

13 de Janeiro



ABG 1

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 magazine devoted to articles on good play, demonstration games such as the Multiple Winners Invitational (1972CB) 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 sizes 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 12/\$2.00 or 6/\$1.00; back issues are 15¢ apiece (20% discount for all available). Ask for #87 to get a



INTO THE ARCHIVES NO. 48

Although we have had many articles dealing with different rating system philosophies, the following one is unique. To rebut Doug Beyerlein's article in Hoosier Archives #90, "A Rating System Philosophy," Len Lakofka has designed a new rating system that is introduced below. It will soon appear in Len's fine magazine, Liaisons Dangereuses, which is available for 12 issues for \$2.00 from Len at 4970 N. Marine Dr., Apt. 525, Chicago, Ill. 60640.

REBUTTAL TO "A RATING SYSTEM PHILOSOPHY" by Len Lakofka

When a person takes on the task of devising a rating system, he obviously injects his "philosophy" into the system, i.e., he uses numerical relationships to present his view of the game. Yet I do not believe that the majority of postal Diplomacy players will ascribe to the "Calhoun School" (win or draw, all other results are losses) as their philosophy and adopt a system of that school for the final one used in the hobby. Doug was more correct in his article comparing the now-in-use systems (Hoosier Archives #74) when he said that a player's skill will be reflected by his rating on a number of rating systems as opposed to his rating on just one.

I have examined all the systems and my philosophy is that of the "arbitrary" school. I can not believe that a player who has 16 centers for a second place has completely lost. He is behind that of the victor. To say he has played as badly as the person who was eliminated in 1901 is ridiculous! He has played an exceptionally good game, not as good as the winner obviously, but a very good game.

Thus, I bring to the floor the Liaisons Dangereuses Rating System now being calculated (if Rod ever gets out of bed and send us the back issue of Numero I want!). I hope to have a rating on all current players available by Liaisons Dangereuses #37 (about November 1).

I assign points in the following manner: Each game is worth 340 positive points, no more. Negative points assigned depend on whether the country is eliminated or not before the conclusion of the game.

The winner gets: $W_p = 10$ (Winner's centers) + 60

All others who place get: $A_p = (\text{centers owned/all non-winners', non-civil disorder centers}) (340 - W_p)$

In a draw each player gets: $A_p = 7$ (centers held) + 102/number of players in the draw

All substitutes gain points only in proportion to the length of time they actually played or in proportion to the gains they made with the country. Gene is the player coming in in 1913 with 17 centers and claiming he "won" in 1914--nonsense!

Elimination points will depend on how many players are eliminated--but the spread is quite minor.

This system will reward a strong 2nd but will not make much difference if you place only 1 or 2 centers above the next position below you. The maximum for a win will be about 260 points with a low of about 220. Second place will go between the extremes of 120 and around 45. Draws will come in between 170 and 75 for those with the most centers to as little as 10 points for a player with but one center in a draw. The full details of the system will appear in Liaisons Dangereuses #36—on sale everywhere!

Some examples of the Liaisons Dangereuses Rating System: (Note: C = Centers, P = Points, and E = Eliminated)

	#1		#2		#3		#4		#5	
	C	P	C	P	C	P	C	P	C	P
Aus	18	260	18	240	19	250	18	260	9	80
Eng	9	56	7	44	5	33	16	100	8	73
Frn	7	44	6	38	4	27	E 11	0	7	66
Ger	E 03	-40	E 03	-50	E 03	-70	E 03	-38	E 03	-70
Ita	E 06	-30	E 06	-40	1	7	E 06	-28	1	24
Rus	E 07	-20	1	6	2	13	E 07	-18	3	38
									6	99

Most of the other systems which rate games treat examples #1, #2, #3, and #4 in exactly the same manner. (Runner treats elimination and survival differently.)

A substitute who played in example #1 from 1911-1914 (conclusion) and gained 4 centers would get 72 points. The other player, if he resigned (not dropped or removed for cause), would get 168 points for carrying his country to 14 centers by 1910.

