

GRAUSTARK

#112

1965Q, 1966B, 1966Q, 1966R, 1966AA

3 December 1966

1965Q

"Fall 1910"

Following "Spring 1910" moves the German fleet in the North Sea retreated to Denmark.

ENGLAND (Koning): A War-Sil; A Pru S
A War-Sil; A Mos holds; F Lon-Eng;
F Tri S F Lon-Eng; F North Sea-Ska;
F Swc S F North Sea-Ska; F Norwegian
Sea-North Sea.

FRANCE (Whalon): A Pic-Mar; F Spa(n. e.)-
Por.

GERMANY (J. Smytho): A Sil-Ber; A Mun-
Ber; A Gas-Spa; A Mar S A Gas-Spa;
F Mid-Por; A Pic-Bol; A Kio-Hol;
F Don holds.

ITALY (Borman): F Tun-Ion; A Tus-Rcm;
F Nap S A Tus-Rcm.

AUSTRIA-HUNGARY (K. Pattee): A Vic-Tyr;
A Tri S A Vic-Tyr; A Boh-Mun;
F Apu-Nap; A Ven-Tus.

TURKEY (Kuch): F Con-Aeg; A Rum-Gal;
F Ion & F Rcm S AUSTRO-HUNGARIAN
F Abu-Nap; A Sev, F Gro, & A Smy hold.

Underlined moves are not possible. The German army in Silesia is dislodged and annihilated. The High Combatant Powers now control the following supply centers:

ENGLAND: Edi, Liv, Lon, Mos, Nor, St.P,
Swc, War. (8)

FRANCE: Por, Spa. (2)

GERMANY: Bol, Bro, Ber, Don, Hol, Kio,
Mar, Mun, Par. (9)

ITALY: Nap, Tun. (2)

AUSTRIA-HUNGARY: Bud, Ser, Tri, Ven,
Vic. (5)

TURKEY: Ank, Bul, Con, Gro, Rom, Rum,
Sev, Smy. (8)

Germany and Turkey may each build one unit, and Italy must remove one unit. The deadline for these "Winter 1910" moves is NOON, SATURDAY 17 DECEMBER 1966. (Ops - Germany builds two units.)

1966B

"Fall 1905"

In the "Spring 1905" moves, the Italian move F Tun-Ion should have been underlined. No retreat move was received for the German army in Belgium, which is accordingly annihilated.

ENGLAND (Davidson): F North Sea S GERMAN
A into Bol; F Swc-Norway; A St.P-Mos;
F Wos-Spa; F Lyo S F Wos-Spa;
F Eng-bro.

FRANCE (Dygart): A Pic-Par; A Bro S
A Pic-Par; A Bol-Pic.

GERMANY (Swenson): No moves received.
A Pru, A Liv, F Bal, A Sil, A Kio,
and A Par hold.

ITALY (Ward): A Mar S ENGLISH F Wos-Spa;
A Ven-Tri; A Tyr-Tri; F Tyr-Ion;
F Tun S F Tyr-Ion.

AUSTRIA-HUNGARY (Cline): No moves received. A Gal, A Ser, A Bud, and F Alb hold.

TURKEY (Pournelle): F Gro-Ion; F Bas S
F Gro-Ion; F Acr-Tri; A War-Gal;
A Ukr-Rum; A Con-Bul; A Mos holds;
A Arm not ordered, holds.

Underlined moves are not possible. The High Combatant Powers now control the following supply centers:

ENGLAND: Edi, Liv, Lon, Nor, St.P, Spa,
Swc. (7)

FRANCE: Bol, Bro, Por. (3)

GERMANY: Ber, Don, Hol, Kio, Mun, Par. (6)

ITALY: Mar, Nap, Rcm, Tun, Ven. (5)

AUSTRIA-HUNGARY: Bud, Ser, Tri, Vic. (4)

TURKEY: Ank, Bul, Con, Gro, Mos,
Rum, Sev, Smy, War. (9)

England and Turkey may each build one new unit. To expedite the game, the deadline for "Spring 1906" moves will be moved up to NOON, SATURDAY 17 DECEMBER 1966. Players may make these moves conditional on the locations of the builds.

(continued on p. 6)

1966Q

"Spring 1911"

RUSSIAN FLEET SLIPS THROUGH FRENCH BLOCKADE

FRANCE (Latimer): F Lon-Yor; A Liv S F Lon-Yor; F Eng-Lon; A Par-Bur; A Fic S A Par-Bur; A Bur-Mar; A Mar-Pic; A Ven-Tyr; A Vic-Gal; F North Atlantic-Norwegian Sea; F Mid-Iri; "F Tyr-Sicily". (F Tyr holds.)

RUSSIA (Aita): A St.P-Norway; A Mos-Sev; A Gal-Yic; A Boh S A Gal-Yic; A Sil-Gal; A Mun-Bur; A Bol & F Edi hold; A Rub S A Bol; F North Sea-Eng; F Norwegian Sea-North Sea; F Hol S F Norwegian Sea-North Sea.

TURKEY (Borman): A Ank-Arm; F Zla-Sev; A Rum-Jkr; A Bul-Rum; A Bud S FRENCH A Vic-Gal; F Tri-Alb; A Ser-Tri; F Adr S A Ser-Tri; F Gro holds; F Con-Aog.

Underlined moves are not possible. The deadline for "Fall 1911" moves is NOON, SATURDAY 17 DECEMBER 1966.

PARIS: To Russia - we don't understand the Turk, do you?

CONSTANTINOPLE: An open message to Russia and France. How about a draw?

Three ways of course.

1966R

"Winter 1905"

RUSSIA DECLARES WAR ON ITALY

Following "Fall 1905" moves Italy had to retreat an army from Trieste and a fleet from the Ionian. The former unit was retreated to Venice, while no retreat order was sent in for the latter. The Gamesmaster accordingly removes the Italian F Ion. In other "Winter" moves, Austria-Hungary builds an army in Budapest, and Russia builds an army in Warsaw. The deadline for "Spring 1906" moves is NOON, SATURDAY 17 DECEMBER 1966.

In the "Fall 1905" moves reported in GRAUSTAFK #111, the Russian move A Sil-Boh and the French move A Boh-Sil should have been underlined. As was made clear in the discussion following the moves, the Austro-Hungarian move A Bud-Tri should not have been underlined.

YALTA (24 December 1905, IRMS): The Czar, in his annual report, announced the declaration of war against the Italian Republic. "Any attack upon the Kaiser's domain is to be regarded as an attack upon Russia itself, and we will not stop until Paris and Rome are as one with Babylon and Carthage.

"We have refrained from using the Cossacks, but if these fiends continue we may be forced to bring in the Mongol Hordes."

MACAO (31 December 1905): Pope Sylvester IV, in Macao to inspect his new acquisition under the treaty partitioning China, was asked his opinion of the Russian threat against Italy and France. Looking up from the roulette table, he replied, "In my infallible opinion, the Russian threat need not be taken seriously. The Czar is apparently of the opinion that Cossacks are Mongols. Now get out of the way; I've got a thousand francs riding on black on the next spin!"

1965F

SORRY ABOUT THAT

The Gamesmaster failed to observe, in reporting the "Spring 1909" moves in GRAUSTAFK #111, that the Italian retreat A Mun-Par and the French retreat A Tyr-Boh are possible. These retreats were made. Also, the Italian move A Rom-Ven should have been underlined. The players were informed a week ago, and the "Fall 1909" was reset at 10 December. At that time the players will be informed of the moves by letter. The deadline for "Winter 1909" moves will be 17 December. The "Fall-Winter" moves in 1965F will be published in GRAUSTAFK #113.

1966AA

"Spring 1905"

IMPERIAL TROOPS ENTER ROME

ENGLAND (Dygart): A Mos S GERMAN A War-Ukr; A St.P Holds; F Mid-Spa(s.c.);
 F Liv-Iri; A Lon-Frc; F Eng C A Lon-Brc; F Tun S F North Africa;
 F North Africa S F Tun.

FRANCE (Vaughn): No move received. A Por holds.

GERMANY (Latimer): A Bur-Mar; A Cas S A Fur-Mar; A Sil-Boh; A Mun S A Sil-Boh;
 A Bor-Fil; A Tyr-Pio; A Apu-Nap; A War-Ukr; F Swe holds.

ITALY (Aita): A Pio S A Mar; A Mar S A Pio; F Wos-Mid; F Spa(s.c.) S F Wos-Mid;
F Tyr-Nap.

AUSTRIA-HUNGARY (Walker): A Rum-Bul; F Gre S A Rum-Bul; A Ven-Rom; A Tri-Ven;
 A Vic-Tri; A Boh-Vic; A Gal-Rum.

