

# REXON #73

21 January 1974

How did you know that  
Edi Birsan was the  
real murderer, Perry?

Well, for one  
thing, Della,  
the victim was  
stabbed in the  
back....



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**CAUTION:** The Surgeon-General is aghast that you would even consider having anything to do with this obvious menace to the public health, sanitation, sanity, and welfare. Now put it down and go wash your hands, your mouth, and your brain with lye soap.

ALSO in this issue: Lucretia returns! Russian sailors put the finger on Poderkagg! **STAND-BY PLAYERS ARE NEEDED!!!** (see Page 7)

**DAVE STAPLES NEEDS YOUR HELP!!** See Page 10, please.

This is ERHWON, a possibly monthly journal of postal Diplomacy\*. Subscriptions are 7/\$1 (or 15c each) until postal rates rise. Back issues 40, 41, 45, 50-72 are available at 25c each. There are no game openings

but stand-by positions are available in game 1973IK. Original articles, poems, and short humor items are solicited from the readership. The right to edit, in the interests of space, grammar, and some low standard of taste, is reserved to the Editor. Blanket permission to reprint any item printed in ERHWON is hereby given to any postal Diplomacy editor. This permission is subject to only two requests--first, that the original author and source be properly credited; second, that a copy of the publication carrying the reprint be sent to me.

This is Pandemonium Publication #531, edited and published by Rod Walker, 3343 First Avenue, San Diego CA 92103. Telephone: (714) 282-4532.

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### ANNOUNCEMENTS

1. BIG BROTHER NUMBER 1 has just been published by me, and this "zine" will continue for a short while. It contains the game 1972FO, which was voted by the players out of the control of Charles Reinsel. The reasons for this are a bit complex. Reinsel was booted out of a game by the GM, and by a vote of the other players, for violations of the game's rather special ground-rules. He then demanded the players resign in protest. When John Boyer refused to do so, Reinsel kicked him out of 1972FO, which Boyer was apparently in the process of winning. So the players voted to remove the game from Reinsel's control. Conrad vonMetzke, Ombudsman of the IDA, then placed the game with me as new GM. I would like two stand-by players for the game, and will use the first two people who request this status. You'll get my house-rules and the issues of BIG &c. gratis.

2. NEW HOUSE-RULES for my games have been published. They have been sent out to my players, and will be sent to my regular stand-bys. If anyone else would like a copy, it is 15c or I can count it as an issue on your sub.

3. NEW GAME NEEDS STAND-BYS. Game 1973IK begins elsewhere in this issue. I need stand-by players for it. Therefore, the first 7 people to send a preference list of countries will be the stand-by players for the game in ERHWON 72, page 7, item 3, for a short statement on what s/b players do. Persons in excess of 7 will be placed on a waiting list for s/b positions.

4. VARIANTS. Owing to my former rather encyclopedic interest in Diplomacy variants, I've had a number of questions about what I intend to do on this subject in ERHWON. Nothing. I don't have time to get involved in all aspects of the hobby any more.

5. MAILING CODES. On the outside mailing wrapper, or envelope, containing your copy of ERHWON, there is a code to the left of your name. It is as follows: S-77: subscription, ending with issue indicated. P-21: player, and no. of seasons' credit on hand. C: complimentary copy. T: trade copy. S1 or T1: Sample copy, would you like to: (sub or trade)?

6. PROPHETIC ORDERS. Since these are in my HRs, I had better explain that I hate, loathe, and abominate them. I would never join a game in which they were required, never send in any where they were voluntary, and never

vote for them. I believe that they deprive a player of firm control of his position and are too cumbersome for him to deal with effectively. But I'm only the GM here. Prophetics do help the GM a lot, and some players prefer them. Therefore, I am giving the players a chance to use them and thereby speed up the game and help me out some. But please don't feel that I'm trying to push prophetics off on you. Yech.

7. ABOUT THAT CONTEST. It appears that some questions need a bit more explanation. So, by the numbers:

1. This is in some ways a "trick" question. Without giving anything away, let me say that the most obvious answer is not the right one.

7. I have in mind some relatively unusual fact.

10. I do not mean any living Mr. Dick. He's dead or fictional.

8. ABOUT THAT OTHER CONTEST. Oh, yeah...In #71 I ran a contest dealing with the map on page 1. I received no right answers. The error is this: between Albania and Montenegro there is a small piece of territory which was directly administered by Italy; I neglected to draw in the boundary. The most commonly guessed "error" was that piece of territory between Turkey and Bulgaria. That was a piece of Greece not awarded to Bulgaria in 1940, and which was designed as a potential bribe to Turkey for joining the Axis. It was directly administered by Germany.

