

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 (1972CR) 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 #87 to get a list of all articles through #90. This is Albatross Press publication #100.



MULTIPLE WINNERS INVITATIONAL (1972CR)
(Average Aces Trophy Game)
Spring 1902

TWO MYSTERY LIMERICK MEN COMPETE FOR HONORS AS BATTLE THICKENS!

The question...everyone will say...
Is who is fighting whom today?
The East is as hot as a cauldron of oil
While the conquest of neutrals is the West's toil.
Will some action start before Walt is gray?

Or if France and Germany wax
As England gets the axe,
Russia may go
Under the snow
By the Austro-Turkish tracks.

AUSTRIA: A Vie-Tyr, A Tri S A Vie-Tyr, A Rum-Bul, A Ser S A Rum-Bul, F Gre S A Rum-Bul, A Bud-S Russian A Gal-Rum
(Haus)

ENGLAND: A Liv-Edi, F Eng-Nth, F Lon S F Eng-Nth, F Nwy S F Eng-Nth, A Bel S French
(McCallum) A Bur-Ruh

FRANCE: A Bur-Ruh /r/ (Gas, Pic, d), A Par-Bur, F Bre-Eng, A Spa-Mar, F Por-Mid
(Birsan)

GERMANY: F Den-Ska, F Kie-Hel, A Hol-Bel, A Mun-Bur, A Ruh S A Mun-Bur
(Prosnitz)

ITALY: A Ven H, A Tun-Apu, F Ion C A Tun-Apu, F Nap-Tyr
(Beyerlein)

RUSSIA: F Swe-Ska, A StP-Nwy, A Gal-Rum, A Ukr S A Gal-Rum, F Sev-Bla
(Ver Ploeg)

TURKEY: F Ank-Bla, F Con S F Ank-Bla, A Bul S Austrian A Rum /a/, A Arm-Sev
(Iakofka)

Fall 1902 Orders are due not later than noon (9:00 A.M. for phone calls) on Saturday, 14 October 1972. Conditional builds and retreats are also recommended at this time.

A PIECE & TRIBUTE: It is with great regret that I must tell you Rod Walker is having personal difficulties and will soon be getting new GMS for his games. When I was the first to answer the 1st GRI flyer almost 2 years ago, Rod was the 1st to reply and give me such a wonderful introduction to the hobby. He has also done that for countless others. Rod is the mainstay of the hobby and if we lose him we will suffer a great loss. Besides his countless zines and services performed, the humor and news provided in Erehwon and especially the valuable statistical data in Numenor are irreplaceable. I don't see how many of our rating systems can survive without it, and many of these services tied the hobby together. So if you feel as I do, write Rod (address on cover) and tell him how much you appreciate him. While I don't think any one man can be expected to continue doing all Rod has done, if we lose Numenor especially, we could end up with a chaotic and less enjoyable hobby.

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ACEINGS:
Spring 1902

CANTERBURY (30 January 1902): "I'll have them wall all Germany with brass."

PARIS (1 February 1902) (IDE): In the western wing of the French Royal Palace, Madame Edythe Birsane I and the "Sea Prince" Lord Hamlet compare notes on recent diplomatic and military actions. The northern shores lay tense before the shadows of English warships. Yet, the people are still free of domination and hopeful that the new French Fleet Force constructed in Brest will encourage a peaceful conclusion to the tragic violation of the otherwise neutral Channel. The people long for the times when only a written agreement was needed to keep their coasts free of gunships.

From the eastern boundaries, Army Group Burgundy is recovering from its attempted raid into Munich. While the chances of stalling the projected German attack on France were slim to start, the pre-emptive strike by the Army Group did give rise to a new spirit in the Armed Forces on the eastern boundaries. Now the troops lay at night dreaming and hoping for the offensive once again rather than the passive play of a pull back into the traditional three army stalemate across southern France.

To the ruler and the advisor, they were faced with one over-riding problem: to strike out against England or Germany...

"Mi'lady, we can prepare to strike at the British in the Channel and join with the Germans in an effort to destroy the British in Belgium."

"So the Germans would have us believe and help them gain Belgium."

"We then could help the English against the Germans by..."

"By knocking our brains against a guarded border with only one army. Really now, let us gain some reason."

"To ally with the Germans would bring us London and Liverpool, and to ally with the English would bring us Munich and Berlin and maybe one more place of importance. If your Lady approves, I could review the offer we have...."

