

GRAUSTARK

#128

1967F, 1967U, 1967V

15 May 1967

NEW POSTAL DIPLOMACY GAMES BEGIN

One week ago, GRAUSTARK #127 went out with the announcement that two new postal Diplomacy games would be opened. The Gamesmaster wishes to announce that he has been staggered by the response. In only one week, both games have filled up, and in addition each has two stand-by players! Such response is more than a little flattering, and I only hope that the quality of the gamesmastering will justify this confidence.

The two new games have been given the designations 1967U and 1967V. The rosters are:

1967U

ENGLAND: Robert Maloney, 33-46 92nd St., Jackson Heights, N. Y. 11372

FRANCE: Richard Uhr, 742 First Court, Brooklyn, N. Y. 11223

GERMANY: Michael S. Miller, 9611 Watts Branch Dr., Rockville, Md. 20852

ITALY: Frank Clark, 5506 Fiske Place, Alexandria, Va. 22312.

AUSTRIA-HUNGARY: James Latimer III, Room 223, Austin Centre, Merrimack College, North Andover, Mass. 01845. (After 24 May: 4011 Silver Hill Road, Suitland, Md. 20023.)

RUSSIA: George Heap, P. O. Box 1487, Rochester, N. Y. 14603

TURKEY: John Beshara, Apt. 1021, 155 W. 68th St., New York, N. Y. 10023

First Stand-by: Terry Kuch, 2323 Nebraska Ave., Washington, D. C. 20016

Second Stand-by: Douglas Beyerlein, 3934 S. W. Southern, Seattle, Wash. 98116

1967V

ENGLAND: David Lebling, 3 Rollins Court, Rockville, Md. 20852

FRANCE: Frank Musbach, P. O. Box 14021, Minneapolis, Minn. 55414

GERMANY: Mehran Thomson Jr., 12825 Dixie St., Detroit, Mich. 48239

ITALY: Thomas Griffin, Apt. 16H, 115 E. 9th St., New York, N. Y. 10003

AUSTRIA-HUNGARY: Hugh Anderson, 2717 Belaire Dr., Lansing, Mich. 48910

RUSSIA: Stephen Gordon, 2205 E. 7th St., Brooklyn, N. Y. 11223

TURKEY: Sherry Heap, P. O. Box 1487, Rochester, N. Y. 14603

First Stand-by: Eugene Prosnitz, 200 Clinton St., Brooklyn, N. Y. 11201

Second Stand-by: A3C Mark E. Johnson, Box B-7606, GMR-2, Sheppard AFB, Texas 76311

The deadline for "Spring 1901" moves in both these games is NOON, SATURDAY 3, JUNE 1967. They will be published in GRAUSTARK #130, which will be published on that date. This revises slightly the publication schedule announced in GRAUSTARK #127, owing to the speed with which these games were filled.

Would-be players whose entry fees arrive too late will have their choice between a refund and a GRAUSTARK subscription. Gamesmasters who have places open in their 'zines will be furnished with names and addresses of these late registrants upon request, and can try to recruit them for their own games.

1967F

RULE BRITANNIA!

The "Fall 1908" Turkish move reported on p. 9 of GRAUSTARK #127 as "A Mos-Ukr" should have been "A Mos-Liv".

"Winter 1908"

ENGLAND: Builds A Lon, F Edi.
GERMANY: Removes A Pie, A Ruh.
AUSTRIA-HUNGARY: Builds A Vie.

RUSSIA: Removes A Fin.
TURKEY: Builds A Con, F Smy.

"Spring 1909"

9 May 1967

ENGLAND (Aita): A Norway-Fin; F Swe S A Norway-Fin; F North Sea-Norway; F Hol & A Den S A Kie; A Lon-Pic; F Eng C A Lon-Pic; F Edi-Norwegian Sea; A Par-Bur; A Bel S A Par-Bur; A Kie S GERMAN A Ber; F Lyo-Tus; F Wes-Lyo; F Tun-Ion; F Tyr S F Tun-Ion.

GERMANY (Stone): A Ber holds.

ITALY (Berman): A Rom-Apu; A Nap S A Rom-Apu.

