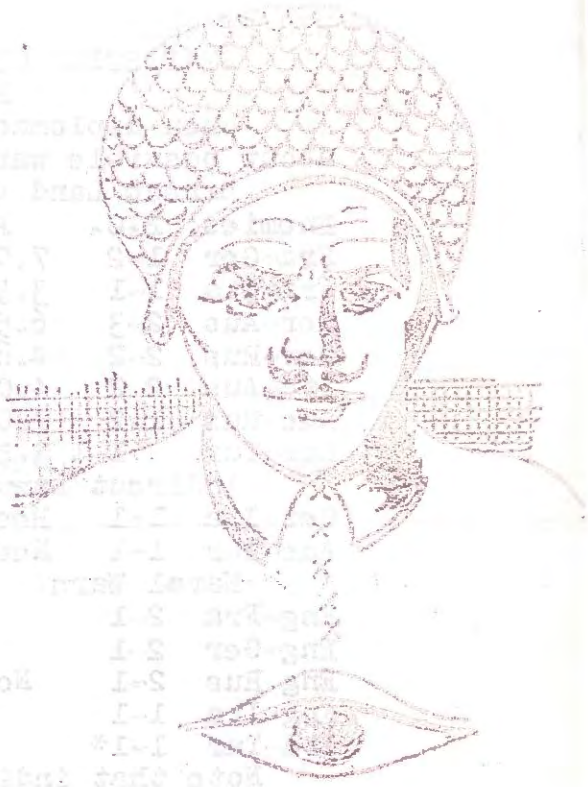
BIG BROTHER



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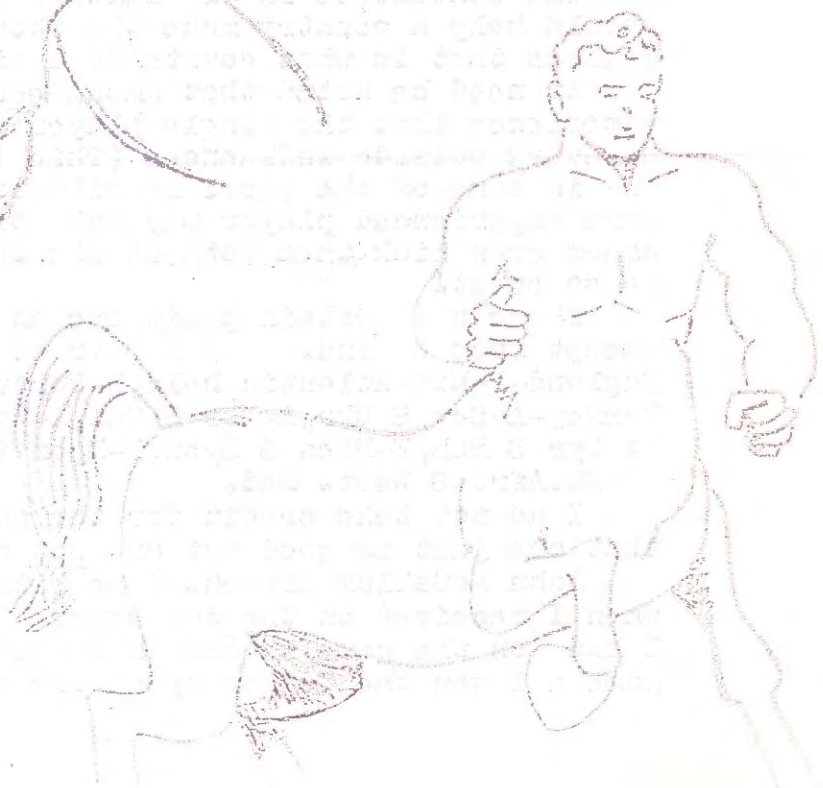

BIG BROTHER: 25 DECEMBER 1967:

STATISTICS OF THE POSTAL DIPLOMACY GAMEBOARD: Part II:

By: Charles M. Reinsel

When diplomacy fails there will be wars and certain facts about possible wars are hereby presented.

