

GRAUSTARK

#190 1968CH, 1968CI, 1968CL 9 August 1969

1968CI "Fall 1906"
ENGLISH DESCEND ON FRENCH COASTS

Following "Spring 1906" moves,
France retreated A Mun-Bur.

ENGLAND (Grayson): F North Sea-Edi; F
Eng-Bel; F Mid-Spa(s.c.); A Bre-Par;
F Hel not ordered, holds.

FRANCE (Clark): A Bel-Ruh; A Bur & A
Hol S A Bel-Ruh; F Tus-Pie; A Por
holds.

ITALY (Prosnitz): F Tyr S TURKISH F
Tun-Wes; F Nap & A Rom hold.

RUSSIA (Bytwerk): A Cly-Liv; F Norwe-
gian Sea-Edi; F Norway-North Sea; F
Den S F Norway-North Sea; A Swe S F
Den; F Sev holds; A Mun-Ruh; A Kie S
A Mun-Ruh; A Ber S A Kie; A Sil-Mun;
A Boh S A Sil-Mun; A Tyr S TURKISH A
Ven-Pie.

TURKEY (Ver Ploeg): A Ven-Pie; A Tri-
Ven; A Ser-Tri; F Tun-Wes; F Ion-Tun;
F Eas-Aeg; F Alb-Ion.

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

ENGLAND: Bel, Bre, Edi, Lon, Par,
Spa. (6)

FRANCE: Hol, Mar, Por. (3)

ITALY: Nap, Rom. (2)

RUSSIA: Ber, Bud, Den, Kie, Mos, Mun,
Liv, Nor, Rum, St.P, Sev, Swe, Vie,
War. (14)

TURKEY: Ank, Bul, Con, Gre, Ser, Smy,
Tri, Tun, Ven. (9)

Russia and Turkey may each build two
new units, and England may build one.
Italy must remove one unit, and France
must remove two. The deadline for the
"Winter 1906" moves is NOON, SATURDAY
23 AUGUST 1969.

As of 18 August, Randy Bytwerk's
new address will be 717 Collindale NW,
Grand Rapids, Mich. 49504.

Press releases have been held over
for future issues for lack of space in
this one.

1968CL "Fall 1906"
GERMANS, ALLIES BOTH HIT RUSSIA

FRANCE (Ward): No moves received. A
Gas, F Iri, & A Por hold.

GERMANY (Birsan): A Ber-Kie; A Kie-Hol;
F North Sea S A Kie-Hol; A Bur-Mun;
A Pru-Sil; F Eng-Bel; F Norwegian
Sea-Norway.

ITALY (Comber): F Spa(s.c.) S TURKISH
F North Africa-Mid; F Wes S F Spa
(s.c.); A Mar-Bur; A Mun S A Mar-
Bur; A Tyr S A Mun; A Pie-Mar; A Tus-
Pie; A Bud-Gal.

RUSSIA (Schleicher): F Bot-Swe; A Mos-
St.P; A Ukr-Mos; A War S A Ukr-Mos;
F Hol S ITALIAN A Mun-Kie.

TURKEY (Beshara): F North Africa-Mid;
F Lyo S ITALIAN F Spa(s.c.); A Vie-
Boh; A Sil-War; A Gal-Ukr; A Rum S
A Gal-Ukr; A Sev-Mos; A Arm-Sev;
F Bla S A Arm-Sev.

Underlined moves are not possible.
The French fleet in the Mid-Atlantic is
dislodged and annihilated. The French
army in Portugal was incorrectly listed
as a fleet in some previous issues.

The Russian army in the Ukraine is
annihilated. Russia retreats F Hol-Hel
and Germany retreats A Bur-Ruh. The
High Combatant Powers now control the
following supply centers:

FRANCE: Bre, Liv, Par, Por. (4)

GERMANY: Bel, Ber, Edi, Den, Hol, Kie,
Lon, Nor. (8)

ITALY: Bud, Mar, Mun, Nap, Rom, Spa,
Tri, Tun, Ven. (9)

RUSSIA: Mos, St.P, Swe, War. (4)

TURKEY: Ank, Bul, Con, Gre, Rum, Sev,
Ser, Smy, Vie. (9)

France, Germany, and Italy may
each build one new unit. The deadline
for these "Winter 1906" moves is NOON,
SATURDAY 23 AUGUST 1969.