AUSTRIA-HUNGARY (Rafailovich): A Ukr-Mos; A Mun-Ruh; A Boh-Mun; A Tyr-Pie; A Tri-Ven; A Vie-Tyr; F Alb S TURKISH F Ion.

TURKEY (Friedlander): F Smy-Aeg; A Con-Bul; F Ven-Apu; F Ion S F Ven-Apu; F Adr S F Ven-Apu; A St.P-Norway; A Liv-St.P; A Sil-Ber; A Pru S A Sil-Ber.

"Fall 1909"

11 May 1967

ENGLAND: F Norwegian Sea-Bar; F North Sea-Norway; A Fin S F North-Sea-Norway; F Swe-Bot; F Eng-Mid; F Lyo-Mar; F Tun-Ion; F Tyr S F Tun-Ion; F Tus holds; A Den & F Hol S A Kie; A Bel-Ruh; A Kie S A Bel-Ruh; A Bur S A Bel-Ruh; A Pic S A Bur.

GERMANY: A Ber holds.

ITALY: A Rom S A Nap; A Nap S A Rom.

AUSTRIA-HUNGARY: A Ruh-Kie; A Mun S A Ruh-Kie; A Tyr S A Mun; A Tri-Ven; A Pie S A Tri-Ven; A Mos-St.P; F Alb S TURKISH F Ion.

TURKEY: A Bul-Apu; F Aeg & F Ion C A Bul-Apu; A Ven S A Bul-Apu; F Adr S A Bul-Apu; A St.P-Norway; A Sil-Ber; A Pru S A Sil-Ber; A Liv holds.

The German army in Berlin; the Austro-Hungarian army in the Ruhr, and the Turkish fleet in Venice are annihilated, having no possible retreats. The High Combatant Powers now control the following supply centers:

ENGLAND: Bel, Bre, Den, Edi, Hol, Kie, Liv, Lon, Mar, Nor, Par, Por, Spa, Swe, Tun. (15)
ITALY: Nap, Rom. (2)

AUSTRIA-HUNGARY: Gre, Mos, Mun, Rum, Ser, Sev, Tri, Ven, Vie. (9)
TURKEY: Ank, Ber, Bud, Bul, Con, St.P, Smy, War. (8)

"Winter 1909"

AUSTRIA-HUNGARY: Builds A Vie, A Tri.

ELBA, WEST INDIES: General de Bilitē, "in a spirit of international amity", offered political asylum to any Russian or German ex-soldiers who wished to join the remnants of French forces on this peaceful island, which two years ago was smuggled to a quieter corner of the world by Corsican smugglers.

AUDOBON SOCIETY MOVES TO PROTECT DODOS, ARCHDUKES, & OTHER BIRDS

"Fall 1919" (After the previous move Turkey retreated A Pru-Sil.)

ENTENTE POWERS (Lebling)

ENGLAND: F ENG S FRENCH F Bre-Mid;
A Yor-Livonia; F North Sea, F Ska,
& F Bal C A Yor-Livonia; A Ber &
A Mun S U. S. A. A Pru-Sil; A Mos-
War.

FRANCE: F Bre-Mid; F Tyr S ITALIAN F
Rom-Nap; F Tun-Ion; A Tyr-Boh.

ITALY: F Rom-Nap; A Pie S FRENCH
A Tyr.

U. S. A.: A Liv-St.P; A Pru-Sil.

CENTRAL POWERS (M. Thomson)

GERMANY: A Boh S TURKISH A Sil-Mun
A Vie S AUSTRO-HUNGARIAN A Tri-
Tyr.

AUSTRIA-HUNGARY: F Adr S A Ven; A
Ven S A Tri-Tyr; A Tri-Tyr; A
Gal-War.

TURKEY: F Ion-Nap; A Nap-Rom; A
Apu S A Nap-Rom; F Gre-Ion; F Eas
S F Gre-Ion; F Mid-Por; A Sil-
Mun; A Ukr S AUSTRO-HUNGARIAN
A Gal-War.