RUSSIA (Turnor): F Gov-Bla.

TURKEY (E. Thompson): No moves received. A Ank, F Con, and F Aeg hold.

Underlined moves are not possible. The Italian army in Marseilles is annihilated, and the English fleet in the Mid-Atlantic must retreat to the North Atlantic. The deadline for "Fall 1905" moves is NOON, SATURDAY 17 DECEMBER 1966.

The stand-by players are asked to submit moves in case the present players of France and Turkey miss two moves in a row. If this happens, the stand-by's moves will be accepted instead, and he will take over play of the country. Stand-bys are:

FRANCE: Thomas C. Griffin, 115 E. 9th St., New York, N. Y. 10003

TURKEY: James Sanders, Room 3K4, 601 W. 110th St., New York, N. Y. 10025

WIEN (23 March 1905): His Highness, Prince Casare Bordscha, newly-created Doge of Venice and Grand Prince of Transylvania, today granted an exclusive interview to a reporter from the New York Herald-Tribune. His Highness was asked particularly about the so-called "Tarquinius Scandal". His reply, in part, was:

"Agents of Kaiser Wormtongue of Germany have been trying to discredit and besmirch the reputation of my sister, the Empress of Balkania. Of course, the Imperial Chancery has already published conclusive proof that this Tarquinius person never even entered Balkania, much less - Well, anyway, I consider it a gross insult to the Bordscha family; it is said that our principles are loose, but I point to the deeds of the Bordscha family throughout the centuries as refutation of that foul aspersion! It is well known that an outstanding member of the Spanish branch of our family was St. Gaudi Borja, and that many members of our family have held the holy office.

"Now the Tsar of Russia, whose morals are so loose I wouldn't believe a word he says, claims knowledge of these affairs. But since he is mad, who can believe him? Further, he is so unfamiliar with Russian history that he claims to be Tsar Andre (or Andrew or Andrei) I, when in fact he is Andrew IV. Ha!

"It is my sincere hope that the people of Europe will recognize that ours is a benevolent rule and that we are not at all the monsters our nefarious and pernicious enemies have tried to prove we are. I cite as an example the unfortunate Province of Serbia. Four years ago, they were suffering from a severe population shortage. Now, almost wholly owing to the efforts of myself and the members of the Austrian Army bravely array'd, the birth rate has increased three-fold."

The interview was terminated shortly thereafter, since His Highness had to attend to certain demographic problems in central Balkania. "Who needs supply centers when we've got him?" asked Count Ritorno Vincitore, the Prince's aide.

ROME (14 April 1905): At the head of Her triumphal army, and to the accompaniment of joyful shouts of thanksgiving and praise from Her people, Empress Lucretia of Balkania today returned to the city of Her birth. Her Majesty, astride a white Arabian stallion, rode over streets covered with rose petals to the Vatican, where

She delivered a speech. She deplored the recent revolution which sent Her father, former Pope Innocent XIV, into exile in New York, and expressed the hope that the ex-Pontiff would soon return to Italy. She then crowned Herself Empress of Rome and proclaimed that the Eastern and Western halves of the Empire were reunited. Her Majesty noted that usurpers and trespassers still occupy much of the legal territory of the Empire, and exhorted them to abandon their ill-begotten gains.

Later in the day, by acclamation of the assembled Cardinals, Bishops, and the Roman people, Her Majesty was proclaimed Pope. Her Holiness assumed the name Joan II. In Her first Encyclical, entitled "Illegitimi Non Carborundum", distributed that night at a festival banquet, Her Holiness proclaimed: "Italy is the most sacred of lands. Profane it not! The horrid Germans, who have been excommunicated by Our predecessor, are beyond hope of redemption. But for others, there is hope. Will not someone join Us in a holy crusade to pacify Europe and bring the Continent back to the true and holy faith?" Her Holiness also again pronounced anathema upon Kaiser Wormtongue of Germany and his lackeys, but rescinded the excommunication of the Austrians which, She said, had been typographically inserted into the original text of the former Pope's message by machinations of the Devil.

BROOKLYN: A printer's Devil, obviously. However, the editorial offices of GRAUSTARK are reliably informed that the printer responsible for this typographical error has been duly punished for his mistake. He has been fired from his newspaper job and is now employed by the Imperial Roman Lead Works, where he renders unto Caesar.

SEVASTOPOL: The Foreign Office was in a flurry of activity today. In various actions Russia:

1) Signed a peace treaty with England ceding all of northern Russia to those warmongers.

2) Declared war on the Temperance Government of France and Portugal for "attempting to disrupt the vodka trade".

3) Declared war on Italy, noting, however, that the declaration would be rescinded if the Mad Satirical Monk is elected Pope.

4) Declared war on Hungary. The Declaration stated in part that "'Balkania' is a ridiculous concoction of the demented mind of the Empress Lucrezia which is intended to disguise the basic fact of Magyar domination and oppression of the Slavic peoples within the confines of that vile, imperialistic, decadent, untrustworthy, immoral entity known by the name. It is the duty of all fair-minded peoples to declare themselves opposed to the Magyar dominion and to dedicate themselves to the liberation of the subject peoples of Hungary, erroneously known as 'Balkania'."

5) Declared war on Germany, until such time as Kaiser Wormwood shall apologize for the seizure of Warsaw.

6) Declared that the war of Ottoman liberation continues.

7) Decided to declare war on England as well, "until such time as the Archbishop of Canterbury shall reply in kind to the excommunication leveled at the innocent English people by that tool of Lucrezia, the Pope."

THE CRIMEA: Latest joke going the rounds: Since Lucrezia says "Diplomacy is not a game for innocents," and since Lucrezia loves Diplomacy, what naturally follows about Lucrezia?

WITH THE RUSSIAN BLACK SEA FLEET: Admiral Bayleov is greatly disturbed by the leak discovered in his air mattress. "Obviously the work of Turkish sabotage," he stated. The air mattress has been repaired in time to set to sea with the fleet for its latest encounter with the Turkish forces, however. The flagship Potierkin's dirigible has been renamed "Lucrezia". There has been considerable debate as to whether this is because it is a bag or because it is full of hot air.

BROOKLYN: It is suspected here that Admiral Bayleov's complaint about "the leak... in his air mattress" is the result of a mistranslation. The actual trouble seems to be a security leak among his air-sailors (Russian: "aeromatrosi".) "Considering the reputation of the Balkanian Empress," the editor of GRAUSTARK remarked, "the character of the bribe offered to the Russian sailor may readily be inferred."

ARCHDUKES ASSASSINATED ON TWO TIME LINES - WARS BEGIN

Two two-man postal Diplomacy games have begun under the rules of "World War I Diplomacy" printed in GRAUSTAFK #107. An attempt has been made in those rules to duplicate the conditions of World War I somewhat more precisely than Diplomacy itself does - so as to take account, among other things, of the neutrality of Scandinavia and various other countries, the collapse of Russia, and the entry of the United States of America. Two such experimental games have begun; in one, Italy is faithful to her obligation to enter the war on the side of the Central Powers, while the other follows the course of actual history, in which the chicanery of the Entente Powers brought Italy in on their side. In either case, Italian participation in the war begins with "Spring 1915", half a year after the other major powers mobilize.

These games are to be regarded as experiments rather than as competitions. The Gamemaster does not envisage that these rules become part of the official rules of Diplomacy, or that the players' performances are entered in anyone's rating system. Accordingly, these games are not given serial numbers, but will simply be referred to as "WWI-A" and "WWI-B".

WWI-A

"Fall 1914"

ENTENTE POWERS (Lobling)

CENTRAL POWERS (M. Thomson)

ENGLAND: A Liv-Yor; F Edi-North Sea;
F Lon holds.GERMANY: F Kio-Hol; A Ber-Prus; A Mun-Sil.FRANCE: A Par-Bur; A Mar S A Par-Bur;
F Bro-Eng.AUSTRIA-HUNGARY: A Bud-Ser; A Vic-Gal;
F Tri-Adr.RUSSIA: F St.P-Bot; F Sov-Bla; A Mos-
Ukr; A War-Sil.TURKEY: A Smy-Arm; F Ank-Bla; A Con holds.

"Winter 1914"

AUSTRIA-HUNGARY: Builds A Vic.

"Spring 1915"

ENGLAND: A Yor-Bel; F North Sea C A Yor-
Bel; F Lon holds.GERMANY: A Pru-Liv; F Hol-North Sea;
A Mun-Bur.FRANCE: A Kur-Ruh; A Mar-Fur; F Eng holds.AUSTRIA-HUNGARY: A Ser-Tri; F Adr S A Ser-
Tri; A Gal-War; A Vic-Tyr.ITALY: A Ven-Tyr; A Rom-Ven; F Nap-Tyr.TURKEY: A Arm-Sov; F Ank-Bla; F Con not
ordered, holds.RUSSIA: F Bot-Bal; F Sov-Bla; A Ukr-War;
A War-Sil.

