

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, PDC, and V-F/Treas, International Diplomacy Association. 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; 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 #73 to get a list of all articles through #74. This is Albatross Press publication #87.



LUCRETIA SLOWS BIRSAN WHILE CONQUERING ALL OF TURKEY  
SMYTHE CRIPPLED AS LAKOFKA STABS FOR A PIECE OF GLORY

THE GRUDGE GAME (1971BC)  
Fall/Winter 1906

- AUSTRIA: A Vie-Tri, A Alb-Tri, A Bud-Rum, F Aeg-Bul(sc), A Gre H. Owns: Bud, Tri,  
(Lakofka) Vie, Ser, Bul, Gre, Rum (7). Builds F Tri, A Bud.
- FRANCE: F Nth-Nwy, F Swe S F Nth-Nwy, F Edi H, F Iri-Liv, A Ber-Pru, A Sil S A Ber-  
(Birsan) Pru, A Kie-Den, A Bel-Ruh, A Bur-Mun, F Mid-Wes, F Lyc-Tyr, A Tus S A Rom,  
A Rom S A Tus (R Ven by Conditional Orders). Owns: Bre, Mar, Par, Por,  
Spa, Edi, Liv, Lon, Bel, Hol, Mun, Ber, Swe, Den, Ven, Nap (15). Builds:  
F Mar, F Bre.
- GERMANY: A Boh-Gal, A War S A Boh-Gal. Owns: Kie, War (2). Constant.  
(Key)
- ITALY: F Tyr-Rom, F Nap S F Tyr-Rom, A Apu S F Tyr-Rom, F Ion-Tyr, A Smy-Ank.  
(Walker) Owns: Rom, Nap, Tun, Con, Smy, Ank, Ion (6). No room for build.
- RUSSIA: F Cly-Nwg, A Fin S F Nwy, F Nwy S A Fin, A Ukr-War, A Gal S A Ukr-War,  
(Smythe) A Pru S A Ukr-War (R Liv). Owns: Mos, StP, Sev, Nwy, Ukr (4). Re-  
moves F Nwg, Nwy.
- TURKEY: F Con-Aeg. Owns: Con (0). Removes F Aeg. Out.  
(Beyerlein)
- 1ST STBY (Naus): Moves for all Great Powers received.
- 2ND STBY (Eller): Moves for all Great Powers received.

Spring 1907 Orders are due not later than noon (7:30 A.M. FRIDAY for phone calls) on Saturday, 22 July 1972.

Player's note: Some of the players have expressed a desire to concede the game to France at this point. Therefore, if I receive a vote from all the players before the above deadline, that Edi Birsan be declared the victor, it shall be done and Edi will arrive at the DIPCON in glory (?). However, please send your moves in anyway since if anyone votes no, the game must continue. Also, since we are leaving for the DIPCON on the day before the deadline, all moves must be in by then if the game is to continue on schedule.

Speaking of the DIPCON, it is still not too late to register and participate in the greatest DIPCON ever held. In addition to Allan Calhauer, the game's inventor, and John Moot, the President of GRI, other notables in attendance will be Rod Walker & Larry Peery (Cal), Doug Beyerlein (Wash), Jeff Key (Tex), Edi Birsan (NY), Burt Labelle (Me), plus practically everyone from the Midwest. Write INTERNATIONAL GAME SHOW, 205 W. Wacker Dr., Chicago, Ill. 60606 for more details.

LOSER'S STATEMENT (written at the end of 1905): (Red Walker has asked that this be published at this time to broaden the perspective of Gene Prosnitz's open letter of last season, even though the game's not over yet.)

This was one of the few recent attempts at a "demonstration" game, a pre-arranged game among 7 of the better players designed to bring home some of the finer points of Diplomacy. To say that this game did not justify the hopes I had for it barely scratches the surface of my unhappiness with it.

Of course, Edi Birsan has pulled out a fantastic victory in the game, against seemingly tremendous odds. Three factors contributed to this victory. First, the supine surrender of Gene Prosnitz's England. Second, the almost equally supine surrender of Jeff Key's Germany. Third, the incredible confusion in the east.