((In addition to rating system statistics, Len has also completed an interesting study on how bad the postal service really is. Some interesting examples: 31.1% of all air mail takes 3 days and 9.7% takes over that, 28.3% of all special delivery takes over 2 days, and 6.8% of all first class mail takes 4 days or more. Len also provides many examples of lost mail. The point of all this is that in your games you should always send orders in in plenty of time with 2 different mailings being advisable.))

NEWS OF THE REALM

1. **A NEW ARCHIVIST.** Fred Winter (Alpha Delta Phi House, Rm. 18, 640 W. Henry Street, Madison, Wisc. 53703) has gone into the archives business. Because of this, I would like to strongly urge all publishers to trade with him. As I know only too well, building an archives is one hell of a job, but Fred is willing to undertake this task. This is a valuable service to the hobby and with all the new sines starting nowadays, we need several archivists to preserve the heritage of our literature as well as to provide date to whoever needs it. Therefore, please cooperate with Fred and do the hobby a favor. His sine, Quorum 13, is up and running.

2. **NEW ZINES.** With the return to school, people are starting new sines almost faster than I can keep up with them! The ones that I have received so far are:

a. **Pellucidar.** Burt Labelle (146 Elm St., Saco, Maine 04072) has expanded his publishing activities by introducing this gemmine. Most of you are probably already aware of Burt's gemmine, Antares, which is one of the best in the business. Anyway, Pellucidar is starting off with a very impressive method and a game fee of \$5.00 with a 50% discount if you already got Antares—a deal not to be missed. Subs are 7/\$1.00 or 15/\$2.00.

b. **Annals.** John Leader (Box 1606, Hurstville, Ontario, Canada) is starting this new Canadian sine. Introductory game fee is only \$4.00 with subs being \$1/100 pp. John plans to discuss a lot of interesting topics.

c. **Ipseosa.** John Lauray (PO Box 86, Salome, Ariz. 85348) is bringing Diplomacy publishing back to Ipseosa after Peter Weber's exit with this new sine. Game fees are \$3.00 and one 8¢ stamp (per issue?) and subs are 8/\$1.50. Join a game and learn all about Salome's famous frog!

d. **Voice of the North.** Tim Tilson (200 W. 9th Ave., Sault Ste. Marie, Mich. 49783), whom I inadvertently left off the list of DIFCON V attendees, has started this sine which features a demonstration game of Middle Earth IV among Michigan's best players. There will also be a regular game at a fee of \$2.50. Subs are 8/\$1.00 or 20/\$2.00.

e. **Pulsar.** Mark Thomas (#70 Johnston Drive, Watchung, N.J. 07060) is using this

sine to publish the complete history of a Diplomacy game. Players must send in explanations of their moves plus their correspondence for publication each issue. In return, they get to play free. Although I have my doubts as to how well this will work, it should be an interesting experiment to watch. For more details, write Mark.

3. TDA 49-MAN TOURNEY. GM Chris Schleicher still needs more players for this tourney. \$7.00 game fees should be made payable to Chris but sent to: John Beshara, 155 W. 68th Street, New York, N.Y. 10023. See Hoarder Archives #90 for details of the prizes galore that will be awarded to participants.

4. ARMADILLO. Steve Cooper (3073 S. Buchanan Street, B-2, Arlington, Vir. 22206) is celebrating the first anniversary issue of his sine with a once-in-a-lifetime introductory sub offer of 10/\$1.00. I would like to urge you to take him up on it. Although most of you are aware of the excellent recently-started sines such as John Boyer's Impassable and Steve Bell's Carpenter, Armadillo has remained relatively unknown due to low circulation. I predict that this will change very shortly, however, due to Armadillo's excellent quality. The last issue was center-fold and appeared to be in off-set. Outstanding!