"Fall 1914"

WWI-B

ENTENTE POWERS (Sanders)

CENTRAL POWERS (Uhr)

ENGLAND: F Edi-North Sea; F Lon-Eng;
A Liv-Yor.

GERMANY: A Mun-Ruh; A Ber-Mun; F Kio-Ber.

FRANCE: A Par-Bur; A Mar S A Par-Fur;
F Bro-Mid.AUSTRIA-HUNGARY: A Bud-Ser; A Vic-Gal;
F Tri-Adr.RUSSIA: A Mos-Ukr; F Sov-Arm; A War-
Sil; F St.P-Bot.TURKEY: F Ank-Bla; A Smy-Arm; A Con holds.

"Winter 1914"

AUSTRIA-HUNGARY: Builds A Vic.

"Spring 1915"

ENGLAND: A Yor-Bel; F North Sea C
A Yor-Bel; F Eng S A Yor-Bel.GERMANY: A Ruh-Bel; A Mun-Bur; F Ber
holds.FRANCE: A Mar-Pic; A Bur S RUSSIAN
A Sil-Mun; F Mid-Wes.AUSTRIA-HUNGARY: A Vic-Boh; A Gal-War;
A Scr-Tri; F Adr-Ion.RUSSIA: A Sil-Mun; F Sev-Bla; A Ukr-
Gal; F Bot-Bal.ITALY: A Ven-Pic; A Rom-Ven; F Nap-Tyr.TURKEY: A Smy-Arm; F Bla S A Smy-Arm;
A Con holds.

The German army in Munich retreats to Kiel.

"Fall 1915"

ENGLAND: F Eng-Mid; F North Sea-Hel;
A Bel-Ruh.GERMANY: A Kiel-Mun; A Ruh S A Kiel-Mun;
F Ber holds.FRANCE: A Mar-Pic; F Wes-Tyr; A Bur
S ENGLISH A Bel-Ruh.ITALY: A Ven-Pic; A Rom-Tus; F Tyr-Lyo.RUSSIA: F Sev-Bla; A Gal-Vic; A Mun-Ber;
F Bal S A Mun-Ber.AUSTRIA-HUNGARY: F Ion-Tun; A Tri-Vic;
A Boh S GERMAN A Kiel-Mun; A War holds.TURKEY: A Con-Bul; A Arm-Sev; F Bla
S A Arm-Sev.

Germany retreats A Ruh-Kiel, F Ber-Pru. The Russian fleet in Sevastopol is annihilated. The High Contracting Powers now control the following supply centers:

ENTENTE POWERS (12)

ENGLAND: Edl, Liv, Lon. (3)

FRANCE: Bro, Mar, Par. (3)

RUSSIA: Mos, Ber, St.P. (3)

CENTRAL POWERS (16)

GERMANY: Kiel, Mun. (2)

ITALY: Nap, Rom, Ven. (3)

AUSTRIA-HUNGARY: Bud, Scr, Tri, Tun,
Vic, War. (6)

TURKEY: Ank, Bul, Con, Sev, Smy. (5)

Germany must remove one unit, and Turkey and Austria-Hungary may each build two. The deadline for "Spring 1916" moves is 17 December.

1966B (continued from p. 1)

The stand-by players are requested to send in moves for Germany and for Austria-Hungary as follows:

GERMANY: James Sanders, Room 3K4, 601 W. 110th St., New York, N. Y. 10025

AUSTRIA-HUNGARY: Eugene Prosnitz, 200 Clinton St., Brooklyn, N. Y. 11201

If no "Spring 1906" move is received from one of the present players of these countries, the stand-by's moves will be used, and the stand-by will take over play of that country.

HELL, POLAND: The Phantom Polish Fleet put to sea again today, on another of its idiot raids on Berlin. "RED, WHITE, POLAND FIGHT FIGHT" is the anti-German motto in use these days.

THE ADVENTURES OF SECRET AGENT O-O-HATE

Chapter XVIII

At the stranger's demand that they stop their work, all the monarchist counter-revolutionaries stared at him. Secret Agent O-O-Hate saw that the newcomer was a Tall Texan. He instantly snapped to attention.

"Yep, this 'Benedict Arnold Society' has got to stop," he repeated.

"But, sir!" O-O-Hate protested. "We are meeting the menace of revolutionary Communism by working to overthrow the National Liberation Front of 1776 and to restore Absolute Monarchy. I'm operating under the personal orders of Mac."

"Well, Mac's a good boy," the Tall Texan replied, "but he's jest a little hot-headed. It hain't that I've got anything ag'in' absolute monarchy, but ther's a right way and a wrong way to go about it. Now, I truly do appreciate all the work you fine people are doing to get an absolute monarchy established in America, but I jes' want to tell you-all that I'm goin' about it my own way. So you-all just close this-here office and leave everything to me, and we'll have an absolute monarchy in this-here country before you-all realize it."

"You mean - you're with us?" O-O-Hate asked incredulously.

"I shore am," the Tall Texan said. "That's how come my older gal ain't married up yet. You see, she'll be the heir, and I've got to pay attention to who she gits hitched with. I'm not sure I want an actor in that job - especially after whut happened out in Californy last month."

"Now all you good people jes' run along, and when we get this-here absolute monarchy goin', I'll see that you-all get your titles."

Sir Harley Davidson, O-O-Hate's sidekick from Canadian Intelligence, rode his motorcycle out of the back room to see what was up.

"You-- Canuck," the Tall Texan called to him. "When you git back home, you tell that Pearson feller to get on the ball. He's been a little slow about carrying out orders lately. You tell him that if'n he don't like his job as my straw-boss up thar, I kin always put back in the other feller - Diddlyfaker or whatever his name is."

"Yes, sir?" Sir Harley replied, as he jumped on his motorcycle and drove off through the store front's plate glass window.

"Now don't you-all be feeling badly," the Tall Texan consoled O-O-Hate as they watched the volunteers from the Young Americans for Feudalism pack up the furnishings of the Benedict Arnold Society's office. "There's plenty other enemies of the American Way of War for you to slaughter. Tell you-all what - Mac's got a new job for' you, and if you carry it out, I'll make you Grand Duke of Gotham City."

"Leapin' Lizards - thanks, boss!"

(And so Secret Agent O-O-Hate returns to his civilian identity of Clark Gansel, and his famous comic book collection, with the satisfaction of a job well-done, even though he 'only' got a chance to kill one man. Read his next adventure in GRAUSTARK.)

THE DIPLOMATIC POUCH

RICHARD UHR, 942 First Court, Brooklyn, N. Y. 11223: I would like to suggest an added variation to the rules for "World War I".

If a nation enters a power center controlled by an ally on a Fall move then control of the center should not be transferred except at the player's discretion.

I think that this rule is necessary in that in time of war the movement of allied armies should not be hampered by restrictions on troop movements.

((I'm of two minds as to how to work this out. Also, what should be done in this regard once the presumably American units begin appearing on the side of the Entente Powers after "Fall 1917". For the time being, though, I'd just as soon play with the existing rules and see what shapes up. These two "WWI" games are, after all, experiments rather than competitions.))

JOHN A. McCALLUM, "A" Quartera, S. E. S., Ralston, Alberta, Canada: James Latimer is still probably in more games than any other player. He plays mostly in Washington games which means that many of his games are in the wilder variants section of the old Diplomania, whatever it is now called, and so not listed by you. Latimer has told me that he is in nearly thirty games and I have seen his name as entering others since. On that wider basis he is undoubtedly still the most active.

This is

O At
P Great
E Intervals
R This
A Appears
T To
I Inflame
O Optic
N Nerves

I would say that von Metzko's real claim to distinction is that he has been eliminated from more games than any other player. (Three more times in your current roster.)

JAMES LATIMER, Austin Centre, Room 223, Merrimack College, North Andover, Mass. 01845: But John you are being unfair. You are only counting what games that appear on the GRAUSTARK rosters. This rules out all the Diplomacy games I play in from Middle-Earth to a 34-man game. I count 29 postal games.

But this may not even give me the "dubious distinction" for playing in the most postal games. If you were to list all the various postal Diplomacy games the roster in GRAUSTARK #109 would change - markedly as in Alan Huff's case. That may show him to be in more than 29.

313

TOM GRIFFIN, 115 E. 9th St., New York, N. Y. 10003: Since I have not been able to follow all these games from the beginning, one curious thing strikes me. Countries seem to get wiped out fairly quickly. (This seldom happens in our ((over-the-board)) games.) Is this because the players do not send in the moves frequently? Or are there merely crushing tripartite and quadripartite alliances?