"Enough! We have no time for this discussion in a void. Let us see who builds what and then act either as a partner in an alliance, a victim on defense or a neutral party if that is possible."

ANKARA (18 March 1902): The Fall of the House of Ver Plug, Chapter 4: Suzanne moved toward William and bade no attention to the 7 ugly beasts that now crept up behind her. "Splat, splat, bpppb!" was heard in the tiny room. Suzanne realized that it was William just as the scythe was about to hit its mark. She swung high at this last instant and twirled around as William Leomund crashed to the floor to avoid her blow. Lucky it was for both William and Suzanne, for the wide blow and the spinning around caused by the momentum of the swing, caught one of the beasts just as it was ready to splat her to death! It screamed a loud ghastly noise and ran to the back of the room. Cretin (er Brenton) Ver Plug now grabbed for a torch and drove the other beasts back into the shadows! "Suzanne, my darling, are you all right?" She swooned and fell at his feet.

The next morning found Cretin Ver Plug and I (er Brenton), at the breakfast table trying to find a morsel of appetite after the horrid scene of last evening. "But why can't you just kill...them? Brenton, you didn't explain that too well," I said drinking some orange liquid which Douglas had passed off as orange juice.

"It goes back to the Ver Plug Legend, my dear William. When the first Ver Plug, Bombasto, after whom this castle is named, moved here from Australia it was for fear of death! He had been so bold as to tamper with the flora and fauna of New South Wales and now his devilish actions were about to catch up with him. His estate was said to be surrounded by herds of strange beasts, just waiting to destroy him. When he arrived here, some 100 years ago, it was believed that some of the pigmy natives followed him, bringing with them that scourge of the Ver Plugs, that beast which you saw in the cellar last night! Bombasto was killed in the strangest way! He was found in a 9-foot high pile of brown stinking material.

"Years later, his son, Verbose Ver Plug captured a pigmy warrior in this very valley. Through torture he found out that the Ver Plug's bane had come to this valley and would destroy the house of Ver Plug some day! The pigmy, who some think was a witch doctor, then put a curse on us Ver Plugs. He said if we killed the beasts we would surely die, and if we did not, the same fate would befall us!! So you see, William, I may be killing myself if I kill them, and I may be killing myself if I don't! What am I to do?"

What will Brenton Ver Plug do? Will he go to the washroom first? What are the beasts I promised to tell you about in this chapter but didn't--cackle? Tune in next time to hear the terrible counter report from the Cow Pastures!!!

ANKARA (19 March 1902): Postscript to The Fall of the House of Ver Plug: What are the dreaded beasts that are part of the Ver Plug legend? Send your guess in today--if you're right, you'll get a free game in Liaisons Dangereuses! Close approximations accepted.

COW PASTURES (20 March 1902): Cow Pastures inhabitants are all busy with the spring planting and the only comment made on the Ver Plug Dilemma was "Doomed if he does; doomed if he doesn't."

ANALYSIS (Winter 1901): Rick Brooks, (R.R. 1, Box 167, Fremont, Indiana 46737; comments are invited.)

Much food for thought in the winter moves. Russia builds RA StP which should cost him a southern center in the fall. Turkey's moves are rather obvious. TA Bul really has no place to move unless he drops back to Con so he will probably support either AA Rum or AA Ser to Rum. TA Arm to Sev will cut support for an attack on Rum. TF Con S TF Ank to Bla is better since it allows TF Con freedom to block Smy in the fall in case Italy moves to menace it. If Italy moves IF Ion to Aeg, Turkey can move TF Con to Smy and TA Arm to Smy. Any other way risks loss of a center. On the other hand, dropping back TA Arm means that Turkey can't take Sev. So AF Gre to Aeg will block this and Gre can be retaken in the fall if lost in the spring. If Italy has moved IF Ion to Eas and IF Nap to Ion, he will be in position to convoy IA Tun to Smy or Syr. Turkey can block both by moving TF Con to Smy and TA Arm to Syr. But going after Sev and trading the build for a possible IA Syr would be better.

But going back to lonely RA StP. With RA StP and RF Swe, EF Nwy is even lonelier. Why RA StP then instead of RF StP? RA StP can successfully support RF Swe to Nwy in the spring, then drop back to Mos in the fall to be in position to support. But Russia will get a build for Nwy in the winter. Especially since if Russia loses Sev, he is almost to lose his fleet. If he doesn't, Rum is the only place he can support himself into.