Underlined moves are not possible. The French army in Tyrolia and the Turkish army in Silesia are annihilated. The High Combatant Powers now control the following supply centers:

ENTENTE POWERS (14)

ENGLAND: Bel, Ber, Edi, Kie, Liv,
Lon, Mos, Mun, St.P. (9)

FRANCE: Bre, Mar, Par, Tun. (4)

ITALY: Rom. (1)

CENTRAL POWERS (15)

GERMANY: Vie. (1)

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

TURKEY: Ank, Bul, Con, Gre, Per,
Nap, Rum, Sev, Smy. (9)

Turkey may build 2 new units, and England, the U. S. A., and Austria-Hungary may each build one. Germany and Italy must each remove one unit. France may build one unit. The "Spring 1919" French move "A Boh-Sil" should have been underlined.

POSTAL DIPLOMACY ROSTERS - ADDITIONS AND CORRECTIONS

1965K: I - Charles Reinsel (out F08)

1966AG: Bob Ward (dro S02)
Roland Tzudiker

1965V: F - George Parks (dro S07)
James Latimer (out F08)

1966AI: A - Brian Bailey (out F02)

1966E: E - Ron Parks (dro S06)
Richard Bryant

1966AM: I - Sean Donohue (dro F04)
Art Canfil

1966F: G - Ron Parks (dro F05)
David Lebling

1966AT: F - Wayne Hoheisel (out F03)

1966BB: A - Rick Payment (out S03)

1966J: A - (anonymous) (out F03)

1967J: Greg Long, Cerebral Nebula
E - Dan Evans (CN 1)

1966Tx G - George Parks (dro S02)
Bill Forlines

F - Larry Peery

G - Richard Metzger

I - Stephen Hueston

A - John Alden

R - Tom Rosenblum

T - Roland Tzudiker

1966AC: G - Derek Nelson (out F04)
T - Leonard Garland (out F04)

1966AE: E - Clyde Johnson (dro S03)
Greg Long

1967K: Charles Brannan, Wild & Wooly (1967KX)

E - Charles Reinsel
G - Bill Bogert
I - Ken Davidson

1967L: Charles Brannan, Wild & Wooly (1967KY)

E - Michael Wolf
F - Harold Peck
I - Margaret Gemignani
R - Bill Bogert
T - Ken Davidson

1967M: Don Miller, Diplophobia

E - Rick Brooks (PME)
F - Fritz Mulhauser
A - Anders Swenson
R - Jay Haldeman
T - Bill Forlines

1967N: Don Miller, Diplophobia

E - James Latimer (POC)
F - Michael Dobson
G - Alan Huff
I - Eugene Prosnitz
A - Thomas Ogle
R - David Lebling
T - Fritz Mulhauser

1967O: Larry Peery, Xenogogic

E - Frank Musbach (X-1)
F - Hal Naus
G - Eugene Prosnitz
I - John Beshara
A - Bud Pendergrass
R - Charles Carey
T - Anders Swenson

1967P: Larry Peery, Xenogogic

E - Eugene Prosnitz (X-2)
F - Bud Pendergrass
G - Douglas Beyerlein
I - Margaret Gemignani
A - Gallo
R - David Francis
T - Roland Tzudiker

1967Qt: Larry Peery, Xenogogic

F,A,R: Hal Naus (X-8)
G,I,T: Eugene Prosnitz

1967Rt: John Koning, sTab (III)

E,I,T: Jock Root
F,G,A: Dick Schultz
R: Larry Peery

1967St: John Koning, sTab (IV)

E,I,T: John McCallum
F,G,A: Derek Nelson
R: John Smythe

1967T: Greg Long, Cerebral Nebula

E - Charles Turner (CN 2)
F - Charles Alexander
G - Bill Haggart
I - Ben Turk
A - Margaret Gemignani
R - Doug Baker
T - Christopher Wagner

1967U: John Boardman, Graustark

E - Bob Maloney
F - Richard Uhr
G - Michael Miller
I - Frank Clark
A - James Latimer
R - George Heap
T - John Beshara

The Gamesmaster would particularly like to thank Hal Naus, editor of ADAG, for helping him to keep these listings up to date. All Gamesmasters and players are requested to report any errors or changes in these rosters. Previous rosters may be found in GRAUSTARKs 100, 104, 109, 112, 116, 120, and 124.