Since Robert Ward sent in no moves
as France, the first stand-by is called
upon. He is Ray Moseley, 1309 Indiana
(continued on p. 2)

1968CH

"Spring 1907"

EASTWARD THE COURSE OF EMPIRE TENDS ITS WAY

ENGLAND (Londen): A Fin-Liv; F Bot & A Fin-Liv; F St.P(s.c.) S A
 Fin-Liv; F Norway-Ska; F Den-Ska; A Lon-Hol; F North Sea C A
 Lon-Hol; F Eng-Lon; A Sil-War.

FRANCE (Berman): A Par-Bur; A Mar-Pie; A Bre-Gas; A Boh-Tyr; A Mun
 S A Boh-Tyr; A Rom-Ven; F Tun-Ion; F Nap-Apu; F Tyr-Nap.

AUSTRIA-HUNGARY (Kuch): A Ven-Pie; A Tri-Tyr; A Vie S A Tri-Tyr;
A Bud-Tri; A Gal-Boh.

RUSSIA (Birsan): A Ukr-War; A Mos S A Ukr-War; A Swe-Norway; F Ska
S A Swe-Norway.

TURKEY (Lindsay): F Ion S AUSTRO-HUNGARIAN A Ven-Apu; F Gre & F Aeg
 S F Ion; F Con-Smy; A Smy-Syr; A Ank-Con.

Underlined moves are not possible. The deadline for "Fall 1907" moves is NOON, SATURDAY 23 AUGUST 1969. Owing to the space required by the rules reprinted in this issue, press releases have been postponed until GRAUSTARK #191.

1968CL (continued from p. 1)

N. E., Albuquerque, N. M. 87110. He should send in a "Winter 1906" build for France. See Rule 5 on p. 3 for details.

1967U

"Winter 1921-Spring 1922"

VIENNA FALLS TO WESTERN ALLIES

The Italian "Fall 1921" move printed in GRAUSTARK #188 as "A Vie S A Tyr-Tri" should have been "A Ven S A Tyr-Tri". Following those moves Germany builds A Kie, Italy builds A Rom, and Russia builds A War.

GERMANY (M. Miller): A Sil-Gal; A Ber-Sil; A Pru S A Ber-Sil; A Mun-
 Boh; A Kie-Mun; A Bur S A Kie-Mun; A Liv-Mos; A St.P S A Liv-
 Mos; F Bot-Liv; F Bal S F Bot-Liv; A Fin not ordered, holds.

ITALY (Clark): A Ven-Tri; F Adr S A Ven-Tri; A Tri-Bud; A Boh-Vie;
 A Tyr S A Boh-Vie; F Ion-Alb; F Tyr-Ion; F Tun & F Nap S F
Tyr-Ion; F Wes-Tyr; A Rom not ordered, holds.

RUSSIA (G. Heap): A Mos-Liv; A War S A Mos-Liv; A Sev-Mos.

TURKEY (Beshara): A Ukr S RUSSIAN A War; A Alb-Tri; A Vie S A Alb-
Tri; A Bud S A Alb-Tri; A Gal S A Vie; A Rum-Ser; F Gre-Bul
 (s.c.); F Eas-Ion; F Aeg S F Eas-Ion.

Underlined moves are not possible. The Turkish army in Vienna is annihilated. The deadline for "Fall 1922" moves is NOON, SATURDAY 23 AUGUST 1969.

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At least two stand-bys have now been enrolled in each current GRAUSTARK game, and no more are at present needed. A complete list of their names and addresses will appear in GRAUSTARK #191.

THE RULES OF POSTAL DIPLOMACY

These rules and their interpretations are reprinted with minor editorial corrections from GRAUSTARK #168. They are used in all GRAUSTARK games.

