

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 #106.



MULTIPLE WINNERS INVITATIONAL (1972CR)
(Average Aces Trophy Game)
Spring 1903

NAUS DECIMATED AS HE IS JUMPED FROM ALL SIDES!

The Austrians curse and swear
They'll stall the Russian bear;
The French are going afloat
As England mans the boats--
Next look out for a Cossack scare.

EDinburgh (Nasrib Press) (23 April 1903):
A whirlwind of knives rest inside
Every move that has been made
As we all confide and all abide
That a treaty is no match for a blade!

AUSTRIA: A Boh-Gal, A Bud S A Boh-Gal, A Tri-Vie, A Ser S Turkish A Bul-Rum (d)
(Naus)

ENGLAND: F Nwg S F Nth, F Nth H, A Bur-Ruh /r/ (Gas, d)
(McCallum)

FRANCE: A Bel S English A Bur-Ruh, F Eng S A Bel, A Bre-Pic, A Par-Bur, A Mar S
(Birsan) A Far-Bur, F Gas-Mid

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

ITALY: A Tyr S Russian A Gal-Vie, A Ven-Tri, A Nap-Alb, F Ion C A Nap-Alb,
(Beyerlein) F Gre S A Nap-Alb

RUSSIA: F StP(nc)-Nwy, A Nwy-Fin, F Swe-Ska, A Gal-Vie, A War-Gal, A Rum S Tur-
(Ver Ploeg) kish A Bul-Ser, F Sev S A Rum

TURKEY: A Bul-Ser, A Ank-Bul, F Bla C A Ank-Bul, F Con-Aeg
(Lakofza)

Fall 1903 Orders are due not later than noon (9:00 A.M. for phone calls) on Saturday, 18 November 1972. Conditional builds and retreats are also recommended at this time.

ANNOUNCEMENTS: It is now certain that Rod Walker has left the hobby for good. While this is a sad event, the hobby must go on. The danger, however, is that it might not survive as an organized whole. Rod single-handedly maintained the Boardman Numbers and published completed game results, among other things. The debt the hobby owes Rod is great since he more than any other single individual made it what it is today. It is virtually certain that no one person can do all Rod did, so we must all work together. Conrad von Metzke is now assigning the Boardman Numbers and John McCallum will be publishing completed game results. However, to do these tasks, they both must trade with all publishers. I urge you to help and send them whatever information they need for their tasks. For one thing, it is now vital that all publishers start publishing supply center charts of all their completed games.

ANALYSIS (Winter 1902): Rick Brooks, (R.R. 1, Box 167, Fremont, Indiana 46737; comments are invited).

Austria is hurting. IA Venice (S) IA Tyrolia to Trieste, TA Bulgaria to Serbia, and RA Rumania (S) RA Galicia to Budapest is sure to take Trieste. (AA Serbia to Rumania and AA Bohemia to Galicia would remove any chance of taking Budapest, but would leave Vienna open.) RF Sevastopol (S) RA Rumania would hold Rumania. IA Venice (S) IA Tyrolia to Trieste, TA Bulgaria (S) RA Rumania to Serbia, RF Sevastopol to Rumania and RA Galicia to Budapest will take both Trieste and Serbia. Turkey might not care to have Russia and Italy blocking all his routes of expansion, though.

If Austria keeps his head, he can't lose all his units this year. But unless the triple alliance has a falling out, Austria is done by next year. And the moral is that getting 6 units the first year upsets your neighbors.

Italy would probably do best by moving IF Ionian (C) IA Naples to Albania, TF Greece (S) IA Naples to Albania, and IA Tyrolia (S) IA Venice to Trieste. The convoy can be blocked by AA Serbia to Greece and AA Trieste to Albania, a move set to be used only if Austria decides to block Italy at all costs. Austria could cut support by hitting Tyrolia, but would risk the loss of Vienna. Hitting Greece risks the loss of Budapest. So Italy would have at least as good a position in the fall to take Trieste. If he did take Trieste in the spring, he would have IA Tyrolia in position to go after Vienna with support from Trieste and probably an army in Albania to support IA Trieste. It is doubtful that the triple alliance will hold together long, so all will probably move for position as well as centers.