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The Gamesmaster regrets to report that stocks of GRAUSTARK #100 have been exhausted. The following back issues are still available at 10¢ each: 44, 46, 48, 50-53, 57, 58, 64, 66, 67, 71, 72, 74-91, 93, 94, 101-127.

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Players looking for new game openings should subscribe to Brobdingnag, which is 10 issues for \$1.00 from John McCallum, "A" Quarters, S. E. S., Ralston, Alberta. McCallum reports regularly on the state of Diplomacy games in other bulletins, including availability and cost of openings.

A BRIEF HISTORY OF THE GRAND DUCHY OF BEAUCOUILLO - IV

Long after the surrounding nations had become Christian, paganism remained in Beaucoillon. As late as the 7th century, St. Einfull of Ayle wrote, "In Beaucoillon accursed of the Lord, the persons of the Trinity are these: Venus, Bacchus, and Fortuna." However, the dominant religion of Europe could not indefinitely be kept at bay, and in 791 Charlemagne commissioned his illegitimate son Eginbier to go to Beaucoillon and convert Grand Duke Cosimo III and his people to Christianity. Eginbier, until then the confessor to six nunneries in the Paris area, was consecrated Bishop of Beaucoillon.

The bishop-missionary first visited Rome, where his mission received a pontifical blessing from Pope Denis I during the Pope's ninth birthday party. He then set out for Beaucoillon, armed with relics of St. Ignatius the Voracious, who had been martyred there in the third century.

Despite favor shown him by the Grand Duke's wife, sisters, and daughters, Eginbier's mission did not at first succeed. Furthermore, a streak of bad luck at the dice tables impoverished him, leaving him only with the relics and a crucifix. On the eve of St. Ignatius, however, the missionary staked these objects at dice. To the consternation of everyone, the dice turned up nine straight "Aphrodites", and Eginbier became the first person in the history of Beaucoillon to break the bank. On the next day, the Grand Duke's wife, four sisters, and two daughters were simultaneously delivered of seven healthy boy children.

Awed by these omens, the people of Beaucoillon rushed to baptism, hoping to share in the powers conferred on Eginbier by his faith. A fountain in the public square, which now flows with vodka during feast days, is pointed out to tourists as the place where Eginbier baptized the Beaucoillonese.

PRESS RELEASES - 1966R

SQUIJI ISLANDS (14 Aug. 1910): Visitors to the Squiji Islands lately have been treated to a rare sight: About 90% of the deposed royalty of the world living for the first time in peace and harmony.

After Prince Otto moved the German capital here from Copenhagen, most of the minor German royalty not collaborating with the French descended on the Islands, joining several regiments of Austrian and Magyar nobility who had already taken up residence on the third largest island of the group, which they named New Leuthenia and declared independent. The Austro-Hungarians are back in the German Empire now however; Otto cut off the supply of vodka and gin, and had Princes Johann and Friedrich deliver the Danubians an ultimatum. New Leuthenia was the first conquest of the new German Empire. The British royal family was right on the heels of the Hungarians, and so now the islands have a fine income from the two gambling casinos which Otto providentially imported from Beaucoillon. Pope Sylvester IV, after his deposition by the College of Cardinals, hove in with about two divisions of clergy and seventy-five long tons of Italian lire. It was discovered that about half of his entourage was the Italian nobility, and the other half was the Italian army. King Victor V noted that he expected the Italian fleet in about a week, but it ran aground in Tunisia looking for the Panama Canal. Victor V, his dreams of conquest shattered, is working as a busboy for the hotel. Other notables now in residence in the Islands include the royal families of Serbia, Greece, Bulgaria, Rumania, Spain, Portugal, Belgium, Denmark, Holland, Norway, Sweden, Thailand, India, Brazil, China, and assorted others.