((Both factors are important, but the latter is somewhat more so. One prize example is afforded by 1964A, in which it was apparently decided simultaneously by Italy (Bill Christian), Russia (Dick Schultz), and Turkey (James MacKenzie) that the best place they could pick up additional supply centers was in Austria-Hungary (Fred Lerner). After one year, Russia and Italy has armies on Austrian soil. The Russians took Budapest in "Spring 1902", and since Italy was already in Trieste, Austria-Hungary was down to a lone army in Vienna after only two years. This army was forced into the mountains of Bohemia in the following spring, where it died in a last vain attempt to enter Munich. Turkey went on to win.))

MARGARET GEMIGNANI, 67 Windenere Road, Rochester, N. Y. 14610: O-O-Hate is very bad, he doesn't even make sense. What do you want the government to do, let Red China take over? The old liar finally owned up to helping out the Red Killers of Asia, Communists inspired thugs like the VO. They liberated a few natural villages this week and spread terror ever where. Wonder how they are going to celebrate Halloween?

((It's always a pleasure to receive comments in your own inimitable style, Margaret.))

JERRY POURNELLE, 8396 Fox Hills Avenue, Buena Park, Calif.: You have a very good diplomacy mag. Thanks for dropping the political articles; and I agree with you about O-O-Hate. IT'S FUN.

MICHAEL VAUGHN, 390 First Ave., New York, N. Y. 10010: About the stickers you place on the outside of the copies; if you must stick them on the issue somewhere I wish you'd put them on the inside - they look kind of silly and I'm sure the message has no effect on the Postmen. I think discontinuing the political letters was a good idea; they wasted a lot of space. And the Galhamer article was excellent.

((I cut out the political discussion because I thought it really wasn't germane to GRAUSTARK. But parodic treatment of espionage fiction certainly can't be ruled off the turf in a Diplomacy bulletin, no matter what you might think about current attempts to make spies into national heroes. (Yes, Derek, I know - John Andre is buried in Westminster Abbey. Are they saving spaces for Burgess and MacLain as well?) Nor will I stop it with whatever stickers I see fit to put on my mail - this sounds like where we all came in, back some 20 or 25 issues ago.))

LT. RODNEY WALKER, TUSNOG Det 183, APO New York, N. Y. 09254: This is by way of answer to Hal Naus' comments on the Rules and proposals in A Droite A Gauche #7. As to my feeling about what Hal Naus called the "Chalker Dilemma", ((also known as the "Gilliland Question")) I have already given sufficient vent to my feelings in Armageddonia and in 'my own 'zine. However, Hal now suggests a "conference" of Gamesmasters to rewrite the rules.

Since the sheer mechanical difficulty of doing anything of this sort is obvious, I will not dwell on it. I am not really convinced, in any event, that there is any necessity at all for doing this. So far as I am concerned, the Rules are fine as they are and there is no need to revise them. There is a need to interpret them. One of the reasons I originally supported the International Diplomacy Federation was that I felt that there was a need for a central interpretative body. I still feel this need, even if the body is neither official nor formal. It seems to me unlikely that there can ever be general agreement among the various Gamesmasters on interpretation of the Rules. It is improbable that even a formal body could really enforce a set of standard interpretations. But standardization is not important; clarification is. We need to do two things: identify the "grey areas" which need interpretation and determine how each Gamesmaster would rule in each situation. Frodingag and Stab are already engaged in this process for themselves, and I have followed their lead. ((So have I. See p. 10 of this issue.)) Would it be possible for one person to collect these situations and rulings, perhaps tabulating who does what in each situation, and give the widest possible dissemination of this information? That would settle the question as far as, I think, it is capable of being settled: at least we would know where we stand.

((This sounds like an excellent idea. For its realization I pass it on to any Gamesmaster who has fewer games on his hands at present than I do.))

For the moment, I am only putting out these random thoughts without making any definite proposal. For myself, I intend to publish a statement as to how I would rule in given situations, and I urge all other Gamesmasters to do the same.

By the way, on the "Chalker Dilemma": I did not know the exact moves when I wrote my analysis ((in Erehwon #2)) but used a hypothetical set which duplicated the general situation as it was reported to me. Just for the record, here is the same set of moves as it would have appeared in Erehwon had it occurred there:

ENGLAND: A Kic-For; F Don-Kic; F Hol S F Don-Kic; F North Sea-Don; F Sol S F North Sea-Don.

RUSSIA: A Bar-Kic; F Ska-Don; F Bal S F Ska-Don.

England cannot force her own units to retreat, but her moves do stand off the Russian attack on Denmark. There is no other way to rule, it seems to me, in view of the explicit statement in the Rules that equal strength stands off equal strength. Chalker's ruling allows three Russian units to defeat five English units, which is ridiculous.

((I totally concur with Walker's ruling, and will so rule in comparable situations in GRAUSTARK, but for slightly different reasons. There is nothing which forbids a lesser number of units to resist the attack of a greater number, in itself. For example, consider the following situation:

ENGLAND: A Hol-Ruh; F Don-Kic.

GERMANY: A Kic-Ruh.

None of these moves succeed. Yet one German unit has hold off two English units in this situation. Other such situations were discussed in the "Row-of-Four" problem in FREDONIA #11 and #13. Since these issues appeared over two years ago, and FREDONIA was merged with GRAUSTARK a year ago last summer, this discussion is probably not in too many people's files. I will therefore reprint it in GRAUSTARK in the near future. If interest is evidenced by the readers, other articles on strategy from early issues of GRAUSTARK and FREDONIA will also be reprinted from time to time. It is interesting to mark the progress that postal Diplomacy has made since then; in FREDONIA #11 appears the statement that 5 postal Diplomacy games are in pro-

DISPUTED DIPLOMACY RULINGS

John McCallum, in Broddingnag #44, and John Koning, in sTab #22, have listed several situations in which, it is generally felt, the Diplomacy rules are unclear. My own interpretation of these situations, and the rules to be followed in GRAUSTARK, appear below:

1. **KONING'S RULE.** John Koning has ruled that if a unit attempting to enter a province is dislodged by an attack from that province, it can't stand off a unit attempting to enter that province from another direction. Such a situation would be the set of rules:

ENGLAND: A Nor-St.P.

RUSSIA: A St.P-Nor; A Swe S A St.P-Nor; A Mos-St.P.

The two moves A Nor-St.P and A Mos-St.P are both unsupported, so they stand each other off. The Russian attack A St.P-Norway is supported, so it succeeds. On p. 4 the rulebook explicitly states: "A unit ordered to move, even if unsuccessful, still may...stand off a single unit, even though its own position is attacked with support and it is consequently dislodged."

"Koning's Rule" will not be followed in GRAUSTARK.

2. **WELLS'S EXTENSION.** This is the Koning's Rule situation, with the added complication that the unit attempting to enter the province is supported, routed anyway, and then a third unit attempts to enter the province from another direction. Such a situation would be:

ENGLAND: A Norway-St.P; F Bar S A Norway-St.P

RUSSIA: A St.P-Norway; A Swe S A St.P-Norway; A Mos-St.P; A Fin S A St.P-Norway.

The Russian attack on Norway plainly succeeds, since it has two supports. The English attack from Norway, however, is still sufficient to stand off the Russian move A Mos-St.P.

3. **TWO FORCES RETREATING TO THE SAME PROVINCE.** If for any reason a dislodged piece cannot retreat, it is annihilated. This holds if two players retreat their armies to the same province. Since there is supposed to be no diplomacy before retreats, no allowance will be made for one player failing to pull back a piece in order to permit an ally to retreat. A piece which its player fails to retreat will be removed; however, in order to keep the game moving, the Gamesmaster will retreat a piece for which only one retreat is possible.

See the ruling in GRAUSTARK #111, 1965F, after the "Spring 1909" moves, for an example.

4. **SUPPORT BY FLEETS IN SPLIT PROVINCES.** A fleet can support a move only into a province into which it otherwise could have moved. For example, a fleet on the south coast of Spain cannot support a move into Gascony. However, a fleet in Gascony can support an attack into Spain. My ruling agrees with that of Koning.

5. **BRANNAN'S RULE.** Charles Brannan rules that a convoyed attack is presumed to come from the direction of the last convoying fleet. A convoyed army is thus prevented from cutting support given by the attacked piece to an attack on the last convoying fleet. I concur in this ruling, which would apply as follows:

AUSTRIA-HUNGARY: F Adr-Ion; F Gre S F Adr-Ion.

ITALY: A Nap-Gre; F Ion C A Nap-Gre.