Why did Germany build in Kiel and leave Munich open? I don't know, but hopefully the next few moves will give some indication. Possibly he expected a removal of EA Burgundy. Even then, GA Munich gives better position. GA Kiel can support GA Holland while GA Ruhr blocks Munich, freeing both German fleets to hit the North Sea. But then EA Burgundy can take Ruhr while EF Norwegian (S) EF North Sea would go. Then Germany would almost be forced to use GF Helgoland as well as GA Kiel to support GA Holland in the fall.

RF Sweden to Skagerrak will give another fleet on the North Sea. RF Sweden to Norway, RA Norway to Finland and RF St. Petersburg (NG) would give good position if they all went. RA Finland could block Sweden if EF North Sea ended up in Skagerrak. And if RF St. Petersburg (NG) doesn't take Barents, RF Norway can support him in in the fall unless England blocked both Norway and the Barents. It would be a bit sticky if EF Norwegian (S) EF North Sea to Norway. If Germany preferred to go after the English home centers instead of hitting the Norwegian, Russia would not be able to retake Norway without dislodging the English fleet into St. Petersburg.

Why France built an army in Brest also isn't too clear. FF Gascony to Mid-Atlantic and FA Brest to Gascony will keep England honest, but so would holding FF Gascony and moving FF Brest to Mid-Atlantic. With Russian seapower building up, France could use another fleet. Unless he pries Russia and Germany apart, he has problems.

England seems to have conceded already to France. Is a convoy of FA Brest into London next? A convoy into Wales is unblockable and Liverpool or London could be taken in spite of England in the fall.

ACEINGS!
Spring 1903

FALMOUTH (3 April 1903): Gracious Lord, oh bomb the Germans,
Spare their women for Thy sake;
And if that is not too easy
We will pardon Thy mistake,
But, gracious Lord, whate'er shall be,
Don't let anyone bomb me.

ANKARA (19 May 1903): The Fall of the House of Ver Plug, Chapter 7: "Cretin, you Moron!" shrieked Suzanne from atop the cellar stairs. "How dare you kill my Naus, my good Naus, my precious? You fiend, I'll have your head--although I don't know what I'd do with it." She ran down the stairs, her scythe in hand ready to reap her brother where he stood! "They are mine, too, you insidious bag! How can you claim them as your own? I am the VER PLUG! Not you, you evil witch!" cried ~~the~~ Brenton Ver Plug.

"My darling brother, you do love them as I do!" She absolutely purred. Together they walked over to the wounded Ricketybroomsoid and began to care for it. It snapped and bit them, but they adored it.

"Oh my Lord, Gretin, you Moron!" I said, "They are the bane of your family. How can you love them? Have you gone insane, too? Egad, he has gone insane. What have I done?"

What has William Leonard done?--Seconds have passed in the telling of the care and stroking of the Brooksoid. What turn will this stupid story take next? Who will go insane in our next episode? Will it be you?!

SOUTH FORTY (17 May 1903): Residents of this charming village of Cow Pastures have been acting very strange for the past two weeks--tiny children awake screaming in the middle of the night and run from their beds with tales of horrid nightmares and all over the village, people have been shouting at each other in order to make themselves heard. Reporters have been trying to track down the mystery behind this strange phenomenon and have recently noticed that the nightmares seem to be less frequent and the loss of hearing in the villagers seems to have been temporary. They attribute the nightmares and the loss of hearing to the visit of William Leonard La Coughka and his overnight stay at the famed Hoosier Archives --La Coughka is said to have snored so loud that the cows hid in the pasture and the camels raced back to Lebanon from whence they came! Queen Suzanne is rumored to have said that her sleep was disturbed immensely by the hideous noise.

