

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, Postal Diplomacy Congress, and V-P/Treas., International Diplomacy Association. It is now primarily a Diplomacy gazette devoted to articles on good play, demonstration games such as the Multiple Winners Invitational (1972GR) 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 13/\$2.00 or 6/\$1.00; back issues are 15¢ apiece (20% discount for all available). Ask for #73 to get a list of all articles through #74. This is Albatross Press publication #94.

MULTIPLE WINNERS INVITATIONAL (1972GR)
Spring 1901

WHO IS THE MYSTERY LIMERICK MAN?

For lack of a better name
Walt called it the Average Aces Game;
Each other the seven must fear
And they must be as cautious as deer,
For only one can have all the fame.

AUSTRIA: F Tri-Alb, A Bud-Ser, A Vie-Bud
(Naus)

ENGLAND: F Edi-Nth, A Liv-Wal, F Lon-Eng
(McCallum)

FRANCE: F Bre-Mid, A Par-Bur, A Max S A Par-Bur
(Birsan)

GERMANY: F Kie-Den, A Ber-Kie, A Mun-Ruh
(Prosnitz)

ITALY: F Nap-Ion, A Rom-Apu, A Ven H
(Beyerlein)

RUSSIA: F StP(sc)-Bot, A War-Gal, A Mos-Ukr, F Sev-Bla
(Ver Ploeg)

TURKEY: A Con-Bul, F Ank-Bla, A Smy-Ara
(Iakofka)

Fall 1901 Orders are due not later than noon (9:00 A.M. for phone calls) on Saturday, 9 September 1972. Conditional and General Orders are recommended also at this time. Please note that Doug Beyerlein's correct zip code is 98136. Lastly, I would like to ask that all players save their correspondence and, if possible, to send this or a running game summary to me at the end of each game year or so. In this way, I will be better able to prepare a GM analysis for publication at the end of the game. This will be kept confidential until then.

NEW SUBSCRIPTION POLICY: You will notice that beginning with this issue the last page is in off-set. This is so a Diplomacy map can be printed to enable readers to follow the Multiple Winners Invitational more easily. This map will appear with every spring and fall season. However, to provide this additional service, the new sub rate effective this issue is 13 for \$2.00 (or 6 for \$1.00). Of course, current subs are good at the old rate until their present expiration.

ANKARA (19 August 1900): The Fall of the House of Ver Plug. My friend, of boyhood days, had levied a summons I could not escape nor evade. His words hastily tore across the smooth vellum in a hand motivated by fear, panic or madness--which of the possibilities I could not estimate. Yet his words were clear in their interpretation: he urgently needed my aid and bade me sojourn to his family's estate and there take up residence until such time as the specter that plagued him had passed.

The valley, at whose farthest extremity served as estate for the Ver Plug mansion, was sombre and still as I rode into its dismal darkness. The footfalls of my mount echoed with muted finality from the walls of the narrow gorge leading into the misty valley.

Suddenly the gorge made a winding turn and dropped down at a vicious angle. Another turn and I found myself amid a few small houses and a little tavern which acted as hub for the hamlet of servants, shepherds and farmers that worked the Ver Plug estate.

The tiny tavern showed itself with bright lights and was a warm and willing way-stop. I entered the place and ordered a glass of porter. The folk of the estate rewarded my presence with abandon, even after I alluded to my mission.

"He's gone daft, man. There can be no doubt!" said one of the small crowd. "One day he was Lord Brenton Ver Plug, Master of Bombasto (the Ver Plug estate). How we all remember his egotistic speeches and his fine chest beating; yet, he was a kind master, regardless. Then, some weeks ago, he and his sister both became almost insipid and they did not carry themselves as nobles. At first, the people called him 'Cretin Ver Plug' behind his back. But soon they dared it to his face--even 'stupid,' 'idiot,' 'fathead,' 'birdbrain,' etc. He has even been known to accept 'attercop' and 'tomnoddy'!"