9. TELEPHONE CALLS. My roommate, Frank, knows nothing about this game, and cares less. If you call and get him, I suppose you can speak very slowly and spell out the names of the spaces. I can't guarantee his accuracy, however. Better use the postal system when possible.

10. INSURANCE. Game 1973 IK is insured through the IDA. Isn't that thrilling?

11. NEW HOUSE-RULE. In conformance with comments made later this issue, the following new HR is adopted, and added to the 1 Jan 74 HRs:

"18a. THE VON METZKE BLACKBALL SYSTEM. If any player is dropped from the game due to non-receipt of orders, or resignation without notice to the GM under HR 24, he will be Hackballed. He will not be allowed to join any game I GM for a period of 1 year from the date of his drop. Any player blackballed by any other GM under the vonMetzke system will likewise not be allowed to play in any game I GM for a period of 1 year from the date of his being blackballed."

### THE ASSASSINATION SWEEPSTAKES

When Spiro Agnew resigned the Vice-Presidency, a thrill of hope swept through the country. Now that Gerald Ford has been elected to that vacant office, the last obstacle to a monumental and probably inevitable event has been removed. At last somebody can shoot Richard Nixon.

While I do not advocate bumping Nixon off, and while I would not do it myself (I'm a lousy shot; I might miss), I'm sure there's some dedicated sharpshooter out there who is getting ready. The rest of us can only wish him good luck.

Unlike ducks, or quail, Presidents do not go out of season. We therefore cannot tell with any precision when some lucky devil will get to blow Tricky Dick's brains out. (Well, put a bullet in his head; whether any brains come out as a result is wild conjecture.) And thereby hangs a groovy contest.

I am planning to hold an Assassination Sweepstakes. In this contest, the entrants will try to guess the exact date and time when a contemporary John Wilkes Booth will do his patriotic duty. I think that would be singularly exciting.

The only thing I don't know is whether the entrants would come in free and I'll just offer a small prize to the one who has the closest guess, or whether each entrant should send in a small fee and the winner collects the pot. I suspect that the latter method is against the law somehow, so maybe we will do it the other way. I would appreciate some ideas. But send them in quickly. Otherwise it might be too late.

Recent events in Spain also leave some doubt as to the method of getting it done--i.e., whether somebody will shoot Nixon or blow him up, so we could have a small bonus for the winner if he guesses the correct method. We could even have a bonus for guessing location--you know, "Professor Plum, in the Conservatory, with a Rope"...that sort of thing?

By the way, it is not fair to give me a date and time and then go out and shoot Nixon. That is cheating. So I will have a rule that the actual assassin is not eligible to win the Sweepstakes.

(I just know that somebody will disapprove of this. "What," he will ask, "has this got to do with Diplomacy???" Well, disapproving person, I have an answer for that. Please remember when our game is supposed to be taking place. And what event was it that started World War I? Right....

(I trust this takes care of any possible objection.)

### HOMES FOR THE ORPHANS

I guess I have been on both ends of this stick. I took over a number of orphaned games and started up the Orphan Games Project. I then orphaned my own games (and the Project), which were placed by Conrad vonMetzke. I have some full circle now and have restarted a sort of semi-orphan of my own and taken a game orphaned by vote of its players from BIG BROTHER. I don't know if that makes me an expert, but at least you can say that you are getting something straight from the horse's...um,.....

Anyway, Edi Birsan has come up with a really good suggestion about orphan games and new publishers. I don't believe this is an entirely new idea, but that is immaterial. It has never been presented this way before, and I would like to discuss it with some elaborations of my own.

We have two big problems in this hobby, and they are interrelated. One is the large number of games abandoned by their GMs and the small number of places in which to put them. The other is the many people who start up games, fill games, and then discover they don't like it or can't cut it and quit.

Edi's answer is simple and direct. Give the one problem to the other problem. That is, let the newcomers cut their teeth on orphans. With the ADA insurance system, or through the players, the new GM would at least receive the cost of subbing to his 'zine, and he would have one or more ready-made games in various stages of completion. If he runs them for a while, as a reasonably good GM, then we know more about him and can recommend him to players for new games.

I think this is one of the coolest ideas I've ever heard. It finds places for orphans and helps prevent the creation of new ones. I can't begin to convey my genuine enthusiasm for this plan.