It is hard to understand what possessed Gene Prosnitz to stop playing, in effect. In other games, Gene has given indications that he does not care to play unless he is doing well. I regret this, and his total surrender to France threw the whole game off-balance.

Jeff Key obviously had an alliance with France. He therefore left himself wide open to attack. When it came, he was obviously in such a position that he could count on no help, so that resistance to France would mean being ground up between France and Russia. It appears that he opted for surrender to France, pushing his units east in the hope of surviving by outrunning the French advance. Edi was only too glad to cooperate.

What happened in the east was intrinsically connected with Italian strategy for the game. Using the Lepanto Opening, I planned to attack Turkey as part of a tripartite alliance. Promoting a Franco-German alliance against England was part of that plan. I hoped for a stalemate in the west, in which Russia would play a key role by balancing the weaker side. Unfortunately, the collapse of England came about in such a way that the western stalemate did not materialize. This was made all the more serious by what happened in the east.

Once Turkey was done in, I had two alternate strategies, between which I would choose when the occasion demanded. I would either turn west, together with Austria and Russia, against France and Germany; or I would join Russia in carving up Austria. Alliances were made with both objectives in view. Austria would go if the western stalemate persisted; the attack on France and Germany would be used if England were about to fall.

But while the west did not stalemate, the east did. This was in part my fault. I calculated that Tretick, who has a good eye for tactical variations, would expect a convoy into Syria, so I persistently convoyed into Smyrna instead. I was outguessed. Then Russia betrayed the tripartite alliance, and was in his turn betrayed by Tretick. Smythe was furious, but it was too late. By the time Turkey was broken, the French juggernaut had blasted into Germany.

By this time, I had negotiated a specific and detailed alliance with France. Its terms called for a draw or a 1-2 placing between us. I realized at the time that Birsan intended to win, but hoped the alliance would cause him to win by annexing Germany and northern Russia. There was little I could do about his advance into the Mediterranean, especially since anything I did do would ultimately be ineffectual and would endanger the alliance in case he chose to observe at least its nonaggression provisions.

Meanwhile, I had two alternate strategies again. One was a triple alliance against France, Austria-Italy-Russia, based on the hope that Germany would resist France. This alliance was easy to negotiate. The second plan was a simple betrayal of Austria, either as part of the French alliance or as a survival tactic. If France betrayed me, I would have created a power base in the east, from which I would not be dislodged by the time France won. With luck, I might even come in second. As it was, an all-out attack on Austria barely kept me alive.

The best-laid plans of mice, men, and best-laid Pope Jean...

BUDAPEST (27 September 1906): "But I like Sour Grapes," said Leon La Coughka as he was pulled from the wine vat for the nineteenth time! "There's nothing wrong with good old honest jealousy. Just because the game became a joke--Prosnitz's cop-out or not--does not seem to enter into it. Walker and Key and Prosnitz just let Birsan walk all over them, to say nothing of becoming puppets afterwards. So here's to you, Buck Cannon and Back Forty," saluted La Coughka as the Cannon duo fell back into their vat of so so sweet grapes!

BACK FORTY (28 September 1906): Ancient proverb say that true Diplomats make more alliances with sweet grapes than with sour grapes.



knives in her shirt sleeves and trouser legs.

Who could have thrown those knives? No... they're not knives. They're large hat-pins, obviously weighted for throwing. Who...?

"It is I, the Caped Cruthader!" Mr. and Mrs. America, I can't believe my eyes. A rather flabby person, wearing a skin-tight puce-and-mauve suit with a lavender cape and a Bedouin headdress, is standing in the back of the Asbestos Tent. His dagger belt is bristling with hat-pins. He has an ornate pearl ring on his right pinkie and a gaudy ruby on his left pinkie, with some very chic dangles in his pierced ears. His face is kind of hard to see under all that powder, but his eyes are very clearly outlined in mascara. He's stepping forward. "All right, Madama Birsane, thweetie, let'th not get the aggrethhive, or I'll really give you the workthththththth!" Whew! That must have been quite a shower--everybody nearby is mopping off with handkerchiefs. "Remember, thweetie, don't tangle with the Caped Cruthader!" Now he's gone out the door. Where...? "HI-YO, THLOBBER, AWAAAAaayy...Y...Y..."

