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Hoosier Archives was originally a periodic listing of the Diplomacy archives of Walter Buchanan, R.R. 3, Leavenworth, Indiana 46052, telephone (317) 482-2824; Archives Director, PDC, and a member of "DipOrg," 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, missing undamaged originals are solicited, either for purchase or a loan to permit xeroxing. (See the last 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 15¢ apiece (20% discount for all available). Ask for #55 to get a list of all articles through #58. This is Albatross Press publication #77.



## GLANCE AT ANTIQUITY NO. 3

The purpose of this series is to make available to the Diplomacy public first issues of our pioneer Diplomacy zines, Ruritania #1 being reprinted in Hoosier Archives #36 and Archduking #1 being featured in Hoosier Archives #47. Now we bring you the granddaddy of them all and the genesis of our hobby, Graustark #1. This was made possible by Derek Nelson, who loaned the archives his copy. (Derek was the winner of history's first postal Diplomacy game that began way back in Graustark #2 on 31 May 1963.)

Beginning with its creation in May 1963, Graustark's editor, John Boardman, has set the standard for punctual publication and well-chief games. Today, after almost 9 years, Graustark is up to issue #262 and is still going strong. It is available by subscription at 8/\$1.00 to: Dr. John Boardman, 234 East 19th Street, Brooklyn, NY 11226.

Since postal Diplomacy's first game is of some historical interest, we thought you might like to see the wrap-up of the game as summarized in Graustark #87 of 3 April 1966. After that, we will reprint Derek Nelson's reassessment of his victory as published in Graustark #16 of 8 January 1964. It is quite interesting to note the flowery language used to describe a postal Diplomacy game back then!

1963A: This was the first postal Diplomacy game, and only five players could be recruited for it. Three - Goldman, Lerner, and Keshner - were members of the East Paterson Diplomacy Club. Dave McDaniel, who later founded Ruritania, tried to play Austria-Hungary with the aid of a computer, but was eliminated before he could assess the value of such a procedure. (It still remains as an interesting question to be investigated.) While the EPDC players maneuvered among themselves, Derek Nelson as Italy quietly eliminated Austria-Hungary and then attacked them. Goldman will shortly reprint the game in Wart Mag.

		00	01	02	03	04	05	06
E - Stuart Keshner								
F - Fred Lerner								
G - James Goldman	E	3	5	4	4	5	4	2
I - Derek Nelson	F	3	5	5	5	6	4	2
A - Dave McDaniel	G	3	5	7	7	5	7**	8
	I	3	6	7	9	9	10	13
Gamesmaster: John Boardman	A	3	3	2				

IMPERIAL PROCLAMATION  
by Derek Nelson

As the Great War in Europe draws to its inevitable climax the Royal Government of the British nation feels it must finally speak of matters that will affect the course of Europe for millennia to come, and the events of the past five long and terrible years which have brought this about.

When it became obvious in the winter of 1900 that the plague of war would soon descend upon Europe, His Majesty the King delegated authority in all but domestic and semi-diplomatic

affairs to the General Staff of the Armed Forces.

We, recognizing the inherent military disadvantages that fall to Italy, also realized that only by gambling could we hope to achieve victory over our natural enemy, the Empire of Austria-Hungary. To liberate Tyrolia and Trieste and to pre-empt the obvious western march by the Austrians we issued a formal declaration of war to them, and sent our brave armies against them. Mutual need gave us a non-aggression pact with France in the diplomatic field. This left Germany as an unknown, but here again we had to gamble.

It is strange to think back and realize that assaults of such audacity were ordered in a gloom of hopelessness, for not one member of the General Staff believed their counterparts in Austria would be so foolish as to let them succeed. When the year of 1901 finally passed into history our joy was unbounded, tempered only by a natural feeling that no one could perform the operations Austria had accomplished without some dark and sinister motive, that we could not divine, to guide him.

The entry of the German Army into the war brought complications that could only be resolved by a switch in strategy. From the Spring campaign on 1902 till well into 1905 our policy was simply to destroy the Austrian Armed Forces and to drive the Hun back across his border without getting involved in a war with France. Our military actions were of a cautious nature. Every element of risk that could be was removed from the campaign, and though this made for slow progress it also made for sure progress.

By Christmas of 1904 when winter bogged down our armies both objectives mentioned above had been attained. Cautious play on our part prevented Italy from smashing into Germany and now the Hun had enough forces to hold his border indefinitely. But we had no desire to turn on France. Yet if we failed to, the seeming Entente that had developed between the French and the German in 1904 might threaten our absolute control of South-East Europe.

So, after great soul-searching and with heavy heart we informed France that we considered the non-aggression treaty cancelled (as was legally prescribed under the terms of it). Then, when we moved against France, the German also attacked, and in the fall of 1905 France was butchered.

The war draws to a conclusion, and with inevitable Italian victory in the cards we wish to, and shall, state our terms for the return of peace to Europe.

King Victor Emmanuel of Italy is, by Papal Bull and right of conquest, Holy Roman Emperor. Tyrolia and Trieste will become provinces of the homeland, and all other territory under Italian occupation shall owe allegiance to the Emperor rather than the King. Excepting foreign affairs, defence, and internal security they shall be completely autonomous. All inhabitants shall, if they wish it, become Italian citizens with the same rights as free Italians. All internal tariffs, religious, ethnic, linguistic and economic privileges within the Italian Confederacy of the Holy Roman Empire shall be abolished. The Hapsburgs will be retired on pension to the isle of Corfu.

The other powers of Europe must also accept the following conditions. Paris and Marseilles will be returned to France, the latter however must have no military installations at any time. Although they must lose Iberia, Brest will be retained and Belgium added to the Five Republics. The erratic Lion called England will retain complete control of the Home Island together with its protectorate of Norway. The renegade and treacherous Hun, on the other hand, will lose Berlin and Munich, both of which will be incorporated into the Italian Confederacy. However, so as not to upset the Balance of Power in Europe, Holland, Kiel, Denmark, and Sweden will remain under the heavy tread of his boot.

These are our minimum demands. The rest of Europe may accept them voluntarily or we will enforce them ourselves, with resultant heavy loss of life. Once our demands are met our armies will secure the land line and our fleets will make sure the Mid-Atlantic and Mediterranean are nought but Italian lakes.

There are lessons in this war. First and foremost among them is the impossibility of fighting and winning a two-front war. This was Germany's mistake. We offered her a non-aggression pact, and for the duration of it her flank would have been secure. Secondly, when it concerns military affairs, political boundaries mean absolutely nothing. Our abandonment of Trieste in Spring 1902 was a political disaster (by the time the Austrian propaganda machine got through) but a military necessity. German penetration into Piedmont-Tuscany, we are sure they'll be surprised to learn, caused absolutely no worry in Italy (though this too was a political disaster of the first magnitude) since the army could be annihilated at will. (Edited)