Of course, Edi phrased his suggestion in cautious terms, as I remember.

but I have never been known for my caution. It seems to me that an idea of this merit really deserves to be put into action. And it can, if the IDA and the individual Gamesmasters act in concert. My proposal is to make the Birsan Plan virtually mandatory.

Because of all the address lists which are published, and because players are usually pretty hungry for new games, new and inexperienced GMs have seemingly little difficulty filling games. I do not see any real way of preventing that sort of thing, and it is exacerbated by the fact that practically every publisher who says anything at all about a new 'zine will say that it "looks promising". You know...why hurt feelings?

However, within the limitations of a free press, it seems to me that new GMs can be strongly induced to undertake orphans first, before organizing new games. The way to do this is to erect some mildly negative sanctions against those who don't. It should be made known through all available channels that an aspiring GM is expected to start out with one or more orphans. Now that there is financing for these increasingly, that will not be a financial hardship. He would apply to the Orphan Games person for his game(s).

Well, what if he doesn't? Quite simple--the active Editors in the hobby are informed of this, and those who wish to cooperate inform their readers that so-and-so has refused to undertake his "apprenticeship", so to speak, and his games should be avoided because you might really get burned. If this tide is strong enough, I cannot envision many new GMs trying to swim against it.

I realize this is coercion. I also realize that some GMs won't cooperate and will even try to counteract this effort. Unfortunately, concerted action is probably not possible. In a free and open hobby, that is the way things are. However, if most people voluntarily help with this system, and if some central agency (perhaps through the IDA) can be found to coordinate it, we may eventually be successful in placing most of our orphan games with the people who are most likely otherwise to make more orphans. If we can break the vicious circle of orphans with a healing circle of apprenticeship, it will be a major achievement toward getting the bugs out of this awfully buggy hobby of ours.

#### THE POETRY CORNER

Drivvel Quiverlips, whom you met last issue, is still up to his old tricks, as well as several new ones (they're quite nice, as we have met several). However, even he has his limitations and one must take some stories with a grain of salt. The rumor that he impregnated the entire roster of contestants for the last Miss Universe contest is regarded as strictly untrue. A similar rumor, regarding the Mr. Universe contest, also seems lacking in veracity. However, there is a rumor regarding the entire passenger list of a certain ocean liner....

Anyway, the Poet Laureate of Poderkagg has undertaken a special edition of Mother Goose for his adopted country. This will no doubt be very welcome in a country where at present the least suggestive children's book is the Tale of O. On the other hand, what do you do with the likes of:

Mary had a little lamb,  
Its fleece was shocking pink,  
And when you see a lamb like that,  
It makes you stop and think.

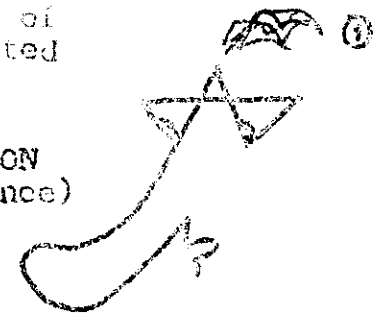
Oh, well...more later.

...and it came to pass in those days that the God of Postal Diplomacy got off his dead ass and created

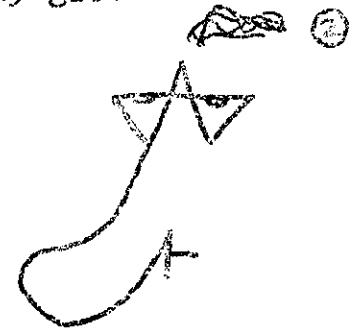
THE GAME??

Game 1973IK was announced to the players in ERHWON 72a (a one-sheet issue of sorts which is of no importance) on 15 December 1973. The country preference lists and names and addresses are indicated below. As you can see I had a problem assigning Austria, and could do no better than 5th choice on that one.

- e r f g A i AUSTRIA David Scott, 2118 Channing, Apt. A, Berkeley CA 94704.
- e f g i a ENGLAND Ronald Kelly, 225 SE Virginia Ave., #210, Washington DC 20003.
- e r a g t i FRANCE Victor Ricci, c/o David Ricci, Bldg. 120, Jerusalem, Israel.
- e f e t i a GERMANY John McKeon, 88-00 Shore Front Pkwy., Rockaway NY 11693.
- e g r f a e t ITALY Walter Blank, 101 Summit Ave., Eau Claire WI 54701.
- e f t e g a i RUSSIA George Lowrance, 3722 Mary Mont, San Antonio TX 78217.
- e r g i i a TURKEY Greg Warden, 4305 Baltimore Ave, Philadelphia PA 19104.



