

GRAUSTARK

#17

"Fall 1901"

25 January 1964

This issue is the largest postal Diplomacy fanzine ever published.

ITALIANS SWEEP INTO DUAL MONARCHY

ENGLAND: A Edi-Norway; F Norwegian Sea C A Edi-Norway;
F North Sea-Lon.

FRANCE: F Eng-Bel; A Par-Bur; A Spa-Por.

GERMANY: F Den-Swe; A Kie-Hol; A Mun-Ruh.

ITALY: A Ven-Tri; A Tyr S Tri; F Ion-Tun.

AUSTRIA-HUNGARY: A Bud-Tri; F Alb-Gre; A Ser S Gre.

RUSSIA: A Ukr-Rum; A Gal S Rum; F Bot-Swe; F Sev-Bla.

TURKEY: A Bul-Gre; A Con-Bul; F Ank-Bla.

Underlined moves are not possible.

The high combatant powers now control the following supply centers:

ENGLAND: Edinburgh, Liverpool, London, Norway (4).

FRANCE: Belgium, Brest, Marseilles, Paris, Portugal (5).

GERMANY: Berlin, Denmark, Holland, Kiel, Munich (5).

ITALY: Naples, Rome, Trieste, Tunis, Venice (5).

AUSTRIA-HUNGARY: Budapest, Greece, Serbia, Vienna (4).

RUSSIA: Moscow, Rumania, St. Petersburg, Sevastopol,
Warsaw (5).

TURKEY: Ankara, Bulgaria, Constantinople, Smyrna (4).

LONDON TELEGRAPH - April 1, 1901 - ITALIANS ASSAULT HAPSBURGS; 12 PIZZA PARLORS LOOTED AS WAVE OF REVULSION SWEEPS CAPITAL. As brave Austrian troops stuck boldly to their positions in the face of an overwhelming attack, angry citizens here milled ominously before Italian establishments, occasionally breaking into disorderly violence.

Fleet Street is covered with frozen pizza crusts, hurled by panicky shopkeepers at the advancing mobs. Six rioters were killed and nine others injured in our bloodiest day since the London cricketers thrashed Birmingham eight years previously.

The Prime minister today urged all Britishers to boycott Italian sausage in a move designed "to show that nation that England stands by her friends".

Already profiteering has reared its ugly head. Scotland and Yorkshire are reported flooded with bootleg meatballs.

Such violators are warned that their acts will be construed

as high treason.

(Despatches contined on p. 5)

RULES OF POSTAL DIPLOMACY

The rules for postal Diplomacy were first printed in GRAUSTARK #2. Since then, one game has been completed, and two more are now in progress. Under the circumstances suggested by the progress of these games, the rules have been somewhat modified and expanded.

1. The rules of across-the-board Diplomacy will be followed as far as is practicable.

2. The Gamesmaster shall set such entry fee as he may consider practicable. The Gamesmaster undertakes to publish a move-by-move account of the game at regular intervals, and to mail this bulletin by first-class air mail or surface mail, whichever will reach the individual player more quickly. Copies of this bulletin sent to non-players may be sent by first-class or third-class mail at the discretion of the Gamesmaster. A player's subscription shall last as long as his active involvement in the game.

3. All correspondence relating to the game, among players or between players and the Gamesmaster, shall be by first-class air mail or surface mail.

4. The Gamesmaster shall announce a deadline date for entries. Upon this date, or upon such earlier date as he shall receive 7 entries for the game, he shall assign by lot one country to each player. He shall then publish an issue of his bulletin for the game, labelled "Winter 1900", informing the players which country each of them will play, and giving the name, address, and country of each of the other players.

5. Three weeks will be allotted to the players for their first move ("Spring 1901") and two weeks for each subsequent move. All players must send their moves to the Gamesmaster by these deadlines. A player who does not send in his move during the required period creates a situation in which civil government has collapsed in his country. (See p. 6 of the rulebook.) Such collapse will last only during the move or moves in which this player does not participate, and does not affect his right to take part in subsequent moves.

6. The Gamesmaster shall compare the moves sent to him, and determine which ones are valid and which invalid under the rules of Diplomacy. Decisions of the Gamesmaster are final for the game in which they are made, though he may ask players for their advisory opinions.