Someone suggested (about the middle of April) that with all that royalty around, there would be enough money to finance an army of millions which could regain the assorted Father- and Mother-lands. This assumption was put to the test, and it was discovered that, although there was no lack of money, most of it was worthless paper, the billion reserves having been the first thing seized by the invaders in most cases. All was not lost, however, for the tons of paper were exported to the United States and sold at a vast profit to entrepreneurs in Brooklyn, N. Y. and Youngstown, Ohio, for use in the transmutation of hot air into armies.

SQUIJI ISLANDS (16 Aug. 1910): Prince Otto may be found in his casino, sitting de-

jectedly amidst billions of dollars in his casino's winnings.

"What's the matter, Otto," queried Anti-Pope Sylvester IV.

"Der gazino," answered the Prince. "Look at der money."

Sylvester looked around the room slowly.

"Yes, look at it. Billions of dollars. (Otto, have you ever thought about tithing?) I do realize what a weight all this money is on your shoulders, the burdens of wealth and all. I sympathize."

"Vealth, shmealth. I luv der monies, und besides, I'm a good Lutheran. Der more moneys I have, der better I likes it. But look at all uf it. All dose kinks losed this moneys, und look at all dose bounds und grows und yen und lire. None uff dem issa worth der paper dey are brinted on. Efen dose people in der Hew Hess vill not buy dem. Iam ruined!!!"

COPENHAGEN (7 Sept. 1910): Chancellor von Kluck has declared that the peninsula of Jutland, the islands of Funen, Lolland, Falster, Zealand, and the provinces of Slesvig and Holstein are henceforth to be considered neutral territory and not liable for incorporation into either the French Republic, the Russian Empire, or the dominions of the Sublime Porte.

"As of ten p, m. yesterday," said von Kluck, "we have effectively eliminated any inducement to any of the warring powers to attempt the conquest of Germany-in-Europe... Every red cent in the country has been stuffed into a bottle of beer and mailed to Paris. There is not a drop of alcohol or an ounce of gold in the Empire. If you want to sack something, follow the mail to Paris."

KIEL (9 Sept. 1910): "All of the thirty thousand pieces of parcel post sent from Copenhagen to Paris are to be returned to sender. The Paris ZIPcode is 5789₂ not 5789₃. Please advise the sender to check his ZIPcode before mailing parcel post." - L. F. Obrenov, Postmaster.

AVIGNON (10 Sept. 1910): Following the untimely death of Pope Julius IV, the pro-war faction of the College of Cardinals met and elected Cardinal Smellman to the papal throne. The new Pope took the name "Urban IX", indicating his intention to follow the lead of Urban II, who began the First Crusade. In a statement to the public, the new Pope declared his intention of prosecuting his predecessor's crusade against "the heathen Turk" to a Final Solution.

"What will we do when the Turks are destroyed, Your Holiness," Cardinal Crushing then asked him.

"Find someone else to fight, of course," Pope Urban replied. "It would be contrary to all the traditions of Christianity to let peace come just because the enemy didn't want to fight any more!"

SQUILJI ISLANDS (30 Sept. 1910): Pope Sylvester IV denied that the Avignon Pope Urban X speaks officially for the church. "Who's the Pope?" he demanded from the balcony of the new papal residence, Vatican II.

"You are, Sylvester baby!" replied the Pope's Own Regiment of Amazon Axewomen.

"I am still hoping," Pope Sylvester went on, "that the Avignon anti-Pope will have a change of heart, a spiritual regeneration. But we may have to wait a long time for Urban renewal."

SUBSCRIPTION OVERRUNS

A number of the people who registered in 1967U or 1967V already had a few issues to run on their subscriptions. When the games in which they are presently enrolled are completed, these players are entitled to additional copies in the following amounts:

Hugh Anderson	5	David Lebling	10	Charles Turner	15
John Beshara	10	Robert Maloney	3	Richard Uhr	35
Margaret Gemignani	2	Derek Nelson	6	Michael Vaughn	2
George Heap	5	Anders Swenson	5	Chris Wagner	11
Mark Johnson	5	Mehran Thomson	32	Charles Wells	1
James Latimer	16				

These amounts may also be regarded as credits with GRAUSTARK, at 10¢ an issue. Amounts of \$1.00 or greater will be refunded in cash on request.