No, Henry. I don't want to know how many chicks you balled while you were in Cairo. What I want to know is, did you get any gas?



You did, but you took some Di-Gei..... Sigh....

Spring 1901. As of the deadline, 18 January 1974, and as of the day after, no orders were received from France. Although there has been considerable slowing of the foreign mails, I do not feel I can delay the game on the premise that Vic's orders will be here "tomorrow". However, I don't like the idea of having no Spring 1901 orders for France, and the stand-by system is not yet in operation. I am therefore using the standard set of S01 orders used by Conrad vonMetzke in his games for this purpose, and I will be asking for s/b orders for Fall. I have had some requests for s/b positions, and there have been 3 preference lists. Mirabile dictu, one player had France on 1st. That is Capt. Steven Brooks, 6901 E. Broadway, Apt. 253, Tucson AZ 85710. He is hereby the s/b for France and is asked to submit Fall 1902 orders in case Vic fails to write me again. The rest of the s/b players will be assigned next issue. See below.

- AUSTRIA (Scott): F Tri-Alb, A Vie-Tri, A Bud-Ser.
- ENGLAND (Kelly): F Lon-Eng, A Lpl-Wal, F Edi-Nth.
- FRANCE (Ricci?): A Par-Bur, F Bre-Mid, A Mar-Spa.
- GERMANY (McKeon): A Kie-Den, A Ber-Kie, A Mun-Bur.
- ITALY (Blank): A Ven-Pie, A Rom-Ven, F Nap-Ion.
- RUSSIA (Lowrance): F ScP(sc)-Bot, A War-Ukr, F Sev-Rum, A Mos-StP.
- TURKEY (Warden): F Ank-Con, A Con-Bul, A Smy H.

FALL 1901 ORDERS are due on Friday, 15 February 1974. Please note David Scott's correct address is 2118 Channing. You may send prophetic Winter 1901 builds, if you wish.

On the next page we have our ad for stand-by players and even some press releases. Starting in 1902, I think we will do a map, too. And then there's Eric Verheiden....

Yes, indeed! We need stand-by players, per our policies outlined in last issue, page 7, item 3. I am now requesting anyone who wishes to stand by to send me a preference list of the 7 Great Powers as soon as possible. The first 7 will be assigned to the countries in 1973 IK, and the rest will be on a priority waiting list. I already have 3 lists, so space is short (these are: vonMetzke, Brooks, & Weidmark). If Brooks takes over France, that will leave 5 slots open. Please send your lists as soon as you can, and I may even be able to announce the s/b players before the next deadline.

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### 1973IK -- PRESS RELEASES

**VENICE:** King Walter, first of the Pizzaria Kings of Italy, proudly watched as Italy's First Army set out to conquer Piedmont for the Italian cause. As he reviewed his men in their brilliant red & white checked uniforms, from his infamous chain of pizza parlors, the King began to have his doubts about declaring war on Piedmont just because his pizza franchise had been unsuccessful in Genoa. "Well," he mused, "maybe I'll at least be able to claim one victory for Italy."

**PALERMO (5 April 1901):** Her Highness, Princess Lucretia of Piedmont, arrived today at the capital of Sicily, determined to continue her resistance to "Fathead Walter", as she sweetly referred to Italy's latest King. "The Borgias have been around this game a lot longer than the Blancos," she gently screamed at reporters, her eyes popping with ill-concealed rage, "and we will show him what he can do with his pepperoni! ... Well," she sighed, "we will if we can get it away from our brother Cesare, who has sort of the same idea...."

Her Highness, the former Pope Joan II of time-line 19660, received reporters dressed in her usual court regalia, first used at the New Vatican at Salona: white skirt and shoes, gold crucifix, and white-and-gold tiara. After the interview Her Highness invited selected reporters under the age of 25 to a private audience, followed by the usual social whirl in a Borgio capital, a High Holy Bingo Banquet and a Transubstantial Immaculate Orgy.

Meanwhile, war plans against "Fathead Walter" continue. The Sicilian Fleet sets sail tomorrow. Count Ritorno Vincitore, Her Highness' Private Secretary and Ecumenical Pimp, will act as Grand Admiral aboard the flagship, the S.S. Repulsive, the most powerful seven-master afloat. Look out, Rome!

