

How about  
a  
game  
of  
Ripponacy?

That would be fine...  
if I could win.....  
but I'd probably lose...  
then I'd get do rossed.  
Then I'd be real crummy, and  
couldn't talk to anyone and  
I'd hate myself.

Thanks, Anyways.

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, FDC, 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 aines needed.) Many original spares are now available from the archives; 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 #80.

THE GRUDGE GAME (1971BC)  
Spring 1905

BIRSAN ROLLS EAST SWEEPING EVERYTHING IN THE WAY!  
AUSTRIAN ARMY COMPLETELY ANNIHILATED!

AUSTRIA: A Gal S A Vie, A Vie S German A Boh (nso)/(a), A Ser-Tri, A Bud S A Ser-Tri, F Aeg-Ccn, A Bul S F Aeg-Con  
(Lakofka)

FRANCE: F Nth-Ska, F Eng-Nth, F Edi S F Eng-Nth, F Bra-Eng, A Hol-Kie, A Bel-Ruh, A Mun-Ber, A Par-Bur, A Mar-Pie, A Tyr S German A Boh-Vie, F Wes-Tyr  
(Birsan)

GERMANY: F Den S French F Nth-Ska, A Sil-Gal, A Boh-Vie  
(Key)

ITALY: A Sny S Russian F Sev-Arn, F Eas-Aeg, F Tyr-Tun, A Ven (h), A Rom (h)  
(Walker)

RUSSIA: F Nwg S F Nwy, F Nwy S F Nwg, A Swe-Dan, A War-Pru, A Ukr-War, A Rum H, F Sev-Arn  
(Saythe)

TURKEY: F Bla S Austrian A Ser-Rum (nso), A Arn-Sev /r/(Ank, Syr, d)  
(Beyerlein)

1ST STBY: Moves for all Great Powers received.  
(Naus)

2ND STBY: Moves for all Great Powers received.  
(Eller)

Fall 1905 Orders are due not later than noon (9:00 A.M. for phone calls) on Saturday, 3 June 1972. Submit order conditional on the direction of the Turkish retreat.

Hal has asked that we print the following thank-you note:

Dear Friends, It would be almost an impossible task to try to thank you all individually for your kind words of sympathy, on top of the tremendous amount of cards from relatives which I must acknowledge, so I will do it this way: Thank you all. Hal Naus

BEGRUDGINGS

BERLIN (25 December 1904): AAARGH! I think I just found that darn handbasket.

ROME VIA BUDAPEST (30 June 1905): "There is no truth to the rumors that Pope Joan is still alive and well and living in Sardinia," reported the "fit-as-a-fiddle" Pope Leo I. "There have been statements that she was not drawn and quartered, but as I said before, I saw the wolves eat her, then die, myself! Even the postmortem on one of the wolves showed Pope Joan's complete upper plate intact. The Dentist General reported that there was no other set like it! Two huge canines and a hinge on the front teeth so they folded up into

her mouth. I dare not speculate on what purpose such a device might have had."

BACK FORTY (3 April 1905): Queen Suzanne was seen today at the local Pony Express Office where it is reported that She has sent off the last bundle of flour-sack dresses to Pope Joan. "My ladies and I have been working feverishly for weeks now to complete these dresses and Our hands are in sad shape. Have you ever tried to make 160 dresses, all size 53 3/4--around the waist, that is? Pope Joan is very particular and won't wear the same dress twice--something about her "pride" she says. I'm going back to the castle for a nice long rest--think I'll sit out on the porch in my rocking chair and smoke my corncob pipe."

ANALYSIS (Fall/Winter 1904): Rick Brooks, (R.R. 1, Box 167, Fremont, Indiana 46737; comments are invited).