PRINCIPLES OF ALLIANCES

by Eugene Prosnitz

This is the first of a series of three articles by a leading New York City player, whose skill at Diplomacy is enhanced by his abilities as an attorney and as a rated player in tournament bridge. The other two articles in this series, "Alliance Breaking, Double Crossing, and the Balance of Power" and "Correspondence in Postal Play" will appear in forthcoming issues of GRAUSTARK.

In considering which alliances to form, one should consider the principle of maintaining a compact position, a principle accepted by most schools of thought, with the exception of the advocates of the Ringwood alliance. In general, it is bad strategy to get in a position where you're very spread-out. This frequently happens if a country which has two neighbors on one side, and one neighbor on the other, attacks the lone neighbor, leaving his rear exposed to two potential enemies. Thus, for example, I think it is usually wrong for Germany to attack Russia or for England to attack France, and it is wrong about 110 percent of the time for France to attack Italy in the beginning of the game.

It is usually best for a power to move in the direction of the largest cluster of supply centers. For example, if England attacks France it loses the chance to expand into Scandinavia or the Lowlands, and may even lose Norway. (Even if this doesn't happen, England is then spread out from Norway to the Mid-Atlantic.) A study of about 15 games in Diplophobia, GRAUSTARK, and A Droite A Gauche reveals that in every game in which England and France were allies, England had at least 5 supply centers, while in about 75% of the games in which England and France were fighting England had four or fewer supply centers.

(However, any of these ideas are subject to modification. In a recent over-the-board game I attacked France, as England, in "Spring 1901", because the French player is probably the most untrustworthy player in Diplomacy history.)*

In picking your allies it is a good idea to consider the players and their propensity for trustworthiness. This has a double advantage, in that a player becomes a little more careful about double-crossing you if he must consider, not only the present position, but the fact that this will make it difficult for him to deal with you in the next game.

Once an alliance is in operation, one of the most important things to do is to create a position where your ally cannot double-cross you. (This is easier to do in northern and western Europe than in the Balkans, where the supply centers are all so close together.) This is the reason why I consider the Franco-Italian alliance to be the most stable and desirable on the board; the two countries can stay miles apart and not threaten each other at all. Sometimes you may have to leave one supply center open and subject to a double-cross, but you should almost never be caught in a position where your "ally" could pick up two or more supply centers in one fell swoop; this is like sending him an engraved invitation to stick the knife in your back. (An exception exists if you're so weak that you're at his mercy anyhow.)

In a recent game Italy, a believer in the Ringwood alliance, made treaties with both France and Austria-Hungary and then attacked Turkey, a highly dubious strategy at best. After conquering Greece and Smyrna, he had to fight either Austria or France, and chose France. The result? Austria-Hungary suddenly attacked him, and he went from six supply centers to zero in two years.** He had committed the two worst tactical errors: becoming overly spread out, and letting an ally get in position to double-cross him.

* - Moral imputations are the author's alone. However, it should be observed that many chess masters have chosen their openings to dig at their opponents' psychological weak points. A player who likes open, free-swinging games can be most disconcerted if you throw the French Defense at him. - JB

** - This sounds like what happened to me in 1903. - JB

The use of the buffer zone is an excellent stratagem for preventing a backstab. In one of my first games, playing Italy, I had armies in Marseilles and Spain and a fleet in Portugal. Germany had armies in Paris and Belgium and a fleet in the English Channel, all just sitting there. England and France were wiped out. After a truce of four or five moves, Germany suddenly blasted me, in conjunction with an attack from the East.

My position would have been better if not for a major blunder on my part. I should have told Germany that I would move A Mar-Bur, A Spa-Gas, F Por-Mid on every move, and invited him to move to the same regions. This would have created a buffer zone and made it more difficult for him to get near me when he attacked.

The use of the single buffer zone is a sensible maneuver for allies. For example, Turkey and Russia might both order fleets to the Black Sea, or France and Germany both order armies to Burgundy. Or one power can create a buffer zone by moving two of his pieces to the same province, which is quite useful if you've promised an ally that you won't occupy the province, but at the same time want to keep him out.