Since EF Nwy can retreat to Bar (another reason for RA StP S RF Swe to Nwy) or the Nrg or possibly Ska and since EF Lon S EF Eng to Nth (or vice versa) can't be blocked, Russia is almost forced to keep RA StP there for support in the fall. GF Den to Ska and GF Kie to Den would secure Russia's flank and give them three fleets on the North Sea. EF Eng moving risks the loss of Bel. GA Mun to Bur can cut Bel's only other possible support with GA Hol S GA Ruh to Bel sure to go. Using GA Ruh for support risks FA Bur to Ruh cutting support. France would risk being dislodged by GA Ruh S GA Mun to Bur (which can be blocked by EA Bel to Ruh so GA Mun S GA Ruh to Bur is better). But moving FA Spa to Gas and retreating FA Bur to Mar would allow France to blast Germany back out of Bur in the fall since Germany obviously cannot muster more than one support.

So Germany would do better to go after Bel and move GF Den to Nth and GF Kie to Hel. Then he could have 3 units on the Nth and either take Bel or block England out of the Nth. (EF Lon S EF Nwy to Nth is poor with EF Nrg open for retreat which will cover England's northern flank. Besides it concedes Nwy to Russia who may only tap on Nwy with one unit.)

England and France have a good counter: FA Par S FA Bur, FA Spa to Gas, FA Bur S EA Bel (always make the enemy work for your centers; besides Bur has nothing else to do). EF Lon S EF Eng to Nth and FF Bre to Eng will hold Bur and leave Pic open for EA Bel to retreat into. Then in the fall, FF Eng S EA Pic to Bel, EF Nth to Hol, FA Bur to Ruh, and FA Par S FA Gas to Bur will retake Bel and could eliminate GA Bel. EF Nth if dislodged can retreat to Ska and raise hell with Nwy and Swe. (If Hel is open, a retreat there could cause trouble with Hol and menace Kie.)

So it would be better for Germany to move GA Ruh S GA Hol to Bel since in the fall he could support himself back into Hol with GF Hel if necessary. He could try for Bur with 3 units on it but FA Par and FA Gas S FA Bur would foil him. Of course, Germany can support GA Ruh in place. But he can take Bel in the spring and hope that England and France goof up so that he can keep it in the fall. England and France are still playing things close to their chests. EF Lon can go either east or west. FF Brest can aid in holding Bel, but if not aimed at England, it could eventually be moved at Italy. Italy has yet to commit himself.

Austria has a fascinating build in AA Tri. A pity that I can't see any meaning in it. For attacks on either Turkey or Italy, Austria needs more fleets. And Tri may not be open to

build in when he needs it. So where is he planning to go after the fall of Russia? Anybody going after him has problems, though. If Italy conveys TA Tun into Alb successfully, Italy, Turkey and Russia will only have five armies and three fleets on Austria's centers to his five armies and a fleet.

Russia can support either RA Rum or RF Sev with RA Ukr while Austria will be able to hit one and Turkey the other with two units in the fall. Since Turkey is unlikely to move TA Arm S AA Rum to Sev, it is probably unnecessary to support Sev if Rum is hit. Turkey could possibly move TA Con to Gre and "trade" it for Sev. Since this blocks him to the north such a move would signal a probable move against Italy. Or Austria and Turkey might trade off again in a few more moves. Russia can move RF Sev and RA Ukr S RA Gal to Rum. But with Turkey hitting Sev and Austria hitting Gal, one support will be enough to hold Rum.

Russia may gamble by moving RA Ukr S RA Gal and RF Sev to Rum. But Austria can take Gal no matter what Russia does by moving AA Bud S AA Vie to Gal (I prefer having another army in Rum in case of trouble), AA Rum to Ukr, TA Bul S AA Ser to Rum, and TA Arm to Sev. A double-cross by Turkey would result in wiping out AA Rum. RA Gal is almost certain to retreat to War. Then Turkey can hit Sev with two units and Austria can hit Ukr with two units. RA War could save SA Ukr, but nothing can save Sev. Nothing of a tactical nature, that is. Turkey will probably go for the sure build even if Italy tried to hit him.