Apparently, I was none too early in my arrival! (Next: Entrance to "Bombasto")

PARIS (24 March 1901): (IDE) From the greying marble tombstone in the lower Seine Valley, a ghostly figure arose in the bewitching part of this momentous night. Rising above the mysterious grave head with only the faintest shadows of its inscription, 71BC, came the tall lean figure of a rather handsome spirit of a woman. Casting no darkening shadow despite the full moon about the night, she stood a trifle off the ground in silent homage to the monolith that was her sole appendage to this earth. For she was the spirit and soul of Madame Edyth Birsane I, ruler of the Western European Confederation in the year 71BC.

Slowly glancing about the quivering figures alleging to be rulers of France, she dismissed them with a graceful lifting of her jewel-less hand. She has come to Paris to rule once again; only this time it is a wiser, refined and graceful Madame rather than the past memory we have accustomed ourselves to. Life will hold times of peace and grace for her, the most charming lady of our race.

MOSCOW (11 May 1901): The only thing I have to say is there's nothing to say; if I stay alive for more than two years, then maybe some gross animal will perpetrate itself on the denizens.

GENEVA (VIA MOSCOW) (21 May 1901): Odds being quoted by Jimmy the Gek: Poderkagg, 20-1 for; France, 6-1 against; Nematodes, 3-1 for; Goats, 8-1 for; Russia, 200-1 against; Turkey, 201-1 against; Austria, 10-1 against; England, 8-1 against; Giant Platypussus, 19-1 for; Germany, 5-1 against; Italy, 9-1 against; & England ((latest report???!)), 48.365 against--to 1, that is; Cows, 106-1 for.

BACK FORTY (14 April 1901): Queen Suzanne, ~~has left~~ having already left on her vacation away from Diplomacy for a blessed ten days, had nothing to say to reporters who came for her reactions to the new rulers in Europe. However, her able efficient Secretary of the Press, Lady Carolina of Spain, talked to reporters. Asked her opinion of Madame Edyth Birsane, Lady Carolina replied, "She's certainly spirited." In response to a question as to whether the house of Ver Plug would really fall, she answered, "Well, I just don't know; he's plugging along." Asked if Queen Suzanne would recognize Poderkagg, Lady Carolina inquired, "Poderkagg?? Where's that? Oh, wait, isn't that the country that's run by a bear--King PandaBear? Yes, that's his name. Oh, I don't think ol' PandaBear is anything to worry about, so why should we recognize him? And now, if you don't mind, I have other pressing engagements..." With that Lady Carolina drifted aimlessly out of the room, leaving the reporters sitting there with the pigs.

COW PASTURES (21 May 1901): The cows thank Moscow for the vote of confidence, saying, "We shall be the rulers of the world!!!"

3.

THE CALHAMER POINT COUNT RATING LIST BY COUNTRY

Turkey

3.000	Edi Biraan	1.000	Bob Johnson	.500	Banks Mobane
2.333	John Smythe		Dave Johnston	.333	Len Lakofka
2.000	Andy Phillips		Robert Katzive		Larry Peery
	Charles Wells		Kurt Krey		Jim Pratt
1.667	Hal Naus		Dave Lobling		Ken Valentine
1.200	Conrad van Metzke		James MacKenzie		Chris Wagner
1.000	John Beshara		David May	.250	Allan Huff
	Randy Bytwerk		Don Miller		Cliff Ollila
	Ron Dellbringe		Bud Pendergrass	.200	Brian Bailey
	Jack Fleming		Jerry Pournelle		Sherry Heap
	George Grayson		Rich Rubin		Ted Holcombe
	Jack Greene	.500	Chris Schiederer		Larry St. Cyr
	George Inzer		Charles Turner		Jerry White
			Ken Davidson		
			Terry Kuch		

INTO THE ARCHIVES NO. 43

It is no secret that Doug Beyerlein is not only a ratings expert, but also an outstanding player as well. He demonstrates this fact with the following excellent article on how to conduct an alliance with a minority power.

THE ART OF PUPPETRY
by Douglas Beyerlein

In the game of Diplomacy a puppet is a player who will carry out the desires and plans of another player in return for survival. As such, a puppet can be a useful tool to a major power in search of a win.