The convoy fails. Since the attack comes in from the Ionian, it does not cut the attack into the Ionian, supported from Greece. The Italian army remains in Naples and the Italian fleet must retreat.

6. **THE MISLEAD ARMY.** What happens if a player double-crosses an ally by transporting his army elsewhere than agreed upon? Suppose that Germany has talked England into an alliance against France, and then double-crosses him, leading to the following moves:

ENGLAND: A Norway-Bel.

GERMANY: F North Sea C A Norway-Yor.

Both units stay where they were. "The army must be ordered to the province and the fleet must be ordered to convoy it." (p. 5)

7. THE SURROUNDED FORCE ATTACKED ON TWO SIDES. Suppose two hostile armies, each with one support, attack a province occupied by another force. Naturally, a stand-off occurs. But, since the piece in the middle can be annihilated only by being dislodged without a retreat, and since it was not dislodged, it stays where it is. Such a situation is:

GERMANY: A Ber holds.

ENGLAND: A Kie-Ber; A Mun S A Kie-Ber.

RUSSIA: A Sil-Ber; A Pru S A Sil-Ber.

8. THE COASTAL CRAWL. Is such a move as F Spa(s.c.)-Por; F Por-Spa(n.c.) legal? I rule yes. The two units do not simply try to get to each other's spaces. As far as fleets are concerned, Spa(n.c.) and Spa(s.c.) are separate spaces, as you've found out if you've ever tried to order simply "F Mid-Spa". Of course, "A Por-Spa; F Spa(either coast)-Por" fails.

9. THE VICTORY CRITERION. The rulebook is unequivocal about this. "As soon as one player gains a majority of the pieces on the board, he is the winner." If, for example, at the beginning of "1910" Germany has 17 of the 34 pieces on the board, and if during "Spring 1910" one French unit is dislodged and annihilated with no loss to Germany, then Germany wins at once.

10. THOMSON'S TRY. In GRAUSTARK games, a unit cannot simultaneously be ordered to another province, and supported in its own. If (see GRAUSTARK #111, 1966R) Italy orders F Ion-Gre, then the additional Italian move F Tyr S F Ion is illegal.

11. THE SPRING RAID. The rulebook states that supply centers may change hands only if an occupying army is present at the end of the "Fall" move. Forces may move into foreign supply centers in the spring, and out again in the fall, without changing their ownership.

12. CONVOYED SUPPORTS are not allowed for in the rulebook, and may not be used in GRAUSTARK games.

13. THE CUTTING OF THE CUTTING OF SUPPORT. This is related to Koning's Rule or, more precisely, to the reason why I don't use Koning's Rule. Even if it is successfully attacked and routed from another province, a piece may cut a support. For example:

FRANCE: A Bur-Mun.

GERMANY: A Mun S A Kie-Ruh; A Bel-Bur; A Pic S A Bel-Bur.

The French army cuts the support given by the German army in Munich. The attack from Belgium forces the French army to retreat.

14. CONVOYING BETWEEN CONTIGUOUS PROVINCES. F North Sea O A Hcl-Bel is perfectly legal. The rulebook being what it is, Bramman's Rule applies here also.

15. CONVOY EXCHANGE. May two armies exchange provinces via convoy? Under Bramman's Rule, yes. ENGLAND: A Lon-Bel; F North Sea O A Lon-Bel; and FRANCE: A Bel-Lon; F Eng O A Bel-Lon both are valid, because the French army is entering London from the English Channel, and the English army is entering Belgium from the North Sea.

16. CONDITIONAL RETREATS. See GRAUSTARK #100, p. 4, Rule 12.

17. CUTTING ONE'S OWN THROAT. A player cannot cut support given by one of its own forces, any more than it can attack or dislodge one of its own forces. In 1963B, in which two allies were working in close cooperation, a supported "relief column" did turn out to dislodge an allied unit, however.

18. REPLACEMENT PLAYERS. I am of two minds about the usefulness of this process. There have been cases of players apparently vanishing off the face of the earth: Paul Haxley and William Sullivan are noteworthy examples from GRAUSTARK games. On the other hand, abandonment of a country for 2 or 3 moves as a ruse to draw out enemies is a legitimate strategy. For the time being, the existing GRAUSTARK rules on replacements will be continued. (See GRAUSTARK #100.)

*

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COMPLETED POSTAL DIPLOMACY GAMES - IV

(Previous reviews of completed games may be found in GRAUSTARKS #87, 89, 95; and 100.)

1966D: This is the first postal Diplomacy game to be completed in the Games Bureau of the National Fantasy Fan Federation. It is noteworthy in several other respects, too; it is the shortest 7-man game thus far completed postally, requiring only ten months of play and seven "game years".

Although the game was hampered in its early stages by Margaret Gemignani's persistent inability to read or write English, and in the latter moves by several erroneously transcribed or interpreted moves, CB-1966-E (as Gamesmaster Jack Chalcker calls it) is interesting to play out. England and Turkey early achieved supremacy in their halves of the board - England through weak play on the parts of France and Russia, who made no alliances, and Turkey through an alliance with Austria-Hungary against Russia and Italy. By 1902, Germany's obvious weakness prompted a universal attack by her neighbors, with the usual effects. Italy also went out early, recklessly advancing two fleets into the Atlantic against England while the Austro-Turkish alliance invaded the peninsula.

England, which by 1903 had swept the north, was attacked and invaded by France in that year. The invasion force could not maintain itself, very much like the French attack on England in 1964C, and was expelled a couple of years later. Despite the French occupation of London, England continued to pick up supply centers owing to an attack on Russia in alliance with Austria-Hungary.

In the Fall of 1905, Turkey double-crossed Austria-Hungary with such force as to seem the most probable winner. In the face of this threat, Austria-Hungary and France joined their fortunes with England, which began to pick up supply centers twice as fast as new units could be built. Realizing the ultimate outcome of this tripartite alliance, Turkey refused to build new units in the winter of 1907, thus conceding the victory to England.

The roster and supply center chart follow. An asterisk represents a supply center for which a new unit was not or could not be built that year.

	00	01	02	03	04	05	06	07
E - Alan Huff (won F07)	E 3	4	6	6	8	9	14**18***	
F - Mark Owings	F 3	5	6*	7**	7	6	4	1
G - Margaret Gemignani (out S05)	G 3	5**	2	1	1			
I - Charles Brannan (out F04)	I 3	4	4	2				
A - Donald Miller	A 3	4	6	9*	8	7	4	2
R - James Dygert (out F06)	R 4	5	5	4	2	1		
T - Conrad von Metzke	T 3	4	5	5	3	11	12	13**

1966ADt: This game began as a six-man across-the-board game during a November 1965 visit of several Youngstown Diplomacy players to Scarborough. Although it had not been planned as a team game, the play through Fall 1905 was, to all effects, that of a team of England, Austria-Hungary, and Russia against a team of France, Germany, and Italy. These two teams were played, for the remaining 3 games, by James Latimer and John Koning respectively.

Under the rules of this game, Turkey was out of play. Bulgaria might be entered, but was not a supply center.

In the early years of the game, Russia did not play too effectively, but this had the result of tightening the alliance with England. Austria-Hungary was halted and then overrun by the enemy alliance, but not before Germany was swamped by the Anglo-Russian attack. France and Russia came to dominate the two alliances by 1905, and when the across-the-board game was abandoned at that time it was generally recognized that Russia could win. With the change to a postal team game, it was only a question of time before the superior forces of Russia and her allies achieved a majority of supply centers sufficiently large - 70% - for victory.

In the supply center diagram below, "#" refers to a country which, through an oversight, was permitted to have one unit more than the number of its supply centers.

E - John Smythe (res F05)
James Latimer (won F08)
A - Derek Nelson (res F05)
James Latimer (won F08)
R - John Koning (res F05)
James Latimer (won F08)

F - Robert Lake (res F05)
John Koning
● - Kim Pattee (out F04)
I - Ovilla Pattee (res F05)
John Koning

	00	01	02	03	04	05	06	07	08		00	01	02	03	04	05	06	07	08
E 3	4	4	5	4	5	5	6	5											
A 3	4	3#	3	3	1	1	1	1		team	10	13	13	15	16	17	18	20	21
R 4	5	6	7	9	11	12	13	15											
F 3	5	6	6	3*	7	6	5	6											
G 3	5	5	3							team	9	14	16	15	14	13	12	10	9
I 3	4	5	6	6	6	6	5	3											

There was no Gamesmaster. Game 1966D was published in Barad-Dur, and 1966ADT in STab.

For anyone who still thinks that the Center-Year ratings published on p. 25 of GRAUSTARK #100 are still valid, the following changes should be made in them.