With the fall moves, the game is definitely tending France's way. If the other powers unite, they can take him. Beyerlein would probably go along to save his hide. (After Tretick's blighting about Proenitz's selling out, Tretick has chickened out and left Beyerlein holding the baby.) Walker has treated Austrian centers with a great deal of respect despite temptation. However, the other three have moved against each other and may not work together. But a four or five way alliance probably can't hold together as France is not big enough to menace them seriously yet.

Having criticized France for apparently moving too slowly before, now I'm tempted to say that he has moved too fast. To move into Germany calls for either an agreement with Russia or Italy to secure one flank. An agreement with Austria to hit Italy is probably ruled out by Austria's not building in Trieste. France's moves into Piedmont and the Western Mediterranean hardly look friendly to Italy. But Italy hasn't been hurt so far.

France is mainly vulnerable in the north. FF Brest to Mid-Atlantic, FA Paris to Burgundy, and FA Marseilles to Piedmont in the spring will allow him to block Italy. IF Tyrrhenian Sea to Gulf of Lyon in the spring could be met by FF Mid-Atlantic to Spain (SC), FA Marseilles to Piedmont, and FA Burgundy to Marseilles. Italy might take Piedmont by moving IA Rome to Tuscany in the spring. However, IF Tyrrhenian moving could be risky as a move of FF Western Mediterranean to Tyrrhenian would have Rome, Naples, and Tunis under the gun in the fall.

Italy is faced by a nasty-looking situation with Tunis. If he moves to block Tunis, he could lose the Tyrrhenian. If he doesn't, he could lose Tunis. There are two solutions to this. IF Tyrrhenian (C) IA Rome to Tunis will keep the French out of both areas. But Venice is also a problem. FA Tyrolia probably will not support FA Munich as either IA Venice or AA Vienna to Tyrolia will allow GA Silesia and GA Bohemia to retake Munich. So France could move FA Tyrolia to Venice, FF Western Mediterranean to Tyrrhenian, and FA Marseilles holds. This could lose Venice if IA Venice moved to Piedmont. Conveying out Rome could hurt if Austria didn't trust Russia and stood off two units over Trieste. Then IA Piedmont couldn't be supported back into Venice unless Austria has moved AA Vienna to Tyrolia.

But Italy has another option. Since Turkey removed TA Constantinople, he can only hit IA Smyrna with one unit. So Italy can move IF Eastern Mediterranean to Ionian, IA Venice to Piedmont, IA Rome to Venice (or Tuscany), and IF Tyrrhenian holds in the spring. If FA Tyrolia successfully supports FA Marseilles to Piedmont, IA Rome can support IA Venice in the fall. If FA Tyrolia tries for Venice and FA Marseilles holds, Italy can move IA Rome to Venice in the fall (or IA Tuscany (S) IA Piedmont to Venice) and hold it. If IA Piedmont is dislodged, Tuscany will be open to retreat to. Then IA Rome would take Venice. IF Tyrrhenian (S) IF Ionian to Tunis will take Tunis in the fall no matter what FF Western Mediterranean does in the spring.

There is Austria to consider. The alliance between Austria and Italy appears to be the strongest in the game. It is probable that Austria will spare a unit or two to help out. After all, it's his flank, too. Austrian armies in Vienna and Trieste could probably dislodge FA Tyrolia and take some of the pressure off Italy.

Austria should get together with Germany. AA Vienna to Tyrolia, AA Budapest to Trieste, AA Galicia to Bohemia and GA Silesia (S) GA Bohemia to Munich will blast FA Munich out and keep FA Tyrolia from moving to Bohemia to cut possible support. This does call for trust on the Russian front. IA Venice (S) AA Vienna to Tyrolia and IA Rome to Tuscany would wipe out FA Tyrolia if FA Marseilles moves to Piedmont.