Another safety play to prevent a backstab is to order your unit to an occupied supply center of your ally. For example, England and Russia are allies, with England owning Norway and Denmark, and Russia owning Sweden and St. Petersburg. There is an English fleet in Norway and a Russian fleet in Sweden, with Denmark and St. Petersburg unoccupied. Suppose the two countries plan to keep their fleets stationary. England should tell Russia that he plans to move F Norway-Swe in order to stop a potential double-cross of F Swe-Den. Similarly, Russia should move F Swe-Norway to stop a possible English F Norway-St.P.

This is

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

The worst example of leaving oneself wide open, that I have seen, occurred in the current GRAUSTARK game 1965Q in which John Koning is England and John Smythe was at that time Germany. At one point there were three German fleets in the North Sea, the English Channel, and the Mid-Atlantic, with no English pieces anywhere near home. Now Smythe and Koning may have had good alliances in a number of games, but if I were England I wouldn't let my grandmother get three fleets in that position.

The ironic part of it all in that game was that Smythe didn't double-cross Koning; it happened the other way around. Koning, fearing a backstab, took both Sweden and Warsaw. This goes to prove the basic instability of the "Ringwood" type position.*

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My feeling is that it is better to keep one or two pieces idle than to get them entangled with your ally. For example, I've often thought of having France offer to lend Italy a fleet to fight in the East, but I don't think its feasible, and as Italy I would not accept the offer. The fleet going through my territory would be too dangerous.

At the same time that I believe in taking all possible precautions against a double-cross, I'm a firm believer in the doctrine that Diplomacy is a partnership game. This is especially true in the case of a two-power alliance, since a three-power alliance will eventually break up, while a two-power alliance may continue for the course of the game. Many games are lost through a lack of partnership cooperation, where one of the "allies" acts in his own short-range interest rather than in the long-range interest of the partnership.

For example, in one current game, Italy and Russia were allied against Austria and Turkey. However, Turkey made a separate peace with Russia, with the result that before the Turkish forces could move into position to hurt Italy, Italy and Russia had crushed Austria-Hungary. If the alliance continues, Turkey will also be defeated in turn.

In another game, France and Russia are fighting against England and Germany; however, Germany and Russia, although on opposite sides, have not yet come to blows. In this game, Germany's failure to support England against Russia at a crucial time has swung the balance of power to the Franco-Russian forces.

*x- Compare the intermixture of armies in the Austro-Turkish alliance in 1967F!

Generally speaking, if two countries are actively working together in a joint offensive effort, it is more likely that they will stay together, than that either one will join up with a friendly neutral later, against the other. For example, suppose England and Germany team up together against France, and make non-aggression pacts with Russia. The likelihood is that after they defeat France they will remain allied, against Russia. Similarly, as Italy. I would not be too happy with an Austro-Turkish alliance against Russia, even if I was left alone for the time being.

The above is especially true in postal Diplomacy, where difficulties of communication tend to make alliances longer lasting than in over-the-board play.

If you're involved in a three-way alliance against one country, it is always essential to consider what is going to happen after that country is defeated. If you are likely to be left "the man in the middle", it may well be to your benefit not to enter the original alliance. For example, suppose that Italy, Austria-Hungary, and Russia get together and wipe out Turkey. A strong possibility exists that afterwards Russia and Italy will crush Austria between them. The same could be said of a situation in which France, Germany, and Russia all fight England. Germany may afterwards be caught in the middle between France and Russia.

However, sometimes other factors outweigh the position of the countries on the board. In one game currently in 1902, I've been offered a chance to join in an alliance which would probably result in my being one of the last three remaining powers. However, I'm highly dubious about it because the other two players are close friends and fellow students at the same college, and I think I'd be likely to finish third under this arrangement. (My understanding of the game is that you're supposed to play to win or tie, or to stop anyone else from winning. This topic will be covered in greater detail in a later article.)

When you're part of a multiple alliance, you should watch the other players' builds very carefully, as this is usually the best indication of their future intentions.