1. The rules of across-the-board Diplomacy, as written by Allan B. Calhamer and published by Games Research Inc. will be followed as far as is practicable in postal play. These rules do not propose to modify Calhamer's, and deal only with the postal aspects of Diplomacy.
2. The entry fee for GRAUSTARK games will be \$3.50. The Gamesmaster undertakes to publish a move-by-move account of the game every two weeks, and to mail this bulletin to the active players by first-class mail. A player's subscription shall last as long as does the game in which he is enrolled, but a player who has dropped or been eliminated from the game may receive GRAUSTARK at 3rd-class mail rates at the discretion of the Gamesmaster.
3. Subscriptions to non-players are 10 issues for \$1.00. If a player has an unexpired subscription to his credit when he enters a game, this credit shall be held over until the game ends, and then applied to subsequent issues of GRAUSTARK received by him. Back issues, as available, are 10¢ each or 15 for \$1.00.
4. The Gamesmaster shall announce a deadline date for entries. Upon this date, or upon such earlier date as he shall receive a full slate of entries for the game, he shall assign by lot one country to each player. He shall then publish an issue of GRAUSTARK for the game, dated "Winter 1900", informing the players of the country assignments, names, and addresses of their opponents.
5. Two stand-by players will be enrolled in each game. Stand-bys will receive GRAUSTARK on the same basis as the active players. If an active player misses a move, the first stand-by shall send in orders for the next move for that country. If the original player of that country also sends in orders for the next move, he continues in control of that country. But if the original player misses two moves in succession (including "Winter" moves) the orders of the first stand-by for the second of these moves shall be used instead, and the stand-by will take over the play of that country. If more than one player fails to send in moves, the first stand-by shall submit moves for the player with the larger number of units on the board. The first stand-by may at his discretion and risk send in moves for one or more of the other missing players as well.
6. Two weeks will be allotted to the players for each move. (But see Rule 13 for "Winter" moves.) Unless otherwise announced, GRAUSTARK deadlines will be set at noon, local time, on alternate Saturdays. Moves may be sent in by letter, postcard, telephone, telegraph, cable, messenger, carrier pigeon, or hamgram. Special delivery is not recommended, as it seldom speeds a letter, and may delay it.
7. The Gamesmaster shall compare the moves sent to him, and determine which are possible and which are impossible under the rules of Diplomacy. The decision of the Gamesmaster shall be final unless a rule has been specifically violated. In such a case the game shall be set back to the last move prior to the error in adjudication and resumed from there.
8. The Gamesmaster shall be responsible for his own failings, but not for those of the players or the Post Office.
9. Players may make alliances among themselves. However, allies may not mail in their moves in the same letter or postcard. EACH MOVE SHOULD INCLUDE THE OFFICIALLY ASSIGNED GAME NUMBER, THE NAME OF THE PLAYER'S COUNTRY, THE SEASON OF THE MOVE (as "Spring 1904") AND THE PLAYER'S SIGNATURE. In the event that one player submits more than one set of orders for the same move, the set with the latest postmark (if mailed) or most recently received (if phoned) will apply. It is advised that in such circumstances the player indicate to the Gamesmaster that his previous moves be disregarded in favor of the enclosed ones.
10. A player who sends to the Gamesmaster moves purporting to come from another player will be summarily dropped from all GRAUSTARK games in which he is engaged. However, players may make use of such deceptions against each other. Players may

practice deceptions among themselves, but not with the Gamesmaster.

11. If only one alternative is open for the retreat of a dislodged unit, the Gamesmaster shall make that retreat and announce it in GRAUSTARK for that move. However, if the player whose unit was dislodged has sent in no orders for that move, the dislodged unit shall be annihilated rather than retreated, according to the rules of Diplomacy.

12. If any retreats are necessary after the "Spring" moves, and more than one alternative exists, the Gamesmaster at his discretion may either ask the player who must retreat to send his retreat to the Gamesmaster by telephone or immediate return mail, OR, he may ask players to send in "Fall" moves conditional upon the direction of the retreat.

13. The Gamesmaster shall follow the same procedure as in Rule 12 for retreats necessitated by "Fall" moves, and for builds and removals, OR, he may publish a "Winter" issue of GRAUSTARK to give these moves. The deadline for "Winter" moves shall be two weeks. For purposes of determining the winner, "Fall" includes any necessary "Winter" moves. Players may send in conditional establishments, removals, or retreats to follow their moves, if they so desire. "Winter" establishments or removals may be made conditional upon other players' "Fall" retreats.

14. At his discretion the Gamesmaster may, instead of publishing a "Winter" issue of GRAUSTARK, inform all players in writing or by telephone of the retreats, establishments, and removals, and set a deadline for the next "Spring" moves. This information may go out with, or later than, the report of the previous "Fall" moves.

15. The Gamesmaster reserves the right to publish "Winter" issues of GRAUSTARK ahead of the deadline if all retreats, establishments, and removals have been sent to him.

16. A player who does not send in his orders during the required period creates a situation in which civil government has collapsed in his country. (See the Rulebook, p. 6.) Such collapse will last only during the move or moves in which this player does not participate, and does not affect his right to make subsequent moves except as provided in Rule 5. If the missed move is a "Spring" or "Fall" move, any of his units which are dislodged are annihilated. If the missed move is a retreat, the unit which should have retreated is annihilated. If the missed move is a build, he may establish no new units until after the next subsequent "Fall" move. If the missed move is a removal, his units are removed by the Gamesmaster in accordance with the priorities established in the Rulebook. In case two units of the same priority exist, the Gamesmaster shall flip a coin to determine which is removed.