7. Players may make alliances among themselves. If allies submit moves in the same envelope or in the same handwriting, these moves must be signed by all allies. In the event that one player submits more than one set of moves for himself, the set with the latest postmark will apply. (In connection with this rule, players are advised that the U. S. Post Office will shortly begin to postmark letters merely "AM" or "PM" rather than with the exact time.

8. A player who send to the Gamesmaster moves purporting to come from another player, without that other player's signed assent, shall be dropped from the game. However, players may make use of such deceptions in contacts among themselves, in

accordance with immemorial international tradition. In short, players may practice deceptions among themselves but not with the Gamesmaster.

9. There will be 3 issues of the bulletin of the game in each playing "year". The "Spring" issue will report all "Spring" moves made by the players, and the Gamesmaster will report which moves are possible and what troop movements result. If, during a "Spring" move, a player is forced to retreat, the Gamesmaster will learn from that player whether he chooses to retreat, and will report this move to the other players by first-class mail.

The "Fall" issue of the bulletin will similarly report troop movements, including the supply centers obtained or lost by each player.

The "Winter" issue of the bulletin will indicate what new units are built by players, where they are built, and whether any retreats necessitated by the "Fall" campaign are. If feasible, the "Fall" and "Winter" issues of the bulletin may be combined.

THE DIPLOMATIC POUCH

JAROSLAV NEUGEBAUER, Sméralova 12, Praha 7, Czechoslovakia: I have not completely understood the rules of this new game, especially what a "move" is, but it seems to be interesting... Only one remark: Ankara is here the origin of the Turkish fleet, but this city lies very far from the seacoast. This has obviously no relation to the quality of this game.

DEAN DICKENSHEET, 1433 8th Avenue, San Francisco 22, California: Diplomacy is a fascinating concept. I wish there were more interest in the Bay Area. I have a number of friends in Southern California, a military history and Indian War Period riding club, to whom I shall recommend the game, thus perhaps precipitating the world's first Mounted Diplomacy Club (a grotesque concept).

LEN BAILLES, 27 Split Rail Place, Commack, New York 11725: Can the army of one power be convoyed by someone else's fleet ((Yes.)) and, if so, what happens if the fleet double crosses the army? ((If the fleet is not given orders to convoy the army, the army remains where it was. Presumably one ally could double cross the other by taking his army to a destination other than the one agreed upon. For example, suppose that Germany had an army in Belgium and England a fleet in the North Sea. England might agree to convoy the German army to Norway, and instead deliver it in Yorkshire, where it could be annihilated on the next move by English forces from adjacent regions.)) Also, can an army be convoyed by a fleet which is attacked unsuccessfully by a hostile player? ((Only if the attacked fleet is not dislodged.)) And while on the subject of convoying, can a commander instruct a fleet to stand by to convoy an army only in the event that it has to retreat? ((If an army may be ordered to support another army only in the event that the second army can't advance, I see no reason why a fleet may not be conditionally ordered to convoy a retreating army. However, Calhamer's rulings as published in Ruritania will be accepted in GRAUSTARK games.))... You ought to have more press releases of the kind Johnstone uses in Ruri-

tania instead of straight military boasting by the participants. ((I can't use what I'm not sent.))

DAVE McDANIEL, 10629 Ayres, Los Angeles, California
90064: Last night (Sunday 15 September) a bunch of us got together with my brand new set of Diplomacy. It lasted from 8 PM till about 12:30. We started, as suggested, without alliances, just writing our moves. There were only five players, and once again I got Austria-Hungary. This time, though, by immediate attack, I was able to get the drop on Italy, and wiped him out by the Fall of 1905. France fell before a combined onslaught from England and Germany in 1907. We discovered alliances are an absolute necessity; even though we intended not to have any we ended up with a few... In 1910, the two ousted players decided to get back in, and formed a solid iron-bound alliance as Russia and Turkey, way the hell behind my battle lines which were drawn across Silesia, Bohemia, Tyrolia as I kept trying to get into Munich. I withdrew to let Russia through at the north and concentrated on my Western Front, and the Anglo-Germanic alliance fell in 1917. Then Turkey swept up on my undefended rear, and I retired from the game in the spring of 1919. ((I question the legality or the ethics of bringing in players after the game is in progress. Someone, Dick Schultz I believe, once asked whether new countries could be formed. Well, I suppose you could put together a fairly viable nation from Norway, Sweden, Denmark, Finland, and Livonia, with 5 provinces and 3 supply centers. In territory this nation would correspond approximately to Denmark after the Union of Kalmar. Another possibility is a Moorish state composed of North Africa, Tunis, Spain, and Portugal.))