Initially, a puppet can be gained when one or more players are in a position to easily eliminate the minor power's country. Once both the major power(s) and the minor power realize this fact then the major power can make the offer of survival to the minor power in return for total help toward the win. The major power should only offer a puppetship to the minor power when (1) the minor power's units occupy positions which the major power must control, but will fall in enemy hands with the elimination of the minor power, (2) the minor power controls a strategic corridor which the major power needs access through for the conquest of a new area of the board, or (3) the minor power is an excellent player whose help will increase the major power's chances of victory.

Even though the minor power may meet one or more of the above criteria and is in danger of elimination, the player may refuse to puppet to the major power. Some players will refuse to play the role of a puppet, but will instead go down fighting or will even banzai to a third player. These factors must be taken into account when making an offer of a puppetship to a minor power.

Once a puppet is procured, then the major power must make the best use of the puppet's units while giving the puppet a feeling of security. To be of any use, the puppet must occupy part of the major power's front line. The puppet's orders must be coordinated with the major power's and this can best be done by the major power giving the puppet specific and exact orders for the puppet's units. This way, there is at all times complete and total coordination and cooperation of the two forces against the common enemy. In rare cases where the puppet is the more experienced player it may be wise for the major power to accept orders from the puppet. This obviously depends on the individuals involved.

A puppet must never be neglected, but should be kept busy fighting on the front line. With the enemy's units in front and the major power's behind, the puppet is given no chance to change alliances or play an independent role. Because the puppet's units are on the front and in position to gain enemy supply centers, the major power must carefully watch for growth and the building of new units by the puppet. The easiest way to contain a puppet's growth is for the major power to take one of the puppet's behind-the-line supply cen-

ters whenever the puppet gains a new center. This way, the puppet is maintained at a constant size and yet is hopefully advancing against the enemy.

When the major power has the win within sight, it is important to reward the puppet with a second or third place finish if possible. This in turn may delay the victory by a year or so, but it is important that the puppet is completely compensated for its complete dedication to the cause. This is in effect far more than the guaranteed survival originally agreed upon, but it is a nice extra to deaden the pain of defeat. And who knows, maybe next time the situation will be reversed.

In summary, a puppet is more than a helpful ally, but is an extension of the puppet master's empire. A puppet must be given security, a role to play, and a minimum guarantee of survival in return for total help. The one unifying factor which makes this all possible is diplomacy. Diplomacy is the string which makes a puppet more than just a paper doll.

DIPCON V POSTAL PLAYER CENSUS

As mentioned in Hossier Archives #85, I would like to preserve for posterity a list of all the postal Diplomacy players (or persons affiliated with the hobby) that attended DIPCON V. Although unfortunately this list was lost at the DIPCON, through personal recollection I have managed to remember 42 players from 18 states, D.C., and Canada that attended. They are presented below. If anyone can make corrections or additions to this list, it would be muchly appreciated. I am almost certain that there are additions since there were at least 70 Diplomacy fans at the International Game Show and I doubt that 30 of them were purely FTF players. In any case, we had a quantum jump from the 20 odd players ((odd is right! CA--)) that attended DIPCON IV in San Diego last year. This can only be attributed to the fine work of Len Lakofka and Larry Blandin, and I can't wait until the extravaganza that they are already planning for next year!

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|---------------------|----------------------|------------|
| California | | |
| 1. Larry Peery | 21. Steve Bell | |
| 2. Red Walker | | |
| Colorado | | |
| 3. Elliot Lipson | 22. Mark Thomas | |
| Illinois | | |
| 4. Larry Blandin | 23. John Beshara | |
| 5. Allan Calhamer | 24. Edi Birsen | |
| 6. Len Lakofka | 25. Bob Lamb | |
| 7. Wash Peery | 26. Steve Nozik | |
| 8. Jim Pyle | | |
| 9. Chris Schleicher | Ohio | |
| | 27. John Koning | |
| | 28. Tony Pandin | |
| | 29. John Saythe | |
| | 30. Stan Wrobel | |
| Indiana | | |
| 10. Walt Buchanan | | |
| 11. Tom Keller | | |
| 12. Don Lowry | | |
| 13. Don Roll | Oregon | |
| | 31. Eric Verheiden | |
| Massachusetts | | |
| 14. John Moot | Pennsylvania | |
| | 32. John Boyer | |
| | 33. Charles Sharp | |
| Maine | | |
| 15. Burt Labelle | Tennessee | |
| | 34. Peter Ansoff | |
| Michigan | | |
| 16. Herb Barents | 35. Scott Huddleston | |
| 17. John De Longpre | | |
| 18. Mehran Thomsen | Texas | |
| 19. Bob Van Andel | 36. Jeff Key | |
| | | Washington |
| Nebraska | | |
| 20. Ray Christian | 37. Doug Beyerlein | |