PARIS (IDE) 10 May 1903): In a rare moment of private introspection, Madama Edythe Birsane takes in the scope of her trials as leader of a people searching for glory. Her stately stature palls before the splendor of her view over the Seine as her castle tower peaks through the evening night. In a poorly prepared poet's hand, she sets down brief lines from her recollections of the past:

Touring high skies without winged companions
Swoop on valley past my mountain scaler;
Mock all people huddled in their life stations
While you take to flight as nature's aloner;
Solicit the shadows with solitude
Casting one when desiring of many.
Troubled loneliness is only your due;
Chasing scarcer winds though calm or stormy:
You fly as one under both moon and sun
But all know over the fates you have won.

LIMERICK LAND (17 March 1903): "Ladies and Gentlemen, this is your roving reporter, U. Rhyme here at the College of Advanced Limericks, where it is rumored that the Mystery Limerick Man has finally written a limerick using the words: Chula Vista. Ever since the challenge was issued nearly three months ago, the Mystery Man has been hard at work searching for every possible combination. Reports indicate that he nearly gave up several times, but was lured back to work by gifts of rhyming dictionaries.

Now a large crowd has gathered outside the College here, since the rumor of a completed limerick started circulating yesterday. Wait a minute, listeners---there is a commotion on the roof. My goodness, folks! It's the Mystery Limerick Man. It looks like he's going to jump. He did jump--LOOK OUT!!!---splat! Well, folks, he just jumped and spread himself over several acres of ground. The reason for the jump isn't apparent but I'll try to get over to the body. Ooph--squeeze--crunch--ewow. Well, folks, I made it over finally and am examining the body. There's a slip of paper in his hand and if I get to it we'll see what it says. I've got it--it appears to be a five-line poem. Wait a minute, there's the word Chula Vista. It's the limerick. Oh, it's terrible. I couldn't read it over the air. The censors would never allow it. It obviously drove the Mystery Limerick Man crazy. I'll have to hide it so that it's not released to the public. We'll announce a contest. The first person to guess the Mystery Limerick Man's true identity will receive as his prize (curse??) the hated rhyme. It's the only sure way of disposing of it safely. A minimum of people will see it that way. Start sending these entries in, please???! I've got to get rid of it."

FREMONT (28 May 1903): So far, 2 entries in the Great Limerick contest. One from a player identified only as "L. L." with a PO Box in Chicago sent 200 rhymes for Chula Vista. If this is indeed Lenny Lakofka (as my keen deductive abilities indicate), then it is small wonder that he doesn't deal in rhyming insults as did John Beshara, his beloved mentor and

Diplomacy idol.

Hal Naus in his usual 20-page weekly letter sent four rhymes in Polish and three more in what appears to be Pig Latin. The Committee is expected to rule on rhymes in other languages whenever we quit playing Pinochle.

INTO THE ARCHIVES NO. 51

Our old standby author, Len Lakofka, is back again with a very interesting article on how to play what many people regard as the most difficult country to play in regular Diplomacy, Germany. It will be interesting to see what Leo Niehorster makes of all this!

GERMANY--EVERYONE'S UNDERDOG

by Len Lakofka

Germany has won fewer games than anyone else. He has a poor survival record and is always in the bottom three in rating lists. Why does this occur? Germany's central position is absolutely essential to the winner of most Diplomacy games. If you haven't noticed, there is a line from Naf through Wes, Iyo, Pie, Tyo, Boh, Sil, Pru, Liv (or Bot) and Fin that has no supply centers. East of that line are: Ank, Con, Smy, Gre, Ser, Bul, Rum, Tun, Nap, Rom, Ven, Tri, Vie, Bul, Sev, Mos, and War for 17. West (including StP) are the other 17. You must cross this "no man's land" to get your victory.

There are three passages: the Western Med area, including Pie and Naf; the far north via water; or through the heart of Germany. This last course is where mighty land battles are fought and many a game of Diplomacy is waged to its bitter conclusion. Knowing that Germany and beyond (east or west) is such an important asset, many a player will strike into Germany early to gain that important foothold.