Well, that was certainly something! Who is the Caped Cruthader, anyway? Maybe we'll find out some day. Now Ambrando Honj has left the Big Board; too nervous to continue, probably. Ambassadors Zucchini, Schmidse, von Kafka, and bar-Ihynne are helping remove the hatpins and Madama Birsane from the Beard. Oh, my God! Now they're lifting her up on their shoulders and carrying her away. Horrors!! What do you suppose will happen to Madama Birsane?

Author's Note: What, indeed? Tune in next time and maybe find out. And who is the Caped Cruthader? And who the hell is Thlobber? Obviously there is more here than meets the eye. (Unless you're standing too close to the Caped Cruthader when he says, "I'll give you the workththththth.")

DOWN IN THE CELLAR (VIA BOHEMIA) (28 November 1906): Gawd! Never have so many bitched so hard about so little that they have known even less about. This game has been far from a give-away on my part. Every center Edi has taken from me he has had to take. That I "permitted" him to take them rather than give them to one of my "friends" is partially true. I would rather see Edi, whom I know I can't trust, take them by force than giving them to a player, whom I thought I could trust, that stabbed me both diplomatically and militarily. But beware--the Grand Duchy of Warsaw is not out of this game yet. There is still plenty of time to stab me again, fellows.

ROME (27 September 1906): Riding at the head of Her victorious forces, and screaming bloodthirstily for revenge, Pope Joan III rode into the Eternal City today after the Italian fleet landed at Ostia yesterday. It was a motley crew Her Holiness led back into Her capital, in contrast with the magnificent legions which had campaigned so heroically in Greece and Turkey. The Right Wing of the Pontiff's army was made up Witch Generalissimo Baba Yaga and her thousands of broom-riding witches. By now, however, the Witch Army was reduced to riding almost anything available, including mops, vacuum cleaners, pole-lamps, and even toilet plungers. Still, the army was gloriously victorious, and Her Holiness recaptured Her capital without difficulty. After the victory, every Frog in sight was crucified, and the roads leading from Rome were thickly lined with crosses in every direction.

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ANALYSIS (Spring 1906): Rick Brooks (R.R. 1, Box 167, Fremont, Indiana 46737): Comments are invited.

France can still win it this year...if Italy stops being selfish about his home supply centers. Kiel gives France 16 centers and Denmark and Naples could put him over the top. FF North Sea (S) FF Sweden to Norway assures at least a trade. FA Kiel to Denmark, FA Berlin to Kiel and FA Silesia to Berlin would hold other centers.

Italy's attack on Austria seems to have put the capstone on France's victory. Austria has even moved out of Trieste to go after Italy. Italy can stall for a while. IA Apulia and IF Naples (S) IF Tyrrhenian to Rome is sure to go. FF Lyon to Tyrrhenian and FA Tuscany (S) FA Rome would foil any other attack on Rome. IF Ionian to Tyrrhenian would assure that France can't take that strategic area. France can risk IA Apulia to Venice. FA Burgundy to Munich then to Tyrolia in the spring along with either the build of FF Marseilles to Piedmont or FA Paris to Marseilles, then to Piedmont could block any attempt by IA Venice to turn his flank. FA Piedmont to Venice would have given better position, but France may have had an agreement with Austria over Trieste and Venice. And France could have moved FA Piedmont to Tuscany to have another unit on Rome as he wasn't at all sure of taking it.