When you are involved in an alliance with one person who rates to be your principle ally, possibly throughout the entire game, the situation is different. Now you should hope that he gets as strong as possible, so that he can actively assist you. The best way for an alliance to remain stable is for the two allies to expand at equal strength. If one of the partners becomes clearly the strongest player on the board, his ally, realizing this, may now switch sides and get everyone else to team up against the leader. On the other hand, if the allies remain equal, neither one has this incentive to break the alliance. Each player feels he can either play to a tie, or go on for a win at the very end, after he and his partner have already acquired 15 or 16 supply centers apiece.

One final item: While it is usually advisable to keep your allies informed of your general strategy, there's no point in telling them your proposed moves, unless it specifically concerns them. In a game in which I'm playing France, I am allied with Russia against England and Germany. I recently had a guess as to whether to attack London or Belgium. There was no point in telling Russia in advance which I was going to do, since he was not nearby and the knowledge wouldn't affect his moves. Even though I felt he was about 95% trustworthy, why take the chance that your ally will double-cross you and tip off your moves to the enemy. You can always tell him that you haven't decided yet.

Of course, if your ally needs to know your moves to plan his own strategy, the above doesn't apply. Even here, where your ally and your enemy are from different areas, you can time the letter so that your ally gets it just in time to help him plan his own moves and send them in, but too late for him to tip off your enemy before the deadline.

To sum up, I believe in being a faithful ally, and in playing to benefit my ally as well as myself. However, I also believe in being cautious, and in making sure that an alliance is a stable and equal partnership.

*
Make sure that you get the other articles in this series. Subscribe to GRAUSTARK at 10 issues for \$1 from John Boardman, 592 16th St., Brooklyn, N. Y. 11218.

This publication is not edited under the supervision of Bangs Leslie Tapscott.

THE ADVENTURES OF SECRET AGENT O-O-HATE

Chapter XXX

With a loud roar, Secret Agent O-O-Hate's 1941 Batmobile careened into an abandoned Washington streetcar tunnel and through a false wall into the extensive garages of the secret agency for which he worked. He beckoned to one of the attendants, a Latvian refugee who had come to the agency with high recommendations from Organisation Todt.

"Can you get me some clothes? I had to leave in a bit of a hurry."

"I'll see what I can find," the Latvian replied. "But this isn't like the old days, when we had unclaimed used clothes all over the place."

Fifteen minutes later, O-O-Hate was on his way up in the elevator. He was wearing a green beret, a gray army shirt, a Cong-hide jacket, Hungarian hussar's trousers with piping on the piping, and paratrooper's boots.

"Sorry I'm late," he murmured as he took his seat at the round table in Mac's office. The rest of the staff, he noted, was already there: Mac himself, betraying no sign of emotion; Dr. Pourguerre, who directed the agency's extensive network of computers; Foo Chay, the beautiful Eurasian girl who had charge of security; Plunderson, the public relations chief and composer of enemy atrocity reports; and the ponderous Dr. Pilz, who was in charge of the agency's own atrocities. There were also a few other field agents - no one who could approach O-O-Hate as a foe of the Sinister International Pacifist Conspiracy, but several very promising men including young Burner, who infiltrated student groups, and James Injust, who had infiltrated a peace group and garbled their press releases so badly that they had been reduced to ineffectiveness.

"I suppose you were wondering why I called you here today," Mac began. "Back in 1945, when the sinister forces of World Peace appeared in the brink of victory..."

"He's not going to start another of those, is he?" Foo Chay whispered to O-O-Hate.

"...Secretary Forrestal realized that a special effort would be necessary if the American Way of War was to be preserved. Accordingly, he founded this agency so that the martial virtues might not completely die out. Furthermore, there is a distressing tendency in peacetime for national counsels to become divided; inevitably some liberal gets up and says, 'There are two sides to every question', and then time is wasted in finding the 'correct' side. In wartime, of course, such vacillation does not arise.

"So, after considering several other possibilities, Secretary Forrestal selected the Soviet Union as the enemy in the next war. Today, I regret to inform you, this war is - despite the best we can do in Vietnam - extremely unlikely!"

The agents gasped in horror.

((What has gone wrong? Find out in the next issue of GRAUSTARK.))

GRAUSTARK #128

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F I R S T C L A S S M A I L

PEACE IS BETTER THAN WAR!