Seeing that Germany is so important in the overall strategy of the game is the first asset of a good German's diplomacy. He must emphasize his positional advantage to an ally so that Germany alone secures that area. Thus, a long-term Austrian or Russian alliance is very important to Germany. Such a pact will cement that area as neutral until later in the game when, hopefully, Germany has gained positional advantage with a western ally.

For Germany, two alliances are antithesis for his survival. These are a French-English and an Austrian-Russian alliance. He may just as well pack up and go home if both of those pairs form. Germany should therefore hook his lucky star to a strong Turkey (implying a Turkish alliance with Austria as first choice or Russia as second) and one western power. If Turkey allies with Austria, England is your best ally. In this way, France, Italy and Russia are destroyed and you have good potential to stay with any of the three remaining powers. Alliance with France will imply a nasty battle in Scandinavia. This battle could weaken you dramatically. Also, Germany would be forced to assume a larger navy than normal to combat England. If Turkey allies with Russia, France tends to be a better ally, but it's a close decision. Russia-Turkey have the ability to move straight west and you are in that path. If you and England are killing France, you are out of position when the east attacks. Also, if you ally with France, Italy may ally with Austria and deadlock the east. Italy can't be so bold if France is getting torn up.

Germany must move decisively at the right moment. Rapid early growth is far more important for her than for England or Turkey. Germany rarely is a contender for first unless she has 7 or more centers by Fall 1903. Thus, areas of expansion must be quickly sought. These are best found in the homeland of a western ally. Scandinavia can produce quick gains only in alliance with Russia, as England will not give up Scandinavia as an ally. Massive German movement to the south and/or east is full of peril. It must be done before Austria (or whatever country(s) has overrun Austria) can move to Tyo and Boh. If the "no man's land" is sealed, it is hard to break through.

In 1901 Germany should expand to Denmark and Holland. Do not bypass Denmark in favor of Holland and Belgium. Such an error can be damning as England can now bounce you in Denmark while still taking Norway. A strong English-German alliance can be an exception--the only exception, thus, F Kie-Hol, A Mun-Ruh, A Ber-Kie or Mun! The move to Kiel by A Ber in that sequence can then produce a try for 3 centers or something wild like A Ruh (S) F Hol-Bel, A Kie-Hol (or Den). The fleet ready to attack the channel can give the German-English alliance a little extra zing. Also, Germany can lend Hol or Den to England, giving England

fleets London and Liverpool to smash France.

Alternate opening moves range from the standard F Kie-Den, A Ber-Kie, A Mun-Ruh, which tries for 2 or 3 centers, to the colorful F Den-Sks, A Kie-Den as suggested by Edi Birsan in Hoosier Archives #48. But since we've talked about bold play for Germany, let's give vent to it in Spring 1901 with an English ally--not French; Anti-Russian--A Ber-Pru, A Mun-Sil, F Kie-Den! (will bounce Swe); anti-Austrian or Italian--F Kie-Den, A Ber-Kie, A Mun-Tyo! Of course, any of these moves can also be accomplished in Spring 1902 but they have smaller strategic impact a year later.

Germany, unlike any other country, must play a strong strategic game and must always be aware of the overall board's diplomatic climate. Remember that in 1901-1902 it is wise to try to gain a strong Turkey: it is Germany's best life insurance!

GAME OPENINGS

The following is a partial list of Diplomacy game zine editors taken from the "Archives Publishers Survey" in Hoosier Archives #81 that are believed to currently have game openings in their zines (note: R denotes regular games and V denotes variants):