John Smythe **	306	Robert Lake #	112	Mark Orings	36
John Koning -#	302	Alan Huff *	65	Kim Pattee #	36
Derek Nelson *#	251	John McCallum	54	James Dygert	17
Charles Brannan	149	Ovilla Pattee #	50	James Latimer #	13
Conrad von Metzke	129	Donald Miller	40	Margaret Gagnani	9

DEATH AND TRANSFIGURATION

In recent months several postal Diplomacy bulletins have been announced; some of these have even been published. Other bulletins have had to be curtailed or suspended, owing to lack of time, money, or publishing facilities on the part of their publishers. The increasing domination of the war faction in Washington has been the major cause of sudden changes of address or publishing plans on the part of Gamesmasters.

Fortunately, Conrad von Metzke has not completely dropped out of Diplomacy publishing. At one time he had ten games going in Costaguana. Of these, 1965F and 1966B are now being published in GRAUSTARK, while Harold Naus is now running 1965M, 1966O, 1966AC, and 1966AE in A Droite A Gaucho and Charles Turner has taken over 1966M in Armageddonia. But Conrad is sticking with Costaguana; his Slow Speed game, 1966AG. The other two games, 1966AH and 1966AL, have not yet been assigned.

Nothing more has been heard of 1966P, the Spanish-language game of which Eutiquio Jose Revillagigedo is Gamesmaster. Some astute Diplomacy players, observing that a group of islets called the Revillagigedos exist off the tip of Baja California, have accused Revillagigedo of being nothing more than von Metzke speaking Spanish. Be that as it may, von Metzke assures me that (1) Revillagigedo is real, and (2) the game is in progress through the mail by carbon copy. Plans to publish a Spanish-language Diplomacy bulletin, Caramba, have been abandoned.

Shortly after the NEFF Games Bureau began its two Diplomacy bulletins, Barad-Dur and Orthanc, a third bulletin, to be called Osgiliath, was announced by Jerald Jacks. Shortly afterwards, Jacks dropped out of sight for several months. Those would-be players in Osgiliath who never got their game fees back may complain about it to Jacks at Apt. 1613, Fox Plaza, San Francisco, Calif. 94201.

Lusitania is, by general consensus of opinion, the most incompetently edited and published postal Diplomacy bulletin ever printed - if indeed the shadowy reproduction of that bulletin can be characterized as "printing". The most recent issue, #14, came out about a month ago after I proposed to the players in Gamesmaster Kling's two games that I take over management. Most of the response was favorable, but Kling gave himself a new lease on life by deigning to publish. Players in his two games, 19650 and 1966X, have also complained of bad decisions, and adjudications contrary to the rulebook. Incredibly, Kling is now organizing a new game so that further players can be inconvenienced by his bad management.

Kling, who is 14, has frequently claimed youth as an excuse for delays and bad editing in Lusitania and in his science-fiction fanzines. This is often valid but can be overworked. It is creditable for a youth of his age to map out a grandiose plan and then carry it out. It is also creditable for such a person to map out a grandiose plan, recognize after some experience that he is not able to carry it out, and to try to make up for it to the people he has inconvenienced. But there is no merit in bull-headedly persisting as if he were capable of publishing a regular and reasonably well-edited Diplomacy bulletin when he is clearly incapable of so doing. Other Gamesmasters who have wished to hand over their games to a substitute have had no difficulty in so doing. Kling should recognize this and do likewise.

John Reiner, a friend and contemporary of Kling, has just published the first issue of a new Diplomacy bulletin, The Broken Line. The first issue has already appeared, revealing that, while Reiner edits it, the printing is done by Kling. This means that its publication schedule will be regulated by Kling's lethargy. Still, aside from this, The Broken Line seems rather promising. Subscriptions are 10 issues for \$1.00, and the game entry fee is only \$1.50. In addition to Diplomacy games, Reiner will open his columns to discussions on "any subject regardless of its topic". He solicits letters for this purpose - apparently he intends to found a west-coast equivalent of Ted Pauls' Kipple. His address is Apt. 4, 361 Elm Drive, Beverly Hills, Calif.

The first issue of Jim Sanders' new Diplomacy bulletin, Euralia, went out as a rider to GRAUSTARK #111. One game has already been set up, among seven players in the New York metropolitan area. Sanders is trying to get a second game going with a somewhat wider geographical range. The entry fee is \$2.00, and subscriptions are 20 issues for \$1.00. Sanders' address is Room 3K4, 601 W. 110th St., New York, N. Y. 10025.

The first issue of Dave Lebling's Glockorla appeared in May. None has appeared since, though Lebling has a full roster of players for the first game. He is waiting while some of the would-be players get used to the game, and is now trying to fill the board, some of the original registrants having dropped by the wayside. Anyone looking for a game should drop him a line. The game fee is \$3.00, and subscriptions are 10 issues for \$1.00. His address is 3 Rollins Court, Rockville, Md. 20852.

Leonard Garland is apparently circularizing Diplomacy players with a fantastically complex and useless "constitution" for an imaginary commonwealth. He does not even plan to base a game on it, as Charles Wells has done with Parliament. The point of it escapes me completely.

Charles Turner's Armageddonia is a three-man operation - edited by him, published by James Dygert, with Brian Bailey as treasurer. However, Dygert, like Charles Reinsel, is not party to the unspoken agreement among Gamesmasters that postal Diplomacy 'zines are exchanged on an all-for-all basis. Both men insist that their bulletins be paid for by other Gamesmasters at 10 issues for \$1.00. Armageddonia appears to be available either from Turner at 643 Santa Fe, Albany, Calif. 94706 or from Dygert at 2090 Blackwood, Walnut Creek, Calif.

While Anders Swenson is under the grip of the military, his Miskatonic University is being published by Turner. He is now recruiting a 7-man game, with an entry fee of \$2.50.

In addition to Miskatonic University, Swenson will soon begin, with Charles Brannan, the joint publication of a new 'zine, Kalmar. This bulletin, which appar-

ently is named after the Kalmar Union which united Sweden, Denmark, and Norway in 1397, will be run by Swenson (according to Brannan) or by Brannan (according to Swenson). Since Swenson's address is subject to change without notice, depending on where the Man of Flood next wants to kill people, you'd better address your inquiries to Brannan at 2417 Webster St., Berkeley, Calif. 94705. The game fee is \$4.00 for the first game and 50¢ for each additional game; subscriptions are 10 issues for \$1.00.

Richland Diplomacy fandom is now represented in print by Bob Speed's Corsair, 10 issues for \$1.00 from Speed at 1610 Johnstone Ave., Richland, Wash. 99352.

Variant Diplomacy games are played in some of the above-mentioned bulletins, and also in bulletins published by:

Linn Haramis, 2323 Belleflower, Alliance, Ohio

Charles Alexander, Apt. #1, 714 E. University, Ann Arbor, Mich. 48103

Alan P. Fisher, 2417 Webster St., Berkeley, Calif. 94705

Write for details.

Harold Naus announces some changes in the rates of his A Droite A Gauche (288 Broadway #139, Ghala Vista, Calif. 92010). Regular games now cost \$2.00, while the variant is \$2.50. There is a combination deal of entry in one of each type of game for \$3.00. Two new variants will shortly be announced.

THE BOARDMAN COLLECTION

And, while we're on the topic, my attempt to get a copy of every Diplomacy bulletin every published is nearly complete. There are, however, the following gaps in my collection. I need:

Armageddonia #2, #3, #5.

Big Brother #11

La Gazette d'Europe, all issues

Orthanc #19

Tuppence-Ha'penny all (if any) but #1

WorldDip #1, #2, #4, #28

Besides these, I have heard rumors that a short-lived mimeographed Diplomacy bulletin was published in 1961 or 1962, before postal Diplomacy was invented. This bulletin dealt strictly with the play of Diplomacy across the board. I would greatly appreciate any information that anyone might be able to furnish about it.

I will purchase any of these 'zines at a mutually agreeable price, or trade for any of the following:

GRAUSTARK 44, 46, 48, 50-53, 57, 58, 64, 66, 67, 71, 72, 74-91, 93, 94, 100-111.

RURITANIA 28, 30, 32, 36, 38-40.

Brobdignag 30, 31, 33-37, 39, 40.

Broken Line 1

Erehwon 1

Glockorla 1

Grand Fenwick Gazette (one-shot)

Lonely Mountain 23

Lusitania 1, 9, 10, 14

Wild 'n' Woolly 1, 7, 8

Blitz 1

Gamesletter V. 2, #s 3 & 3.

Gamesman 3

The above-mentioned issues of GRAUSTARK and RURITANIA are also available for sale at 10¢ per issue, except for GRAUSTARK #100, an especially large issue which costs 25¢.

WHAT - AGAIN?