Direct Land Wars:

Enemies:	B.C.	A.M.	Key	
Fra-Ger	1-2	7.0-6.0	Belgium	B.C.-Border Confrontation
Fra-Ita	1-1	3.5-3.5	Gulf of Lyon	A.M.-Average Mobility of
Ger-Aus	2-3	6.5-6.0	Warsaw	Border Pieces.
Ger-Rus	2-2	4.8-5.0	Baltic & Galicia	Key-Key to Flank to win
Ita-Aus	2-2	4.0-5.3	Adraitic Sea	the war.
Aus-Rus	1-2	7.0-5.5	Rumania & Silesia	
Rus-Tur	1-1	3.5-3.5	Black Sea	

Indirect Land Wars:

Ger-Ita	1-1	Need to Control; Tyrolia	(Figure here
Aus-Tur	1-1	Need to Control; Serbia & Bulgaria	under B.C.

Naval Wars:

		Need to Control:	means the
Eng-Fra	2-1	English Channel	offensive
Eng-Ger	2-1	North Sea	powers in
Eng-Rus	2-1	Norway & Norwegian Sea	Armies or
Eng-Ita	1-1	Mid-Atlantic Ocean	Fleets.)
Ita-Tur	1-1*	Ionian Sea	(*-At best)

Note that individual statistics are sometimes pretty bare of meaning but are needed to program a computer for instance. However they do tell us if it is an even chance or if one side or the other is favored in a certain war situation. Most important is the overall picture you get and the help all of the facts give us during the diplomacy period and deciding who to war with and when. "There will always be Wars and rumors of Wars" but it helps when you can pick the battleground, the opponent, and the time of battle.

The statistics in Big Brother #47, #51, and in future issues should help a country make the above decisions. They help me and I guess that is what counts as I sift thru the mounds of facts.

It need be noted that among equal players in ability and experience that the single player should always lose to the two. However outside influences (This is where more diplomacy helps!) and in some of the possible situations on the board a better or more experienced player may hold off two opponents and in some few cases even lick them both at the same time. In these cases victory is so sweet!

There are certain positions on the board that cannot be forced except from behind. A pair of examples I've read about are; England-F-Mid-Atlantic hold, F-Portugal S M.A.O., F-North Atl. S M.A.O. Turkey-A-Sev S Ukr, A-Ukr S Gal, A-Gal S Ukr, A-Bud S Gal, A-Boh S Gal, A-Tyr S Boh, F-Piod S Lyon, F-Lyon S W.Med., F-W.Med. S Lyon, and F-Nt.Afr. S West. Med.

I do not take credit for the above but I have discovered others that are just as good but are not as well known. Ha-Ha!

John McCallum presented me with a most happy Christmas present when I received on the day before Christmas the written word that I had won the game 1966AQ in BROBDINGNAG. I played Russia in this game & I won the diplomacy at the start and the tactics thruout!

(Main article cont. some time;)

BIG BROTHER #51: CHRISTMAS EVE 1967: (26 GAMES FINISHED:)
THE OFFICIAL & ORIGIONAL BIG BROTHER'S POSTAL DIPLOLACY RATINGS!
63A,B,64A,B,C,D,65A,B,D,E,F,G,H,I,L,M,S,T,66B,D,E,M,O,R,AQ,&B.B.#2.
Note: Winners of all regular seven player games marked with "W":
****