5. Hal Naus, 1011 Barrett Avenue, Chula Vista, Calif. 92011 (R)
10. Len Lakofka, 4970 N. Marine Drive, Apt. 525, Chicago, Ill. 60640 (R)
12. Buddy Tretick, 11710 Coldstream Drive, Potomac, Md. 20854 (R)
13. Chris Schleicher, 5122 W. Carmen, Chicago, Ill. 60630 (R)
22. Lewis Pulsipher, 423 N. Main, Bellevue, Mich. 49021 (V)
24. Ray Bowers, 625 Evans, Kirkwood, Mo. 63122 (R, "girls" game?)
27. Tony Pandin, 10406 Shaker Blvd., Cleveland, Ohio 44104 (R)
28. Robert Ward, 8665 Florin Road, #176, Sacramento, Cal. 95828 (R)
30. Stephen Cooper, 3073 S. Buchanan, B-2, Arlington, Va. 22206 (R)
35. Stan Wrobel, 7 Poland Village Blvd., Poland, Ohio 44514 (R)
38. James Massar, 127 N. Emmons Street, Dannemora, N.Y. 12929 (V)
39. Burton Labelle, Forest Park #23, 154 West Street, Biddeford, Me. 04005 (R)
41. Karl Pettis, McDonel Hall, Michigan State U., E. Lansing, Mich. 48823 (R, V)
46. Joseph Antosisk, 3637 Arden Avenue, Brookfield, Ill. 60513 (R, V)
48. John Boyer, 117 Garland Drive, Carlisle, Pa. 17013 (R, V)
63. Stephen Bell, PO Box 1787, Davidson, N.C. 28036 (R)
64. John Lowrey, PO Box 86, Salome, Ariz. 85348 (R)
65. John Leeder, Box 1606, Huntsville, Ontario, Canada (R)
67. Mark Thomas, 470 Johnston Drive, Watchung, N.J. 07060 (R)
68. Tim Tilson, 200 W. 9th Avenue, Sault Ste. Marie, Mich. 49783 (R)
69. Chales Reinsel, Box 8342, San Diego, Cal. 92102 (R)

AN INQUIRY FROM GERMANY

I am used to seeing stamps from Canada, England, Belgium, South Africa and Australia since I trade with Diplomacy publishers from all those countries, but I was surprised yesterday to find a letter franked with a German stamp. Evidentially Diplomacy sets with the GRI postal flyer have finally found their way to continental Europe since I got an inquiry from Leo W. G. Niehorster, 6450 Hanau/Main, Menzelstrasse 36, W. Germany in reference to one. I had been expecting such an event for several months since Michel Feron of Belgium chronicled EuroDipCon I this summer which was attended by players from Belgium, England, France, Germany, Denmark, and Turkey. Nevertheless, I was surprised and pleased when the moment finally came. I hope now that you publishers and players out there will welcome Herr Niehorster into the hobby by sending him letters and samples of your zines. For letters the 15¢ aerogramme is the best bet. For zines you can send them 50¢ air mail for the first 2 ozs. or 8¢ surface mail if they are unsealed. Also you can send anything you want at the air mail letter rate of 21¢ per half-ounce. I strongly recommend air mail unless you don't mind your material taking a month in transit. In any case, let's let Leo know that we're glad to add another country to the Diplomacy map.

* * * * *

Diplomacy

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--- Boundary of provinces and bodies of water.
 --- National and Imperial boundaries.
 ● Provinces containing this symbol are supply centers.



Fathoms	Meters
1640	3000
1100	2000
656	1200
328	600
164	300
82	150
41	75
21	38
11	19
5	9
2	4
1	2

GERMANY

AUSTRIA-HUNGARY

ITALY

TURKEY

FRANCE

ENGLAND

North Africa

FOLLOW THE ACTION!
(The McCallum System of Notation)

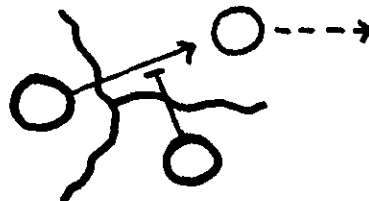
For ease in following the current demonstration game, a Diplomacy map is reproduced on the reverse side by permission of John Moot, the President of GRI. Incidentally, DIPLOMACY is a registered trademark for a game invented by Allan B. Calhamer and copyrighted by Games Research Inc., 48 Wareham Street, 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. Eurt 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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