Regular readers of GRAUSTARK will not be surprised to learn that Charles Reinsel, the moral vacuum that walks like a man, has launched another vicious verbal attack on a fellow Diplomacy player. This time his target is Jack Chalkor, who in Barad-Dur made a ruling with which Reinsel didn't agree. With characteristic dignity of expression he refers to Barad-Dur and GRAUSTARK as "shit-piles". He then

without addressing himself to the issue of Diplomacy rule interpretation, proceeds to make an attack on Chalker's character and patriotism. It has long been apparent that Reinsel considers himself a superior type of human being. Why? Not, certainly, because he is more intelligent or more honest or possesses a deeper understanding of human character than his fellows. From his writings in his own and other people's publications it is clear that Reinsel believes his superiority to be based on the fact that he is willing to commit murder, where others are not!

("My 'poor writing!'" he tells Chalker, "may be the result of the fact that I fought for my country instead of begging the government not to draft me!" Those familiar with Reinsel's polemic style may recognize how he throws his own military background, and his belief that everyone ought to do as he has done, into any argument in which he enters.)

This willingness of Reinsel to kill at any excuse, or at none, is so deeply ingrained into his character as to merit being called a perversion. Certainly the term "pervert" suits him far better than it suits those poor creatures who cruise Greenwich Avenue on Saturday nights.

Reinsel calls Chalker and me 'cowards'. Now let's just see about that. Reinsel's military career, which he presumably brings forth to evidence his 'courage', was the expression of a general feeling among Americans at the time he joined up. It takes no 'courage' to drift with the crowd. Under no reasonable standards of semantics can the easy way out be called 'courageous'. I have been active in the civil rights movement at times and places where this is punishable by summary death. Chalker presently teaches English in a blackboard-jungle junior high school with a predominantly Negro student body. I doubt whether there is any Diplomacy player doing work as necessary to the future well-being of this country as he is in those surroundings. For a man looking for the easy way out, any military service short of front-line duty is preferable.

Those Diplomacy players who saw Reinsel at the Diplomacy convention in Youngstown last August know that he is as vicious in person as he is in print. John Smythe was finally put to the necessity of ordering Reinsel out of his house, after Reinsel made himself intolerably offensive.

The problem posed by Reinsel to Diplomacy fans is quite similar to the problem posed to science-fiction fandom in its younger days by George Wetzol. Science-fiction fans solved it by isolating Wetzol, just as the body isolates an infection in a boil and eventually drains it out. Verba sapientum satis.

THE DIPLOMATIC POUCH (continued from p. 9)

gross. The present number, counting only the regular game and such petty variations as term and anonymous games, is 69.

((But, to return to the situation described in your letter, I would rule as I did for the following reasons: A Ber-Kie and A Kie-Bor stand each other off. Kiel was not vacated, but remains occupied by an English army, the supported English attack from Denmark cannot succeed. Now look at the remaining moves:

ENGLAND: F North Sea-Den; F Hol S F North Sea-Den.

RUSSIA: F Ska-Den; F Bal S F Ska-Den.

This is patently a stand-off. See rulings 7 and 17 under "Disputed Diplomacy Rulings" on p. 10.))

While Naus claims that disagreement on this situation and the Koning Rule - and others, I presume - shows a need for Gamesmasters to agree to standard rule I submit it merely shows the impossibility of such a project. But, while we're agreeing to disagree, let's at least tell everybody else where we stand and what it is we disagree about. I hope someone comes up with a good method for doing this.

((Myself, I'm a "strict constructionist" on the rules. A game, like a mathematical system, is constructed from some a priori rules which need only be consistent with one another. Once this is done, conclusions can be drawn from those rules. In mathematics they're called "theorems", "lemmas", "propositions", and "corollaries"; in a game they're called "strategy", "tactics", and "rulings".

((The other point of view is that Diplomacy is not merely a game, but an attempt to re-create an international situation that could have existed at one stage of European history. By this interpretation the rules are not a priori, but a posteriori. They are, in this view, derived from and subsidiary to the behavior of nations at war. Such a viewpoint favors a loose construction of the rules, capable of being modified whenever a deduction from them causes a situation not considered likely in a war.

((I am reminded of an account by the late Fletcher Pratt, of a naval war game which he invented at about the beginning of World War II. The game was worked out and played by Pratt and a group of his friends, but they felt that one of the consequences of the rules was most unlikely. According to the rules, a group of small warships could combine to sink a battleship - a situation considered most unlikely in actual warfare. While they were discussing the matter, word came that the German battleship Graf Spee had been forced into neutral waters and scuttled by its crew rather than surrender to just such a group of small British ships.

((For clarity in playing Diplomacy, I prefer the a priori approach to the rules. The a priori approach is typical of mathematics and of games; this is contrasted with the a posteriori approach of the sciences, including the science of government. This is why I prefer a strict construction of the rules of Diplomacy and a loose construction of the Constitution of the United States of America.))

BOB WHALEN, 77 Kennell Dr., Ringwood, N. J. 07456: Sanders came to Ringwood this weekend ((11-13 November 1966)) giving the Ringwood branch of the East Paterson Diplomacy Club a chance to continue a game started last winter. We continued from "Spring 1923" where, in a most interesting position:

England (Byro) - 5 units Russia (Sanders) - 9 units

Austria-Hungary (Whalen) - 11 units Turkey (M. Johnson) - 9 units

The other three are grouped against Austria-Hungary so that now in "Spring 1929" Austria-Hungary has only 12 units after going up to 15; Russia has 7; Turkey, 8; and England, 7. We look forward to continuing.

((Whew! Save for a game Calhoun once described 3 years ago as having gone to "1934", this is the longest Diplomacy game I've ever heard of. Can anyone match or top this one from their own playing experience?))

TIMOTHY McDEEMOTT, Stimson Hall, Pullman, Wash. 99163: I think the best solution to the rating system problem is the system used in chess. The American Chess Federation rates its members on the basis of their tournament play. Each member is given a thousand points before his first tournament if he thinks he is of average skill. They can be given more or less according to the individual's opinion of his own ability. A player is only allowed to compete against those of approximately equal rating. If he wins 100% of his games, his new rating is the average of all the original ratings plus 100 points. With some modification this system would serve very well.

It would tend to end gang-ups because no one player would be so much better that the other players would feel compelled to eliminate him at all costs. Another advantage is that it makes no difference how many games a bad player is in, he would still get a bad rating.

The main disadvantage is that many of your readers are involved in more than one game at a time, so that their rating depends on which game gets over first. Another problem is that a Diplomacy game is a unit so that determining percentages of victory could get sticky.

1966AA (continued from p. 4)

SEVASTOPOL: The axe was finally lowered upon yet another international miscreant as Carl Turnoff, foreign minister to Czar Andrei I, was unmasked as the notorious le Turnier, longtime antagonist of A. B. Swensonoff. The following interview was given by the Czar:

Q: What have you done in the case of le Turnier?

A: Well, it was a problem to select the right solution, but we've done the best now, that is evident. Our Political Psychologists were given a free rein, and were so successful he now wrights. ((sic)) left-handed and has a slight limp in the right knee. Only one problem - we keep intercepting him at the border with a ticket to London and a stockless pistol.

Q: What of the Austrians?

A: The Empress ((sic)) has been declared a Russian national resource ((sic)). In due time, she will be requisitioned to Sevastopol by the Hungarian Brithe, which is a highly efficient clandestine organization composed of California Diplomacy players.

The Czar also confirmed the reports of his recent presence amongst the Diplomacy-players of Baltimore. To answer BB's suggestion - He did enjoy his stay, ensuring the locals didn't.

LONDON: From: Lord Andrew, Archbishop Easterling of Canterbury via time warp Trohron Ve5.

To: Lord James, Archbishop Macintosh of Canterbury.

Greetings:

I strongly urge you to take the wind out of the sails of that fat popinjay Pope Innocent and his "nice" Lucretia with a strong letter of condemnation. He certainly betrayed the true state of that vaunted Roman Catholic seminary educated priestly sect. They are grossly ignorant. The Pope doesn't know yet that the Roman Catholic Church broke off from us 400 years or so ago. You obviously can't excommunicate people who aren't already communicants of the excommunicator's religious body. His recent excommunication of the entire population of England was therefore invalid and completely absurd ((sic)). Our Great Anglican-Catholic Church and their inferior and woefully ignorance-stricken Roman corruption are not in communion, nor have they been for the last few centuries. He has no authority over us and tell him not to get so blasted pushy. And just to make trebly sure please join me and my bishops as we pronounce him excommunicant and damned, anathema and cut off from the body and fellowship of all Christian people. Let no man be his aid. "Kill a Kruut for Christ" indeed. For that alone he deserves the shaft.