27	John Smythe W	0	Jack Harness	-1	George Parks
21	Charles Wells W	0	Stuart Koshner	-1	Ron Parks
15	Derek Nelson W	0	Dave Lebling	-1	Steve Patt
14	Jerry Pournelle W	0	James Thomas	-1	Steve Patt
10	John McCallum W	0	Rod Walker	-1	Harold Peck
8	James MacKenzie W	-1	Dan Alderson	-1	Eugene Prosnitz
8	Don Miller W	-1	Charles Alexander	-1	Paul Puckett
7	James Dygert W	-1	Len Bailes	-1	Don Recklies
7	Bruce Pelz W	-1	Ed Baker	-1	John Sandoval
7	Monte Zelazny W	-1	Brenda Banks	-1	Dennis Smith
6	Jim Latimer W	-1	Steve Barr	-1	Henry Stine
5	Alan Huff W	-1	Edi Birsan	-1	William Sullivan
5	Charles Reinsel W	-1	Tom Bulmer	-1	Mehran Thompson
4	John Koning	-1	Allan Calhamer	-1	Richard Uhr
4	Banks Mebane	-1	Arthur Canfil	-1	Ronald Wilson
4	Conrad vonMetzke W	-1	Louis Curtis	-2	Ron Bounds
2	Lon Atkins	-1	Ron Daniels	-2	Jack Chalker
2	Donald Berman	-1	Scott Duncan	-2	Bill Christian
2	Rick Brooks	-1	Dennis Frisch	-2	Barry Gold
2	Larry Peery	-1	Leonard Garland	-2	James Goldman
2	Dian Pelz	-1	Sidney Get	-2	Terry Huston
2	Jock Root	-1	Alex Gilliland	-2	Greg Long
2	Earl Thompson	-1	Al Goggins	-2	Joel Sattel
2	Chris Wagner	-1	Thomas Gorman	-2	Bill Schreffler
2	Bob Ward	-1	Tom Griffin	-2	Jerry Teeney
1	Richard Bryant	-1	Ben Hendin	-3	John Boardman
1	Frank Clark	-1	Wayne Hoheisel	-3	Margaret Gemignani
1	John Davy	-1	Monroe Jeffrey	-3	Paul Harley
1	Jack Greene	-1	Fred Lerner	-3	Jerald Jacks
1	Clyde Johnson	-1	Dave McDaniel	-3	Bernie Kling
1	Terry Kuch	-1	Greg Molenear	-3	Andy Swenson
1	Robert Lake	-1	John Magor	-3	Roland Tzudiker
1	Ken Levinson	-1	Pat McDonald	-4	Bob Cline
1	Charles Turner	-1	Hal Naus	-4	Jim Sanders
0	Charles Brannan	-1	Mark Owings	-4	Dick Schultz
0	Ken Davidson			-5	Phil Castora

****
BIG BROTHER (The OMBUDSMAN of POSTAL DIPLOMACY) is published by a-
Mr.Charles N. Reinsel, 120 8th. Ave., Clarion, Pennsylvania-16214:
****
WINTER 1906: WINNERS GAME #4: 27 December 1967:
East & West Prepare for ALL - OUT WAR!!!
England(Koning)-Remove Fleet Norwegian Sea
Italy(Nelson)-Build Army Rome
Austria(Wells)-Build Army Vienna
Russia(McCallum)-Build Army Warsaw & Fleet Sevastopol
Spring 1907 Moves due Friday, by 6PM, the 12th. of January 1968:
****
BIG BROTHER Demands that all of you have a "Happy New Year"or else!

BIG BROTHER #51: LION GAME #6: 29 Dec.1967: SPRING 1903: FRENCH BUY GOLD AS WAR GOES ON! Summer retreat and FALL 1903 Moves due 6PM, Friday, the 12th. of January 1968: (Note: the fall moves may be conditional as to the direction of the Russian retreat.)