**MOSCOW:** And it came to pass that a white star appeared in the east and, as was its custom since young star-hood, it decided to pass to the west or the south, or the north, or gas, or something. In any event, this white star passed over the blackish sea and noted that it was without any little yellow fish--or at least it damn sure better be empty of the little yella devils. And the white star passed over Galicia and noted that the trees had not yet turned red, or at least they damn sure better not have. And the white star said, "That's good."

**SEVASTOPOL:** The Russian government is pleased, and relieved, to announce the arrival of the First Imperial Garbage Scow, the R.I.P. Teddy Bear (what else???) in Rumanian waters. The arduous journey all the way from far-off Sevastopol to far-away Rumania has so taxed the R.I.P.T.B.

that it is reliably reported that it will have to stay in port for quite a while for repairs, revelry, lewd dancing, orgying, nose-pickin', and general sill.

NEU-COMORRAH, PODERKAGG (6 April 1901): Madame Flossie, proprietrix of Flossieland, one of the popular amusement parks in this ~~///~~ vacation city, greeted reporters in a state of excitement today. "I can't complain about the influx of Russian sailors from Rumania--it's good business. And of course they like lewd dancing and revelry and orgying and like that. That's good for business, too. In fact, that is business. But we must make a public appeal to our Russian customers to try to control themselves. A lot of our girls don't like having their noses picked."

NOVI SODOM, PODERKAGG (7 April 1901): The national wireless today carried an appeal from Butch Cavendish, owner of the Boog and Spog, a popular leather bar in Poderkagg's "change-of-pace" town. "I don't really care what those Russian sailors do on their own," stated Butch, smoothing his eye shadow, "but I wish they'd keep their hands to themselves. I've had three attenders out with nosebleeds already this week!"

GASTRIIIS (12 April 1901): Newspapers here report a peculiar unsolved mystery at the Poderkaggian National Zoo. Boleslav Codger, chief curator of animals, reports that ever since the arrival of a contingent of Russian sailors in the capital, it has not been necessary to clean out the enclosures where the bulls are kept. "I mean," noted His Excellency, "what we usually have to clean up just isn't there these days. It's uncanny. We would be much happier if we didn't have to treat the bulls for chronic nosebleeds, however...."

ERIC VERHEIDEN

We are going to have a game review of 1973IK. Our reviewer is going to be Eric Verheiden, a sort of old friend of mine in the hobby and one whose work thus far I have enjoyed.

Eric is 20, somewhat younger than most people who review games, but I believe you will enjoy his fresh, youthful viewpoint. He is currently attending Portland State University, where he expects to receive his BA in Mathematics this year. Since he only graduated from High School in 1971, I suggest we have a highly intelligent young man on our hands, so listen up!

Anyway, Eric has already written extensively in the hobby, having had published a dozen and more articles in some of the majorazines in the hobby, including HOOSIER ARCHIVES, IMPASSIBLE, GRAUSTARK, and so on. He is currently rated among the 14 top players in the country in the Beyerlein Player Poll. At my request, Eric has begun his duties as game reviewer with a sport article, which follows. His column will appear with the game in future issues, in much the same fashion as the game review in HOOSIER ARCHIVES-

BASIC PRINCIPLES OF DIPLOMACY  
Eric Verheiden

The key to successful diplomacy lies in dominating that of everyone else while still preserving your own options. By accomplishing the former, be assured first and foremost that you will be an attacker rather than a defender and secondly that the alliance structure will be arranged so as to



keep it that way. By accomplishing the latter, you assure that you will have the necessary flexibility so as to exploit this advantage into a win when the time comes.

Players actually skilled enough to dominate and win games on a consistent basis are few; Walt Buchanan comes to mind as one of the few, having put together a string of five wins in a row with seeming ease, regardless of the apparent strategic disadvantages of the countries he had to work with. The rest of us may have to settle for something less than perfection. However, even here, the same principles apply. By keeping two countries fighting that otherwise would be defeating you, you immeasurably help your own chances to survive and force a draw if not win, even in an inferior position. By being prepared at a moment's notice to reverse direction and ally with your former enemy to counter a larger threat, you again improve your chances to survive and stalemate the game if unable to win.

On the offensive side, by avoiding overcommitment of your forces, you not only make a stab against you look less attractive, but also put yourself in a position to consider moves against likely looking targets, those weak enough and unpopular enough so that the certain advantages outweigh the probable disadvantages. In such situations, the degree of diplomatic influence is often directly proportional to the ability to create such likely looking targets, at a time when they are best able to be exploited.