Italy can move IA Apulia to Venice and IF Naples (S) IF Tyrrhenian to Rome and regain another of his centers. IF Ionian (S) IF Constantinople to Aegean would not only assure that he'd have 5 supply centers but a dislodged AF Aegean would have only Eastern Mediterranean to retreat to where it couldn't support any of its units. IF IF Ionian chooses to move east, Turkey could hold and build in Ankara.

Austria is in good shape. IF Constantinople to Bulgaria (SC) can be blocked by AA Greece to Bulgaria and Greece can be held by AA Albania (S) AF Aegean to Greece. Trieste is open for a build and AF Trieste could cause Italy trouble. AA Budapest to Rumania could give Austria another unit.

Russia can hold steady at five units if Austria leaves Rumania alone. RA Finland (S) RF Norway is best as France could gamble on RF Finland (S) RF Norway to Sweden and move FF North Sea (C) FA Belgium to Norway again. RA Ukraina (S) RA Prussia to Warsaw is a bad move as it could dislodge GA Warsaw into Moscow. Then GA Moscow could try for St. Petersburg assuring the loss of St. Petersburg or Norway in the spring. FF Irish can block Liverpool and FF Edinburgh holding will keep Russia from getting a build for the lost unit.

France is in good shape and might well win it in 1907. Even if he gains no more centers and loses Rome, he gets two builds. FA Tuscany (S) FA Rome assures that if FA Rome is dislodged, Venice will be open to retreat to. FA Tuscany (S) FA Rome to Venice and FF Lyon (S) FF Mid-Atlantic to Western Mediterranean would give position. FA Silesia to Warsaw and GA Warsaw to Moscow are both unlikely to go, but Germany would either hold Warsaw or take Moscow. FA Silesia (S) GA Warsaw is unnecessary and FA Silesia (S) GA Bohemia to Galicia would give position. FA Kiel to Denmark would leave Germany two centers. Then in the spring, FA Denmark to Sweden and FF Sweden to Bothnia would pressure Russia.

Builds of FF Marseilles and FF Brest would leave France with enough fleets to contain Italy and Russia. Then it's just a matter a time.

INTO THE ARCHIVES NO. 38

Although we featured an article by Len Lakofka last issue, we have another gem of his that will just about fill out the issue.

THE REVERSE LEPANTO--WHO SAID IT COULDN'T BE DONE?  
by Len Lakofka

Poor Austria gets its rear end kicked in another game! Everyone sighs and say, "Poor soul, too bad he didn't get a good country!" But he did! The effective coalition that is furiously dismissed by pendant and prophet alike is the Austro-Turkish alliance. It has no vigor or possibility is the usual canard. Yet a very workable tandem can be achieved if Italy can be abated for one year.

Austria: A Vie-Gal, A Bud-Ser, F Tri-Alb; Turkey: F Ank-Con, A Con-Bul, A Smy-Arm?! This seems almost standard for S01 save for A Smy-Arm. That move, coupled with a shift to Galicia, keeps Russia at bay. He may take Rumania but he can't be aggressive because the fall moves will be: A Vie-Tyo--or A Gal-Rum, A Ser-Rum!--or A Ser (S) A Gal-Rum, F Alb-Ion!, A Bul-Gre, F Con-Bul(ec)!, A Arm-Sev or Ank depending on course.

What a strange combination, I hear you cry. But look at it carefully. Russia has likely not gained Rumania or lost Sevastopol. Austria gets one or two builds, Turkey one at least, 2 possibly. If Austria and Turkey each get two, the alliance will blast Russia and Italy to hell and back by building F Smy and F Ank!? for Turkey and A Bud and F Tri?! for Austria.

In S02 Austria conveys Turkish A Gre-Apu!! while attacking Venice with support from Tyrolia. In short, it becomes such a devastating opening for the two powers that the west must turn its head quickly or be lost.

If Italy supports Venice in place and its fleets try to stop Ionian by dislodgment, F Ionian goes to Tyrrhenian! Austria can vary the opening and stab for Tyrrhenian at once or go to Adriatic and cover Trieste with A Budapest! Playability and "mix" are given to the side with the interior lines.