SCAPA FLOW SHORE STATION: Rear Admiral Cradock's North Atlantic Squadron has just returned from shelling the Brooklyn College earth works. The Admiral had no difficulty locating the little band of corpulent socialists known to be fostering in a 'natural' philosophy class. He hauled them kicking and screeching away by the collars. The only damage sustained was to the Admiral's uniform when he received sneers of red paint upon laying hands on Professor Bleeding Heart.

CANTERBURY CATHEDRAL: From the high altar, in front of 5,000 of the faithful, and to the accompaniment ((sic)) of the thud of 500 reversed candles from the hands of 500 poor Benedictine monks, the Archbishop pronounced Pope Innocent (who isn't) excommunicated and damned. During the decree and reversing and snuffing of candles there seemed to be some kind of scuffle near the Archbishop. This cause of this was not explained. ((nochant, sic))

LAMBETH PALACE: Private sources report that the Archbishop was puce in the face when he returned from the Cathedral today. As he stormed down the great hall spewing vestments in all directions he warned his subordinates that the next person who handed him one of those large inextinguishable birthday candles during an excommunication he would personally see him roasted over a slow fire built from old GRAUSTARKS.

EDITORIAL FROM PUNCH: We are all deeply grieved that a vast mob of lesser church dignitaries and Whitshall officials put a stop to our beloved Archbishop's punitive actions against J. Boardman and Pope WhoIsn't. We think that it was a terrible crime perpetrated ((encore, sic)) against mankind. How did it all happen? Well it started faster after the Archbishop had settled down after the candle incident in the Cathedral.

The day Boardman was incarcerated in the Tower, the Archbishop sent for the candle he had used during the excommunication. When he saw something neatly engraved in the wax of the candle, he let out one huge blood curdling screech, snatched up his crozier and vestments flying, went sailing through the front gate of Lambeth Palace, with out ((sic)) opening it. Alarmed, a great stream of bishops, priests, deacons, acelytes etc. followed.

Our on the spot correspondent picked up the some what beat up candle, and what do you suppose he saw - "Cheers from J. B.!" The scene at the Tower was even more dramatic.

The Archbishop bounded lethly ((wider, sic)) through the front gate and upon seeing J. B., cried aloud in triumph "Aha! There you are, you, you bounder, you." He then screeched "Loch Moy" (his clan's war cry) and smashed his crozier down on Boardman's head. Naturally it broke. (The crozier that is.) For a moment the Archbishop stood stoopified ((sic--are you as tired of this as I am?)) at the broken piece in his hand. Then - "Arragh, that never happened before." There upon ((sic: again, fereris-sake)) he snatched a censor pot from a near by acolyte, and using it like a chain-mace smote him again. Same result. Now the Archbishop, in an advanced state of frustration, tried to choke J. B. with the censor chain, but he got tangled up in it. Then - "Wait, I'll get my golf clubs!" At this point 6 bishops, 4 archbishops, 14 deacons, representatives of 6 religious orders, 5 admirals, the captain of the guard, and many lesser officials and clerics, and Mary Baker Eddy (ed. I say, how'd she get in there) jumped Archbishop Macintosh. It was a merry donnybrook for a while. The Archbishop layed out 4 bishops and the ex-papal legato with one blow. Among cries of "Temper, temper your Grace: remember your blood pressure - you would have had a stroke!" they hauled him away kicking and screaming ((yeah, this one's 'sic' too)) - "Darned right, and it would have been a bloody fine stroke, too."

LIVERPOOL: J. B. was last seen rowing out of the estuary, into the sunset as fast as he could in a boefoater hat, with the boefoater swimming in hot pursuit.

1966B -- PRESS RELEASES

ROME: Tribune Roberto Roali today announced the second fleet had been ordered to retake Greece from the Moslen invaders. Admiral Frederico Luckel, aboard the flagship Lepanto, announced that he would cooperate fully in the joint engagement with the Austrian fleet which has been assigned the assault position.

NEW YORK CITY: Fiorello La Guardia, who has resigned to run for election as mayor of New York City, said he felt the Mediterranean war would be a long one with victory likely for either side "unless Germany recognizes the long term danger in Turkish ((sic)) strength and joins the alliance as at least a co belligerent if not a full partner."

1965Q - PRESS RELEASES

MARSEILLES (just before the French evacuation): In consideration of the admirable showing put forth by the British forces, France would rather fight than switch. Want to help us?

NAPLES: How foolish it is for Austria to support Turkey. No good can possibly come of it.

ATHENS: In answer to enquiries from Geneva: Yes, We are still around, and We are still Celestial Minister of Information. However, events have been going so well recently that we have decided, for the present, to keep Our mouth shut. - Spiros Preposterous.

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James Latimer asks that, to avoid confusion between his mail and his father's, all correspondence be addressed to him as "James W. Latimer III".

In addition to the new postal Diplomacy 'zines listed on p. 14, Alan R. Fisher, Ernie Garillo, and Carl Anderson announce the forthcoming appearance of Maximus Minimus, 2417 Webster St., Berkeley, Calif. 94705. Subscriptions are 10 issues for \$1.00, and the game fee is \$2.50.

Diplomacy rulebooks are available at \$1 each, and conference maps at 4¢ each, from John Boardman, 592 13th Street, Brooklyn, N. Y. 11218. Conference maps in large quantities should be ordered, at \$3.00 per hundred, from Games Research Inc., 48 Warren St., Boston, Mass. 02118.

Californians take warning -- Nero was an actor, too!

POSTAL DIPLOMACY ROSTERS: ADDITIONS AND CORRECTIONS

This listing updates the rosters which appeared in GRAUSTARKS #100, #104, and #109. Gamesmasters and players are requested to look over the rosters for their own games and to report any further additions or corrections which may be necessary.

1965C: A - Charles Wells (out F10) 19660: R - Al Goggins (res F02)
Greg Long

1965F: R - Dennis N. Smith (out S09)

1965G: G - Ronald Wilson (cut F07) 1966Q: A - Gregory Salamo (dro F09)
Michael Vaughn (cut F10)

1965R: I - Joel Sattell (cut S09) 1966AC: I - Al Goggins (res F01)
Greg Long

1965S: G - Charles Reinsel (cut F11)

1965T: F - Mark Owings (out F10) 1966AM: F - Ron Parks (dro S01)
Harold Peck

1965U: R - John Boardman (cut F07) 1966AP: E - Clint Bigglestone (out F04)

1966C: A - Jock Root (cut S05) 1966PA: Bob Speed, Corsair (RS66:2)
E - Alan Harvey
F - Barbara Blanton
G - Dave Bush
I - Dianna Cook
A - Mike Jasko
R - Karl Thompson
T - Alan Kissinger

1966D: Jack Chalker, Barad-Dur (GB-1966-E)
E - Alan Huff (won F07)
F - Mark Owings
G - Margaret Gemignani (out S05)
I - Charles Brannan (cut F04)
A - Donald Miller
R - James Dygert (out F06)
T - Conrad von Metzke

1966E: G - John Mazor (out F05)

1966K: R - Ron Parks (cut F03) 1966BB: Harold Naus, A Droite A Gauche
E - Dave Francis (ADAG #8)
F - Eugene Prosnitz
G - Greg Long
I - Bud Pendergrass
A - Rick Payment
R - Larry Poory
T - Tom Griffin

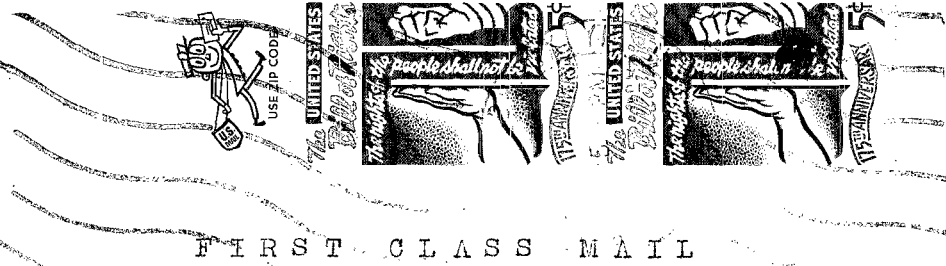
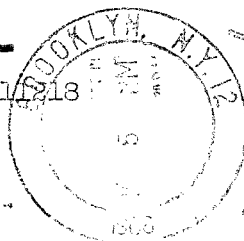
GRAUSTARK #112

John Boardman

592 16th Street

Brooklyn, N. Y. 11218

U. S. A.



Derek Nelson
18 Granard Blvd.
Scarborough, Ontario
CANADA

"What mean their trumpets and their bells, their horses and their flutes, but come hangman - come vulture." - Dante