Since Germany removed GF Baltic and removed GA Holland, he has left Kiel wide open. We could see FA Holland (S) FA Munich to Kiel and FA Belgium to Ruhr along with FA Paris to Burgundy. However, it is better to move FA Munich holds instead. It will take both GA Silesia and GA Bohemia to dislodge him. GA Holland to Kiel at worst will result in a stand-off. So Berlin will be open for retreat if one is necessary. If Germany does not take Munich, FA Munich and FA Ruhr can support it in the fall and hold it even if Austria takes Tyrolia. FA Piedmont could cut any support from Austria and risk FA Ruhr (S) FA Holland to Kiel. This would take Kiel. But GA Silesia could move to Berlin and AA Galicia to Silesia and have four units on Munich. Also, GA Berlin (S) GF Denmark to Kiel could assure a stand-off unless France moved GA Munich to Berlin. In this case, he would risk losing Munich as only FA Burgundy would be left to move to Munich to try to block it. So FA Munich to Berlin would be the best move since if GA Silesia moves to Berlin, only GA Bohemia will be left to hit Munich. Then France either takes Berlin (and Kiel in the fall for sure) or retains Munich and keeps Berlin open (again taking Kiel in the fall).

France's and Russia's moves in the north should be interesting. RF Norwegian can take the North Atlantic and raise considerable hell behind French lines. France could block him but it would stall the Mediterranean offense and give Italy time to move into position. The two Italian fleets and one Austrian fleet in North Africa, Western Mediterranean, and Gulf of Lyon could stall French expansion, especially with a maverick Russian fleet or two in the area. If they kept France from moving a fleet into Piedmont and built a fourth fleet, F North Africa (S) F Western Mediterranean and F Tyrrhenian (S) F Lyon would deadlock France in the south.

If Russia is helping France, Germany can be cut down to one center by the end of 1905 by FF North Sea (S) RA Sweden to Denmark, RF Norway to Sweden, and RF Norwegian Sea to Norway.

Turkey could be wiped out this year if Austria, Italy and Russia work together. AF Aegean (S) AA Bulgaria to Constantinople and RF Sevastopol to Black Sea along with RA Rumania (S) RA Ukraina to Sevastopol will take Constantinople and put a fleet in the Black Sea if TA Armenia (S) TF Black Sea to Ankara. Then with all three units on Ankara, it would be a cinch to take it. But the need for the Italian and Austrian fleets to fall back and cover their flank makes it hard to give Italy a build so as to have a fleet on the defensive line. If Turkey moves TF Black Sea to Ankara along with TA Armenia to Ankara, Russia would need to outguess him on what support to cut in the fall.

More probable might be a three-way alliance. I like TF Black Sea (S) TA Arsenia to Sevastopol, AF Aegean (C) IA Smyrna to Greece, IF Eastern Mediterranean to Ionian, IF Tyrrhenian Sea holds, IA Rome to Tuscany, IA Venice to Trieste, AA Vienna to Tyrolia, AA Galicia to Ukraina, AA Serbia to Trieste, and AA Budapest (S) AA Bulgaria to Rumania. This gives Italy a build of IF Rome or IF Naples and allows a Mediterranean deadlock. That is, IF Rome/Naples (S) IF Tyrrhenian Sea and AF Ionian (S) IF Tunis from Spring 1906 on.

But if France can take and hold two of Germany's three home centers, all he needs is Scandinavia, St. Petersburg, and Moscow or Warsaw to get up to 18. Obviously, a tripe alliance must gut Russia fast and help Germany to get and hold Munich. If Russia kamikazied out like England, things could be all over. More probable would be an alliance between Russia and France. If Russia got a year's breathing spell, he could be a good bet for second. But don't put any money down yet.

INTO THE ARCHIVES NO. 31

The PTF Diplomacy group out of Rochester, New York is certainly prolific! We have already published articles by two of their members, Bill Jarvis and Steve Nesik. Now the third joins our group of authors, Robert Lamb. Bob is an up-and-coming Diplomacy player and is becoming very active in the "NewOrg."