5. CHARLES REINSEL. The best game magazine for last. In the past 9 years of postal Diplomacy, only 2 publishers have been able to maintain gamebooks with 2-week deadlines for any length of time. They are John Boardman and Charles Reinsel. For the player, Charles Reinsel's Big Brother was probably the best game magazine ever. Started in 1966, this sine ran to 100 issues with never-missed 13-day deadlines and completed all 12 games started with almost zero adjudication errors. In short, if you wanted a professionally GMed game, you could do no better than Charles Reinsel. Now, after almost 3 years, Charles is thinking of starting up Big Brother again, if there is enough response. He will open up 7 games with \$7.00 game fees. The winners of these games will then compete in a "World Series" game for the championship. I can't urge you strongly enough to send Charles your \$7.00 fee quickly before he changes his mind. Send it to: PO Box 8342, San Diego, Cal. 92102. Knowing Charles, he will not restart Big Brother if the response is not great enough, and if so, the postal Diplomacy community will lose a regretably rare opportunity for perfectly GMed games. Elliot Lipson, take note!

ARCHIVES PUBLISHERS POLL NO. 4

TOP BOARD	S	N	SECOND BOARD	S	N
1. Edi Birsan (6)	228	15	8. Walt Buchanan	98	11
2. Brenton Ver Floeg (2)	165	12	9. Bob Van Andel	68	4
3. John Saythe (1)	140	14	10. Eugene Prossitz	66	11
4. Doug Beyerlein (1)	126	12	11. Andy Phillips	61	10
5. Jay Pulaski (4)	115	7	12. Paul Reed	60	4
6. Ron Walker	95	13	13. Len Lakoffka	53	5
7. Tom Eller	94	10		53	7

Players with over 20 points: Barentz, Beshara, R. Brooks, Bytwerk, Koning, McCallum, Van De Graaf, von Metzke. A total of 18 ballots were cast, or about 1/3 of those eligible. Those casting ballots were: Barentz, Beyerlein, Birsan, Borecki, Buchanan, Cooper, Labelle, Lakoffka, Phillips, Pulaski, Reinsel, Turpin, Vagts, Van De Graaf, von Metzke, Walker, Winter, Wood.

A few comments about this poll as compared to the last poll are in order. First of all, I was very pleased with the heavy turnout of voters, the best on record. As to the results themselves, Edi Birsan continues his dominating lead. Brenton Ver Floeg is moving up rapidly, however, no doubt due to his recent 4 wins completed within a couple of months, an all-time record. Doug Beyerlein is also moving up, probably due to a recent win.

Probably the most interesting thing about the poll this time, however, is the great effect had by a certain 4 Michigan publishers in voting almost identically for the top board. It goes to prove that there is strength in numbers! I suspect that at a recent meeting of the Michigan Organized Wargamers it was decided on which of the hometown boys were best and to vote accordingly. In any case, it was a most successful tactic even if it did probably throw the poll a little off. But who am I to judge?

Except for the effect of the above, there was little change in the 2nd board. Randy Bytwerk, Rick Brooks and Conrad von Metzke came very close to making the 2nd board, Bytwerk and Brooks making it the last time, but the Michigan vote made the difference.

ARCHIVES PUBLISHERS POLL (APP) NO. 5

A postal Diplomacy player rating service adapted from the Beyeklein Player Poll (BPP), the difference being that this poll is for GM/Publishers and those running a rating system to rate Diplomacy players from their viewpoint. Note that you can vote for players who don't play in your area.

All past or present GM/Publishers are eligible to vote for their choices for the fourteen top players in postal Diplomacy. Scoring will be on the following basis: 20 points for 1st place, 17 for 2nd, 15 for 3rd, 13 for 4th, 11 for 5th, 9 for 6th, 8 for 7th, etc.

Fill in your choice of the top fourteen currently-active players in postal Diplomacy from number one to number fourteen. Incomplete ballots will be disregarded.

TOP BOARD:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____

SECOND BOARD:

8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

Return this ballot to: Walter Buchanan
R. R. 3
Lebanon, Indiana 46052

DEADLINE: 30 December 1972

Results will be printed in Historic Archives and any other Diplomacy mine, the publisher of which has voted in this poll and wishes to publish the results.

INTERNATIONAL DIPLOMACY ASSOCIATION: For information on how you can join this rapidly growing service organization, write the Membership Chairman, Steve Bell, at 5605 Virgilwood Drive, Greensboro, N.C. 27409. Among the many benefits of membership is included a subscription to the very informative Diplomacy Review.

* * * * *