At the moment, Italy's best bet looks to be an alliance with Austria against Turkey. (Though getting it is something else.) If Austria takes Turkey by surprise, he can wipe out TA Bul. AF Gre S AA Ser to Bul, AA Bud S AA Rum, AA Vie to Gal and AA Tri to Ser will not lose Rum unless Russia moves RA Ukr S RF Sev to Rum and RA Gal to Bud. Otherwise, Austria can move AA Ser and AA Bud S AA Rum and AF Gre S AA Bul. But Turkey and Russia can move RA Ukr, RF Sev and RF Bla S RA Gal to Rum and RF Con to Bul (to cut support) and wipe out AA Rum. So an Italian attack on Turkey probably wouldn't go with an Austrian attack on Turkey until fall. Neither England or France are as vulnerable (one result of building fleets in Lon and Bre) in their alliance as Turkey is. Basically, Austria must let Turkey catch up soon. Reassuring Turkey could be a reason for not building a second fleet this winter.

INTO THE ARCHIVES NO. 47

Although most articles about rating systems are controversial, the following one ought to stir up more controversy than most. Instead of arguing which rating system is best, Rick Brooks wants to do away with the whole lot of them! What I am interested in now is what you novices out there think about this whole affair?

DIplomacy AS I SEE IT: THE EVILS OF THE RATING SYSTEM by Rick Brooks

Issue #12 of Liaisons Dangereuses had four questions on rating systems. Basically, Len Lakofka asked if a rating system should be standardized by a Diplomacy group with members voting on games to be included as well as the terms of the system, if Rod Walker should rate Buddy Tretick's games, whether 7-man, 7-game series should be rated, and how important rating systems are.

Those of you who have read my articles on chance in Diplomacy and the rating systems (Hoosier Archives #38 and #39) know that I feel that the human factor in Diplomacy bulks too large for any rating system to mean much. But there are other reasons for wiping out all rating systems.

First, where do we draw the line? Rod Walker has the thankless job of assigning game numbers and has questioned treating the 7-man, 7-game series as regular games. (Incidentally I would do away with this problem by using one set of game numbers with Miller letters classifying them by types thus combining the work done by Rod and Lew Pulsipher.) House rules are a necessary evil in postal Diplomacy. There are so many nits that could be picked out here to "disqualify" a game that I hesitate—in fact, flatly chicken out—to go into this further.

Second, the system now allows for abuses. Rod Walker has the sole responsibility for deciding what is regular (i.e., rateable) and what is not. Rod has been feuding with Buddy Tretick and this can't help but color his views of Buddy's GMing.

But my main objective to the rating systems is that they spread hard feelings. The whole feud that split the Diplomacy Association started with John Beshara objecting to an action of GM Rod Walker with one of the main reasons being what it would hurt John's rating. Now we

have Len Lakofka dropping out of the 7-man, 7-game set in Peerimania with a part of his reasons being that he didn't want to be rated in them and issuing a blast at GM Larry Peery. Since Len is somewhat more sensible than Beshara and Larry has no intention of continuing as IDA President, we shouldn't see the IDA racked up. But how long can we put up with the hates generated by people who profess to feel that some GM decision is cheating them out of rating points?

Playing to impress others is a damn poor motive (though none of us are completely free of this). I play mainly to impress myself...and have a long series of flawed games behind me. Some players feel that ratings are the main things and play for blood. The ratings are a club that I can use to beat you over the head with to "prove" that I'm a better man than you. Rating systems thus spread hard feelings between players. This undoubtedly extends to designers of a rating system that doesn't give somebody what he feels his just dues are.

If a rating system did measure excellence in Diplomacy, it might be tolerable to most players. I think that we do not know what constitutes excellence in Diplomacy. I believe that tactical skill is the main measure, but my believing this doesn't make it so.

Our culture is too hung up on pinning as the measure of excellence. Edi Birsan swept the Grudge Game against a strong field. But whether the win was due to overwhelming diplomatic skill or whether Edi just had the game drop effortlessly into his hands while the other players gouged each other to bits is another matter. The truth is undoubtedly between those two extremes. Despite my in-depth study of the game, I can't judge how Edi rates. I doubt that any one else can do any better.

The one case where I was definitely on the inside, namely QEC which I won with a strong blitz and 29 supply centers, I consider one of my poorer efforts. I was Austria. Rod Walker replaced the original Italy in a weak position and was willing to play for second. Conrad von Metzke played Russia. I envy Conrad as he is freer from the obsession of winning than the great majority of us. (I still cannot shake the feeling that a loss is a reflection on my playing a nearly total tactical game.) He kept after England even after I hit him. So the win in no way reflected my ability except for the amount of territory I took in before getting 18 units. Even there, I was trying for 30 centers.