THE CHERBOURG FAKE  
by Robert Lamb

Many countries have their own special openings, so why shouldn't England have her own? I propose the Cherbourg Fake, which is designed to give England an immediate advantage over Germany. The Fake can be achieved by a straight backstab or for you more timid souls, by subtlety. Germany is probably England's worst enemy and is difficult to eliminate. Germany

is sitting in the middle of a pool of riches and almost always should come up with two builds in Fall 1901, plus an aggressive standing. The Cherbourg Fake will limit Germany to one build and throw her on the defensive in Spring 1902.

The main ingredient of the Fake is a mock attack on France. France is England's accomplice in this deception and is a vital part of the plot. In the initial correspondence, England offers Germany a fighting alliance against France, or England can just answer indecisively to any German queries and beg off from any early commitment. The following moves therefore show in Spring 1901:

England: London to Channel, Liverpool to Wales, Edinburgh to North

France: Brest to Mid-Atlantic, Paris to Burgundy, Marseilles S Paris to Burgundy

Germany: Kiel to Denmark, Berlin to Kiel, Munich to Ruhr

Russia could throw the whole plan askew if she moves Moscow north, thereby threatening Norway. England can assure Russia of its intention of taking Norway before the spring moves are released and hope to fake out Russia into moving south. England should also strive to create ill-feeling between Russia and Turkey and keep Russian forces away from the north. As for the rest of the board, they see an English stab against France. Appropriate press releases by England and Germany will do nothing to make them think anything different. England now offers to support Germany into Belgium while he moves to Norway. Germany will undoubtedly accept and then has to move Kiel to cover Munich against French Army Burgundy. Also, if the Italians have moved into Tyrolia, Germany is forced to guard Munich. (More letter writing by the English.) Fall 1901 moves come and the trap is sprung:

England: Wales to Belgium, Channel C Wales to Belgium, North to Holland

France: Burgundy S Wales to Belgium, Mid-Atlantic to Portugal, Marseilles to Spain

Germany: Ruhr to Belgium, Kiel to Munich, Denmark to Sweden

Russia: Bothnia to Sweden

France and England both build two, Germany only one. Germany's west coast is occupied and English fleets will soon threaten Denmark and Kiel. If Russia has moved south, England can move into Norway in Fall 1902. Germany has been crippled and is on the defensive while England and France have good strategical positions and numerical strength. The Cherbourg Fake has struck! (Oops, Russia's S01 moves are St.P-Bot, Mos-Ukr. My fault, CA--)

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#### VISIT TO THE ARCHIVES NO. 5

Saturday before last we were in for a real treat. We were honored by a visit from the inventor of Diplomacy himself, Allan Calhaver. Allan and his family were sightseeing in our fair Hoosier state and gave us a call as they were passing through. Of course, we insisted they drop by for dinner and we had an outstanding time. The weather was beautiful that day and Allan's two cute little daughters really seemed to enjoy being out on the farm. While the wives engaged in whatever talk women do while dinner was being prepared, I took Allan into the archives and we had a very interesting talk about the Diplomacy scene and what could be done to enhance the already bright future of the game.

Allan mentioned that he was very pleased at how the quality of postal play was improving and thought that the trend toward expert's and winner's games, the Grudge Game being the most discussed, was a good idea. For any of you old-time subscribers of Erehwon, you might remember the analysis that Mr. Calhaver did for 1969G, one of the pioneer expert games. In that analysis it was mentioned that when Diplomacy is played on a high strategic level, England is often considered the Wicked Witch of the North and Turkey the Witch of the South. What I thought was very interesting was that in the Grudge Game exactly that occurred and England and Turkey were immediately hit by their neighbors.

All in all, we had a most enjoyable visit with the Calhavers and were sorry that they had to leave so soon.

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#### BANGLADESH

This is the name of a new zine just out by Tony Pandin, 10406 Shaker Blvd., Cleveland, Ohio 44104. Game fee is \$3.00; subs are 10/\$1.25; trades are welcomed. Five games with three-week deadlines are planned. (There were only 2 copies of issue #1 and I've got one!)

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