ENGLAND--Fleet-Liverpool to Irish Sea.
Hearndon Fleet-English Channel S F Liv-Ir.Sea
Army-Belgium holds
Army-London to Norway
Fleet-Nth.Sea C A London to Norway
Fleet-St.Pete(NC)S A Lon. to Norway
FRANCE---(Sorry,no moves received)
Roland Armies-Mar.,Burg.,& Picardy hold.
Fleets-Mid-Atlantic & Brest hold.
GERMANY--Army-Prussia to Livonia
Johnston Fleet-Denmark to Sweden
Army-Kiel S A Holland
Army-Holland holds
Army-Munich to Silesia
ITALY----Army-Tyrolia stands.
AUSTRIA--Army-Trieste to Venice
Lake Army-Serbia to Trieste
Army-Budapest to Galicia
Army-Vienna S A Budapest to Galicia
Fleet-Greece to Ionian Sea
RUSSIA---Army-Warsaw to Moscow
Warden Army-Galicia to Vienna*
(*-A-Gal. must retreat to Boh.or War.)
Fleet-Sweden to Norway
TURKEY---Fleet-Ionian Sea to Tunis
Naus Fleet-Smyrna to Eastern Med.
Fleet-Black Sea to Constantinople
Army-Sevastopol S A Rum. to Ukr.
Army-Bulgaria to Rumania
Army-Rumania to Ukraine

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Note: Only need one more player for "Lucky" BIG BROTHER Game #7: Fee is $6.00 if this is your first game in Big Brother or only $3.00 if you are now active in another BB Game!

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Important Letter from Rod Walker:(18 Dec)* (Postmark is 27 Dec.-Rec'd. on 29th. Dec.).

"I am going to suspend publication of ERSHWON over the summer. My last issue will be in June, and I will not publish again until late October or early November."Ed-Need Help,Rod?

BIG BROTHER #51: GAMEMASTERS GAME #1: 27 December 1967:
WINTER 1918: GERMANY RASHES TROOPS TO PUSH SOUTHWARD!
Germany(Koning)-Builds Armies Munich & Berlin & Fleet Kiel
Italy(McCallum)-Builds Fleets at Rome and Naples
SPRING 1919: GERMANY SHALL WIN THE WAR THIS YEAR-is prediction:
ENGLAND----Fleet-Edinburgh stands
FRANCE----Armies-Paris, Holland, Prussia & Piedmont stand.
Fleets-London & Mid-Atlantic Ocean stand.
GERMANY---Fleet-Brest S French F Mid-Atlantic Ocean
Koning Fleet-Irish Sea S French F Mid-Atlantic
Fleet-North Sea to English Channel
Fleet-Kiel to Helgoland Bight
Army-Galicia to Budapest
Army-Rumania to Budapest
Army-Tyrolia to Vienna
Army-Bohemia S A Tyrolia to Vienna
Army-Venice to Trieste
Army-Munich to Burgundy
Army-Berlin to Munich
Army-Gascony to Spain
ITALY-----Fleet-Portugal S French F Mid-Atlantic Ocean
McCallum Fleet-Spain(South Coast) hold
Fleet-Marseilles hold
Fleet-Rome holds
Fleet-Naples to Tyrrhenian Sea
Army-Vienna to Tyrolia (A-Vienna is dead!)
Army-Apulia to Venice
Army-Tuscany S A Apulia to Venice
TURKEY----Fleets-Aegean, Const., Smyrna & Syria stand.
FALL 1919 Moves due by Friday, 6PM, the 12th. of January 1968.
****

WINTER 1909: PEACECORPS GAME #3: 29 December 1967:
NO FIGHTING WHILE CHRISTMAS TRUCE IS IN EFFECT!
SPRING 1910 Moves due Friday, 6PM, the 12th. of January 1968:
France(Dygert) Builds Fleet at Brest
Note: The French Army in Piedmont was not ordered to retreat so it is frozen to death in the Alps.
Germany(Turner) Sorry, no builds received.
****

WINTER 1904: TIGERS GAME #5: 29 December 1967:
THE RUSSIANS GATHER MORE STRENGTH FOR A WESTWARD HO!
Spring 1905 Moves due Friday, 6PM, the 12th. of January 1968:

England(Birsan)-Build Army-London
Austria(Wittmann)-Sorry no move received. Do not miss again or you will forfeit the game to remaining players.
Note: Gamesmaster removes Army from Piedmont.
Russia(Griffin)-Build Fleet-St.Petersburg(North Coast)
Build Army-Moscow
Turkey(Childers)-Build Fleets Constantinople & Smyrna.
****

