
77. PEERIGOGIC II 1, 1-2.(?) (current)
78. POLASKA I 1-6,8,10-21.(?)
79. POSTAL DIPLOMACY (formerly CHARLIE'S COMMENTS) 13-27.(end)
80. PUGET SOUND GAZETTE 16.
81. PROCLAMATION 1.(all)
82. RAGNAROK A W05-W07.
83. RAGNAROK B W01,F02,S03,S05,W05-W07.
84. RAGNAROK C W01,F&W02,F03,S05-W07,F&W08.

85. RAGNAROK D S04-F05.
86. RAGNAROK E F03-S05.
87. RAGNAROK F F01-S03, F04.
88. RAMSEY DIPLOMAT I, 1-5; II, 1-11, 13-16; III, 1.
89. REUTHER'S REPORTS (BROB. 17-18)
90. "ROCHESTER" DIPLOMAT I, 1-2.
91. ROHAN all thru 41(current?) except I, 1-2; II, 3, 5-10, 15, 17; #23-24, 26, 39-40.
92. RURITANIA 28, 32, 35(in GRAU. 55), 39-40.
93. SAETA 1-10.(current)
94. SERENDIP all thru 70(current) except 6 and 10.
95. SHAFT!! I, 1-18; II, 1.(current)
96. SIBIRYAK (THE SIBERIAN) 0.5, .75.
97. sTab 5, 11-14, 16-17, 19-20, 49-67.
98. STRATEGY & TACTICS all Dippy columns thru #20 and #24.
99. SUPERCAL. 1-15. (separate issues)
100. SWEETWATER CANYON DAILY BUGLE 10.
101. TLANGORODRIM I, 0.
102. THULCANDRA 25-33. (in LONELY MOUNTAIN)
103. THE TOCREY TRIENNIAL TERRAPIN/TORTOISE 6, 10. (with MESKIN MEMOS)
104. TRANTOR 18, 65. (not in sTab)
105. T.S.#2 1-3.
106. VALHALLA 1-7, 11-12, 14-15. (not in sTab)
107. VERBAL CHAOS, LTD. I, 13.
108. VINY VICTORS 1-5.(all)
109. THE VOICE II, 3; V, 3.
110. THE WERELD SCHEMERING WEEKLY WOMBAT 7-8.
111. WILD 'N' WOOLY 36, 46.
112. WILE 'N' WORRY 1-17.(current)
113. XENOLOGIC III, 6.5, 7.0, 8.5, 9.0, 10.0, 10.5.
114. YE OLDE BUSIE BULLETTYNNE BOARDDE 3, 6.
115. YOUNGSTOWN VARIANT rules

NOTE: "-" means "thru" and not "to."

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#### OUT OF THE ARCHIVES

Kudos this week go to Mr. John J. Beshara who was not only kind enough to lend Hoosier Archives 34 of his rare back issues of Graustark for xeroxing ( see "copies" under item No. 45 above ) but also gave permission for Hoosier Archives to reprint his article, "The Philosophy of Winning Diplomacy," that appeared in Christopher Schleicher's Atlantis #14 of 29 December 1969. Mr. Beshara even revised the article especially for Hoosier Archives.

#### THE PHILOSOPHY OF WINNING DIPLOMACY

by

John J. Beshara

Theroretically no one can win a Diplomacy game. Anyone who wins does so because his adversaries goofed. So why the grandiose title? "To err is human," and the name of the game is D-I-P-L-O-M-A-C-Y: It is your task to help your opponents hang themselves.

Some dos and don'ts:

1. Think in terms of the total game, not just this year and next year. From the onset, plan a line of attack through which you can win. Your first minimal objective is to insure a stalemate.

2. In relative terms, the weaker the other powers are, the stronger you are. As Turkey, be concerned whether or not Belgium is occupied in Fall 1901.

3. If you are an Eastern power, you want the Western powers fighting among themselves (and vice versa)--stir up the pot to maintain a balance of power so the conflict dawdles. Conversely, you must conclude the conflict within your sphere in haste.

4. Whatever country you are, negotiate with every other country, creating whatever form of pact you can get: a simple alliance, a long-term fighting alliance, a non-aggression pact, a mutual defense pact. The more you know about the plans of others, the better able you are to decide your own tactical moves. Try not to make commitments you don't intend to keep, but make them and break them, if you must. Anticipate keeping at least one alliance. Why fight friends when you can fight enemies?

5. Rather than seeking little victories, go for the big kill. Endeavor to stab decisively, avoiding situations in which a maimed foe can bloody your path.

6. Maintain communications, even with your enemies; enemies don't have to remain so. After you have virtually destroyed another country, you can still make a deal so his remaining strength is used in your behalf. Indeed, there are situations in which you may have destroyed two countries who were allies, and then have them both help you against the other!

7. In the beginning it is necessary to be bold; but it is also dangerous. What the hell, if you are going to be destroyed, it might as well be sooner as later. Make it clear to those who could destroy you that you will retaliate to the death.

8. Try not to commit your forces to an early attack until your ally or allies commence the engagement. For example, Germany would not care to initiate an attack against France or England until they are already entangled. Then choose your side and go.

9. Evaluate each of the other players. A player with a reputation for missing moves or who does not communicate is a dangerous long-term ally. He can drag you under the chaos he creates. A weak player is also a liability, particularly in the short-term and especially if he is stubborn and does not heed your advice. Because of his errors, this alliance with the weak player may be unable to progress, but it does have the later advantage of this ally not being a threat to you. The strong player is an obvious, different danger. You may go great-guns with him for awhile, but if he begins to lust after your supply centers, your miseries are magnified.

10. Some alliances are inherently better than others. Basically any two countries in the same sphere can develop a winning alliance; but it is nicer yet to have a friend in the other camp, too. The alliances between England/France and Turkey/Italy are great because they virtually guarantee a stalemate. Russia is the colossus, and if you ally with her in one sphere, you'd best hope she is not having too easy a task of it in the other sphere, or at least not concentrating her power in your sphere. If you see Germany and Italy waging a successful campaign against France, hold on to your jock strap, for like as not, you'll lose it in the clutch.