17. With a player's permission, he may be telephoned collect by the Gamesmaster should no moves arrive from him by 9 PM of the evening previous to the deadline date.

18. All times listed are local New York time, Eastern Standard or Eastern Daylight as the case may be.

19. Two units ordered to retreat to the same space, or which have only one space available for retreat, shall both be annihilated.

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GRAUSTARK, the oldest bulletin of postal Diplomacy, is now in its seventh year of publication. It is published on alternate Saturdays by John Boardman, 592 16th Street, Brooklyn, N. Y. 11218, USA. (The present address will not be valid for more than about two months. See future editions of GRAUSTARK for further information. The Gamesmaster can always be reached c/o Department of Physics, Brooklyn College, CUNY, Brooklyn, N. Y. 11210, USA.)

This issue of GRAUSTARK, containing postal Diplomacy rules and interpretations, is being printed in large quantities so that it can be made available to future players inquiring about the rules. As of present writing, no new games are being started in GRAUSTARK, and none will be started before the end of 1969.

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

SAMPLE RULINGS

Most of the disputed rulings which have been discussed at great length in the Diplomacy press seem to arise from the inability of some players to read the rules. GRAUSTARK does not follow "Koning's Rule", "Wells' Extension", "Brannan's Rule", or the so-called "Boardman Dilemma". GRAUSTARK follows Calhamer's Rules.

1. At the end of a "Spring" move, the only retreat necessary is that of a Russian fleet in Sweden, which may move either to Finland or to Denmark. The Gamesmaster may follow whichever of these three alternatives seems best to him:

A. He may telephone the Russian player, describe the situation to him, get his retreat, and publish it with the "Spring" moves in the current issue of the bulletin.

B. He may ask the Russian player by mail whether he wishes to retreat the fleet. Upon receiving a reply he informs the other players by mail or telephone, and sets a deadline for "Fall" moves.

C. He may inform the other players, in the "Spring" issue of GRAUSTARK, that they may send in alternate sets of "Fall" orders, depending upon whether Russia orders "F Swe-Fin" or "F Swe-Den". If Russia orders "F Swe-Fin", then only moves conditional upon this retreat will be published in the "Fall" issue.

2. At the end of a "Fall" move a Turkish army in Albania is forced to retreat to either Trieste or Serbia. In that "Winter" Austria-Hungary may build a new unit. This Austro-Hungarian "Winter" move may be submitted in the following manner:

"If Turkey retreats A Alb-Ser, then establish an army in Trieste. If Turkey retreats A Alb-Tri, then establish an army in Budapest."

3. In "Fall 1901" England submits the following orders: "A Edi-Norway; F Norwegian Sea C A Edi-Norway; F North Sea-Hol. If one supply center is taken, build F Edi if Edinburgh is open and otherwise F Lon. If two supply centers are taken, build F Edi and A Lon."

This is not only correct, but highly recommended. If all players submit their "Fall" moves in this fashion, particularly towards the beginnings and endings of games where the situation on the board is relatively simple, the game can be considerably expedited. A "Fall-Winter" issue of GRAUSTARK can then be published, and the next moves will be those of the following "Spring".

4. At the end of the "Spring 1903" moves, Germany has armies in Munich, Warsaw, Prussia, and Holland, and fleets in the Gulf of Bothnia and Livonia. No German moves are received for "Fall 1903", and England occupies the German supply center of Denmark. At the same time a Russian attack dislodges the German army in Warsaw. Germany is left in possession only of its home supply centers and Holland.

Since the German army in Warsaw is dislodged, and no German moves were received, this army is not retreated but annihilated. Germany now has five units on the board, and only four supply centers, so one of the units must be removed in the "Winter 1903" moves.

5. After the situation described in Example 4, no German removal order is received by the Gamesmaster.

The fleet in the Gulf of Bothnia is furthest from home, and is therefore removed by the Gamesmaster.

6. James Sandbag, playing Russia, submits no moves for "Fall 1902". The Gamesmaster therefore notifies the first stand-by player, David Linseed, to send in the "Winter 1902" build which Russia is entitled to make.

If Sandbag sends in this move, he retains control of Russia. Suppose, however, that he does not, and Linseed orders "Builds A Sev". A Russian army is established in Sevastopol, and Linseed takes over the play of Russia.

7. If a unit attempting to enter a province is dislodged by an attack from that province, it can still stand off a unit attempting to enter that province from another direction. For example, with impossible moves underlined:

ENGLAND: A Norway-St.P.