This is
O At
*P Great
E Intervals
R This
A Appears
T To
I Inflamm
O Optic
N Nerves
49

Diplomacy was created by Allan B. Calhamer, and is manufactured by Cornwall Corp., 48 Wareham St., Boston 18, Mass. It is available from the manufacturers or from the games department of any well-stocked department store for \$7.50. In a pinch the game can be played with a rule book (\$1) and maps (4¢ each) from John Boardman, 592 16th St., Brooklyn, N. Y. 11218.

Two postal Diplomacy games are now in progress. They may be followed in GRAUSTARK and in Ruritania, which are available at subscriptions of 10 issues for \$1 from John Boardman and Dave McDaniel respectively. (Addresses above.)

Other OPERATION AGITATION publications are KNOWABLE, a science-fiction fanzine (5 issues for \$1) and POINTING VECTOR (same rate), a personal newsletter of comment and opinion. Readers of KNOWABLE and others will be glad to learn that the popular series "Science Made Too Easy" is now available as a separate publication for 15¢ the copy.

Other items available from the editor of GRAUSTARK are:
"Nouveaux Jeux d'Échecs Non Orthodoxes" by Joseph Boyer, \$3.00.
RUSSIAN SPY cards, certifying the bearer to be a genuine Russian Spy - 10¢ each or 5 for 25¢.
"The Adventures of Tom Bombadil" by J. R. R. Tolkien, \$2.00.
"Farmer Giles of Ham" by J. R. R. Tolkien, \$1.25.

CONSTANTINOPLE - "The Government and the People of Turkey have been given no choice. The warmongering Austro-Hungarians have pushed their imperialist tendencies too far. Their unwarranted attack on both Serbia and Albania has broken the peace. Turkey will not allow its friends to be over-run by these ruffians. War has been declared.

The forces of Italy, Russia and Turkey will combine to see that the will of God be carried out. Austria-Hungary will be punished - if necessary, destroyed.

BUCHAREST (INP) - Today the 37th Division (Reinforced) of the 2nd Army Group (Moscow North) marched through the streets in a most un-parade-like manner. The Rumanian government despite its long record of Russian friendship has declared itself neutral and allowed various Austrian units to occupy the Carpathian passes.

General Priluvici handed us a release today that the 2nd Army Group had cleared all of Rumania north of the Danube, had captured Brasov in Transylvania and had taken Constanta without a struggle. Renegade Bulgarian troops are reported north of the Danube, but they seem to be unsure of whom to fight to be any trouble at present. The Army said that the rumor that they had to subdue Bacau and its Roumanian garrison by force is a vile and unfounded untruth.

No news has yet come in of what actions the Turks, presently occupying Bulgaria, will take.

STOCKHOLM (AP) - Reports have reached us here of a terrific battle being fought on and by the southern shores of Sweden these past two days. German Marines and light naval units occupied Malmö and Göteborg Monday morning and proceeded into the rich pastoral Swedish countryside. Advance units of the Russian Baltic Sea Fleet, then in Stockholm harbour, were immediately moved south and disappeared for three days. Then, almost a division of Marines and assorted Russian troops came ashore at Tralleborg and Ystad at the extreme southern tip of Sweden. Despite surprise, the Russian forces were unorganized and lightly equipped. With the aid of the German fleet they were repulsed from Malmö and retreated into the interior of Sweden. The Russian Fleet's escorts exchanged a few volleys with the German fleet somewhere off Bornholm's northern shore and retreated somewhere into the Baltic, presumably Windau or Visby. A few cruisers reportedly shelled Kolberg in Pomerania, but no one is willing to say what sort of damage was done. At the moment, it's a stand-off in Sweden. The Royal Family has moved to the summer lodge near Sveg and has repeatedly stated that the Russians were the only ones invited to the land. At present widely scattered minor units of Marines of both sides seem to be engaging in a very confused series of minor skirmishes throughout much of southern Sweden. They seem to be trying to gain the major crossroads and railroads until reinforcements come up to them.

Unconfirmed reports of destroyer and cruiser skirmishes come to the press room here daily. It is considered likely that the Tsar will ask for British aid here.

THE DEADLINE FOR "WINTER 1901" REPORTS OF ESTABLISHMENTS OF NEW UNITS IS SATURDAY 8 FEBRUARY 1964.