For the purposes of analysis then, the powers to look for are the ones that everyone else seems to be moving away from, those which seem to be able to expand significantly without arousing undue concern on the parts of other players, and those able to move decisively and effectively when opportunities to expand arise.

[Walker here. I know somebody is going to say, "he makes it sound so easy, but it isn't." We know that, but these are principles. In chess, Eric would be saying, "Control the center of the board". That isn't easy, either, but it's a good principle of winning chess.]

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### NO, I DON'T SMOKE...TOBACCO...

Having hung around the fringes of the drug scene for some time, I have collected a number of random thoughts that I thought would make an interesting article. Specifically, I decided to talk about marijuana (maryjane, grass, weed [as in "righteous weed", meaning good grass], &c.)

As with tobacco, tomatoes, and other novelties, an enormous amount of superstition surrounds grass, and rare indeed is the bird who understands it either among its opponents or among its users. It has been variously touted as a panacea and as a concoction of Satan. It is neither.

I guess we should start by observing that tobacco, alcohol, aspirin, and a number of other things many of us use every day are drugs, each in its own way potentially dangerous and possibly addictive. I have even known people addicted to Coke. None of the known properties of grass is more inimical to man than those of some item or items presently legalized for human consumption.

If this suggests to you that I believe pot/should be legalized, you are right. Government inspection would protect the consumer and government taxation would enrich the public coffers. And we would stop the excessive expenditure and police effort on behalf of the worst case of windmill-tilting since Prohibition.

Well, what is grass? The road to Hell it ain't. Nirvana it ain't. It is, basically, a simple little depressant, gentler and more subtle than

STOP PRESS! Conrad vonMetzke, editor of COSTAGUANA, has just informed me that Dave Staples, Editor of THE RIGOT, has just been totally wiped out by fire. This is a real tragedy, and Conrad has asked the Diplomacy world to help Dave in his obviously great need. He is taking up a collection for Dave, and is asking about two bucks, if you can spare it. If you would like to help, send a contribution to Dave, care of Conrad vonMetzke, PO Box 4, San Diego CA 92112. We return now to our regularly scheduled article.

alcohol. It is broad-spectrum, voluntarily selective, partly self-inductive, and mildly sedative. It has no after-effects, although the effects may be in part re-induced within 24 hours or so through moderate intake of alcohol.

There is a rumor that Grass heightens the senses, making them more acute and receptive. Bull. As a depressant, it dulls the senses. It also slows the reflexes, though not as badly as alcohol; avoid like the plague anyone who tells you he can drive safely when stoned. Any such person is a fool, and don't get in the same car with him under such circumstances any more than you would ride with a drunk.

But grass has a property alcohol does not. Its effects can partially be brought under voluntary control. That is, if you concentrate on your hearing, you will hear normally. But because the "static" from your other senses is muted and blocked, the effects of the one sense you are concentrating on will be far more spectacular than usual. For me this is particularly true of hearing, and I can't adequately describe the effects of Moog music or something like Carmine Burana on me when I'm stoned. But heightened senses? Oh, puh-lesse, Murry.

There is a feeling to being stoned. It's a sort of tingling, especially about the head and fingers. "Having a buzz on" is a phrase associated with this feeling. Once you experience it, you can always call it to mind, and with the help of just a little grass, cause it to come into reality. This is why experienced "heads" can get stoned on so much less grass than novices (so far as I know, one does not build up a "tolerance" to grass). The drug obviously has some hypnotic qualities, but that would be expected in a depressant.

Being stoned is a quieting experience. You will have less will power, and find it very difficult to make decisions. "Whatever" is a word heard commonly from people under the influence, as a response to a question requiring a "yes" or a "no". For some, there is a growing element of silliness, the ability to laugh at things which only a sub-teen moron would ordinarily laugh at. This is perhaps the least attractive aspect of the drug, and shows a marked tendency to reduce your thinking processes to the teeny-bopper level or lower.

I am heartily tired of all the scare-literature written about pot. There is no scientific research worthy of the name which has ever shown a connection between the weed and cancer, birth defects, baldness, advanced drug addiction, or anything else. One would think that a generation of feverish research, lavishly financed by tobacco and alcohol companies and neo-Protestant blue-noses would have turned up something. Maybe it would have if the world's sloppiest methodology had not been used.

Of course it is possible to abuse anything. The Surgeon General could probably frame up a case against mother's milk if he worked at it. But when it comes down to cases, I believe we will find that the furor over marijuana is superstition, not science. Let those who will, believe the witch doctors. As for me, I think I'll have a joint.