Letters: "I agree with your comments to both Kalmar & Erewon"-
Roland Tzudiker

Quote from"The Lost Ones"#2-"Rod Walker published EREWHON. I thought that it was the latest telephone book, when I took it outof my postoffice box and lookedat the almost illegible pages. My first issue was even worse, I might add."-Stephen Thaston

Games Executives Play

The name of the game is CLUG—and it's guaranteed to lay an egg at any party. For openers, a set of CLUG costs $125 and requires at least six hours just to learn. To play it successfully demands the vision of an urban planner, the financial acumen of a bank president, the tax expertise of a CPA and the memory bank of a computer. In fact, the directions include a program for an IBM 1130 to help with the bookkeeping.

Obviously, CLUG—an acronym for Community Land Use Game—is not designed for ordinary, run-of-the-mill diversion. It's the latest addition to the science of "gaming," a deadly serious business involved with simulating complex, real-life problems in model form. Gaming is as old as the seventeenth century when Prussian generals plotted their military maneuvers with a loose adaptation of chess. Today, Pentagon strategists joust with the Viet Cong by playing AGILE-COIN, a highly sophisticated simulation of guerrilla warfare in Southeast Asia.

Of late, however, gaming is being employed on battlefields of another type. Executives at Price Waterhouse & Co. play MERGER-ACQUISITION, a game in which a company must decide whether to expand its own production capabilities or gobble up a smaller competitor. Members of the American Institute of Banking learn how to allocate their advertising dollars by playing ADMAN. School superintendents in Michigan wrestle with SEPEX, which confronts them with two tricky professional tasks: selecting the proper electronic teaching aids and dispersing them within the school system. And high-school civics students in ten states sharpen their political insight through NAPOLI, a game that casts them as legislators maneuvering to pass key bills without compromising their principles or popularity. Winners get re-elected. "If experience is the best teacher, then simulation is the next-best teacher," says game designer Clark Abt.

Utopia: The game of CLUG, which is one of the few such simulations to be offered to the public, challenges three teams of players to build an urban utopia. Using a board representing a city of 500,000 people, data sheets from the 1960 census and 16 pages of rules, the players act out a range of civic roles. They buy and sell properties, meet payrolls and sign trade agreements, establish industries and build suburbs.

At first, most players act out of pure self-interest, wheeling and dealing to maximize profits. Not even Monopoly produces more cutthroat combat: a player who owns a residential development instructs his people to boycott another player's shopping center; the latter retaliates by persuading a third player to refuse to hire the same people in his industry. But gradually, as transportation breakdowns and recessions appear, the players sense the need for negotiation and compromise. "The real purpose of CLUG is not to win," says Bruce Dotson, one of the two Cornell graduate students who has purchased the marketing rights to CLUG from its designer, urban planner Allan Feldt. "Players learn to understand how a city's functions interrelate at any given moment. But unlike real life, the practical results of their decisions show up immediately."

While CLUG is aimed primarily at potential urban planners, some 40 sets have been sold to real-estate men, bankers and schools. A class of graduate students at the University of Iowa recently played the game for nine hours. "I finally had to pull it away from them," recalls Iowa Prof. Earl Stewart.

Toy: Some urban experts are less sanguine about CLUG, pointing out it fails to allow for racial and class differences in its theoretical city. Others regard gaming itself as little more than a toy. "Many players mistakenly regard simulation games as predictive," says one educator. "But the future is only suggested to the extent that the simulation—and the player's decisions—exactly reflect the real world. That just can't be done."

Nonetheless, the Washington Center for Metropolitan Studies has commissioned Feldt to modify CLUG to the special topographical, industrial and residential character of the nation's Capital. Eventually, the center hopes to gather players from every Federal department involved with urban affairs. "We know CLUG won't solve the crisis of our cities," says one center official. "But it will allow us to test-market some of our ideas."

Roberta Erickson

CLUG: Planning by playing

Newsweek, November 27, 1967