Wisconsin

- 38. Gary Gahrke
- 39. Fred Winter

Washington, D. C.

- 40. Jim Reilly

Canada

- 41. Herb Galenzowski
- 42. Mark Weidmark

Cow Pastures

- (43.) Queen Suzanne

EURGDIPCON I

(Before we leave the subject of DIPCONs, I can't resist passing on some great news from Europe. Diplomacy is indeed catching fire throughout the world! Michel Feron, the editor of Moeshoeshoe informed me by letter, and then gave the account below in Moeshoeshoe 37, of the first European DIPCON! What is even more amazing is that it was bigger than the first 4 U.S. DIPCONs! We're going to have to run fast to stay ahead of our overseas brethren!)

The 1st European SF Convention, Eurocon 1, was held on July 12/16, 1972, in a city by the name of Trieste (this city is, as most of you must be aware, near Venice!).

It is usual to try to organize, at each big science fiction convention, a face-to-face Diplomacy game, if of course there are enough Diplomacy fans attending the Con. so three European gamesmasters and former gamesmaster (Michel Liesnard, On les Anns!, Belgium; Hartley Patterson, War Bulletin, United Kingdom; and Michel Feron, Moeshoeshoe, Belgium) were intending to find other players and to organize a game in Trieste.

We first intended to hold the game in the Convention Hall, but we learned that this hall would be closed for cleaning, so we had to search for something else...I made a poster announcing the game and asking for players, while Michel Liesnard went in search for another place.

The poster was hanged on the door of the Con hall, and Liesnard decided to hold the game in the parleur of his hotel (Corse Hotel). But many, many people said they were interested, so that the parleur would be quite too little for the meeting.

Liesnard did some more searching, and found the Accademia, a local cards and chess club...This club had one room free, as well as a bar (very important in a Dippy meeting, of course), and the owner was willing to rent us a room. Liesnard, treacherous as usual, explained to them that there would be only a few very serious and very calm players, so the Club said "yes".

So on Friday, July 14, 1972, all interested players and would-be players met in front of Hotel Corse, and Liesnard led them to the Accademia. I was not there, as I was still trying to convince my own hotel to serve me some kind of quick meal...

When I arrived at the Accademia, at 9.00 pm, I was very surprized to find a room full of players, already busy making and breaking alliances...

I had feared that we wouldn't find 7 players, but there were about 30 players in the room, from every corner of Europe, from England to Germany, from Denmark to Turkey, including of course Belgium.

By the way, seeing the success of our meeting, we had decided to make it the first European Diplomacy Convention, and to call it EuroDipCon 1. With the help of Claude Dumont's ditto machine, we even had printed membership cards, and distributed them to every player.

There were a good number of new players, who had never played Dippy before, and who showed themselves very interested in the game. This gave us great hopes for the future of European Diplomacy!

Two games were organized, with Liesnard and myself as GMs. The presence of novice but enthusiastic players gave birth to some wild but effective strategy: in one game, Italy, while it only had 5 units, successfully attacked and invaded Sevastopol, while, in the 2nd game, Russia, with only 6 units, had his Sevastopol fleet wandering in the Channel!

As there were only two Diplomacy sets, cards and chess were also played. Others were busy taking pictures of the event.

The meeting closed at 1.00 am, as the Accademia had to close then, but on the following day, more than one game was organized in the Eurocon bar.

As you can see, a great day for European Diplomacy!

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