But still we treat the rating systems as meaningful. But an unhealthy emphasis on rating systems causes us to turn a game into a competition. We take the fun out of it except for those who enjoy kicking other people in the teeth. We do not play for the game; we play for the rating. This is not only wrong, but also impoverishes all who play. How much longer can we tolerate this?

THE CALHAMER POINT COUNT RATING LIST BY COUNTRY

Russia

3.200	Doug Beyerlein	1.000	Glen Hertz	1.000	Mehran Thomson
2.000	Charles Turner		Jeff Key		Buddy Tretick
1.500	Conrad von Metzke		Bruce Kindig		Brenton Ver Ploeg
1.000	Peter Ansoff		Bob Kinney		Norman Zinkhan
	John Beshara		Paul Leitch	.500	Rick Brooks
	Edi Birsan		Don Miller		Bob Johnson
	Peggy Bowers		Derek Nelson		John Koning
	Walt Buchanan		Eric Nielson	.450	Larry St. Cyr
	Randy Bytwerk		Brad Payne	.333	Ken Levinson
	James Dygert		Larry Peery		Rod Walker
	Tom Eller		Bruce Pelz	.250	Hal Naus
	Mike Goldstein		Andy Phillips	.200	Larry Justus
	Michael Grayn		Gene Prosnitz		John McCallum
	Thomas Griffin		Charles Reinsel		
	Ed Halle		George Schels		
			John Shutelock		

* * * * *

JOIN THE INTERNATIONAL DIPLOMACY ASSOCIATION TODAY!

Diplomacy
 Copyright 1899 Allan B. Calhoun
 Boundaries of provinces and bodies of water.
 National and Imperial boundaries.
 Provinces containing this symbol are supply centers.



Fathoms	1440	1200	960	720	480	240	120	60	30
Meters	3000	2400	1800	1200	600	300	150	75	37

TURKEY

AUSTRIA-HUNGARY

ITALY

FRANCE

GERMANY

ENGLAND

FOLLOW THE ACTION!
(The McCallum System of Notation)

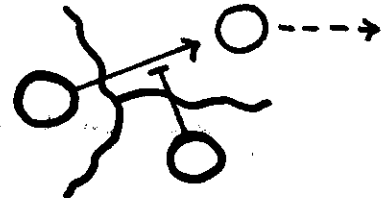
For ease in following the current demonstration game, a Diplomacy map is reproduced on the reverse side by permission of John Moot, the President of GRI. Incidentally, DIPLOMACY is a registered trademark for a game invented by Allan B. Calhamer and copyrighted by Games Research Inc., 48 Wareham Street, Boston, Mass. 02118. GRI sells the game for \$8 and the 1971 Rulebook for \$1.

To best follow the game and hopefully learn something from it, since it is being played and analyzed by experts, I would like to suggest to you the use of a recording system that was first proposed to me by John McCallum.

First of all, you will need seven crayons in the following colors: red (Austria), purple (England), blue (France), black (Germany), green (Italy), brown (Russia), and yellow (Turkey).

Now to use the McCallum system, you take this map, which is provided with each of the spring and fall seasons, and record the armies with a circle of the appropriate color and the fleets with a line. For the winter season, simply take the fall map and make square brackets around a unit built and round brackets around a unit removed.

Also, a good way to go from one season to another is to indicate an attack with an arrow and a support with a line and bar as illustrated. Additionally, an unsuccessful order or retreat can be indicated by a dotted line.



INFORMATION SOURCES AND/OR GAME OPENINGS

The following persons publish Diplomacy 'zines that are especially recommended as sources of general information and/or occasional game openings:

1. Edi Birsan, 48-20 39th Street, Long Island City, N.Y. 11104
2. John Boardman, 234 East 19th Street, Brooklyn, N.Y. 11226
3. John Boyer, 117 Garland Drive, Carlisle, Pa. 17013
4. Burt Labelle, 146 Elm Street, Saco, Maine 04072
5. Len Lakofka, 4970 N. Marine Drive, Apt. 525, Chicago, Ill. 60640
6. John McCallum, PO Box 52, Ralston, Alberta, Canada T0J 2R0
7. Chris Schleicher, 5122 W. Carmen, Chicago, Ill. 60630
8. Brenton Ver Ploeg, 520 Parker, #202, San Francisco, Calif. 94118
9. Conrad von Metzke, Grendel Press, PO Box 8342, San Diego, Calif. 92102
10. Rod Walker, 4719 Felton, San Diego, Calif. 92116

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