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

The two underlined moves 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."

Other comparable adjudications are, with impossible moves underlined:

A.

AUSTRIA-HUNGARY: A Gre-Bul; A Rum & A Ser S A Gre-Bul.

TURKEY: A Bul-Gre; F Aeg S A Bul-Gre.

ITALY: F Ion-Gre; F Alb S F Ion-Gre.

B.

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

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

8. Italian armies in Piedmont and Tuscany are attacked with superior force and dislodged. The only retreat available to either of them is Piedmont. If only one alternative exists, the Gamesmaster makes the retreat. Here, however, two units would be moving to the same province, which is not possible. Therefore both would fail to retreat and, thus failing, would be annihilated.

9. Following "Fall 1906" moves in 1968CH (see GRAUSTARK #189) England gains one supply center from Russia, Germany is dislodged from its last supply center, both remaining Italian supply centers are occupied by foreign troops, France gains two supply centers, and Austria-Hungary gains one. France's only vacant supply center is Paris, and Austria-Hungary's only vacant supply center is Budapest. A Russian fleet in St. Petersburg is dislodged, with the Barents Sea as the only place to which it can retreat.

The Gamesmaster removes all German and Italian units, since these countries no longer possess supply centers. He also makes the Russian retreat F St.P(n.c.)-Bar. After telephoning the players of England and Russia and describing the situation to them, he gets their "Winter 1906" moves: "Builds A Lon" and "Removes F Bar" respectively. Since Austria-Hungary can only build an army, the Gamesmaster builds A Bud. France would be entitled to two builds, but that only one supply center is open. Since only an army can be built there, the Gamesmaster builds A Par. Since all retreats, removals, and builds have now been made, the "Winter 1906" moves can be printed in the same issue as were the "Fall 1906" moves, and a deadline set two weeks hence for "Spring 1907" moves.

10. According to the Rulebook, a fleet capable of moving into a province with two coasts can support moves into either coast of that province. For example, a France F Was may support a French attack F Gas-Spa(n.c.). However, a fleet on the southern coast of Spain cannot support an attack into Gascony, since the southern coast of Spain does not border on Gascony.

11. A convoyed attack is presumed to come from the direction of the last convoying fleet. For example:

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

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

Since the attack comes from the Ionian Sea, it does not cut the Austro-Hungarian attack into the Ionian Sea. The Italian army remains in Naples, and the Italian fleet must retreat.

Suppose that, in addition to the above moves, Italy had played "F Apu S F Ion". Then the attacks would be made with equal support, and would stand each other off. No one would move.

12. 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-Hol.

GERMANY: F North Sea C A Norway-Yor.

Both moves are invalid, and both units remain where they are. "The army must be ordered to the province and the fleet must be ordered to convoy it." (Rulebook, p. 5.)

13. Suppose that 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. For example:

GERMANY: A Ber holds.

RUSSIA: A Sil-Ber; A Pru S A

ENGLAND: A Kio-Ber; A Hun S A Kio-Ber. Sil-Ber.

14. If one player or alliance orders such moves as F Spa(s.c.)-Por; F Por-Spa(n.c.), the moves are legal. 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. "F Por-Spa(s.c.); F Spa(s.c.)-Por" fails.

15. A unit cannot simultaneously be ordered to another province and supported in its own. If Italy orders F Ion-Gre, then an additional move F Tyr S F Ion is illegal.

16. Convoyed supports are not allowed for in the rules. Thus, the English moves F North Sea-Hol; A Den S F North Sea-Hol; F Hel C A Den S F North Sea-hol is not possible.

17. Even if it is successfully attacked and routed from another province, a unit may still cut support. For example:

FRANCE: A Bur-Mun.

GERMANY: A Kio-Ruh; A Hun S A Kio-Ruh; A Bol-Bur; A Pic S A Bol-Bur.

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

18. A player cannot cut support given by one of his own forces, any more than he can attack or dislodge one of his own forces; or support someone else's attack on one of his own forces.

19. Under the rules, an army may be convoyed between adjacent provinces, e. g., A Bul-Rum; F Bla C A Bul-Rum. An additional move A Rum-Bul would also succeed here. Example 11 applies here.

20. Two armies may exchange provinces by convoy, providing that the convoys do not go through the same region. For example:

ENGLAND: A Lon-Bel; F North Sea C A Lon-Bel. FRANCE: A Bel-Lon; F Eng C A Bel-Lon. The English army is entering Belgium from the North Sea, while the French army is entering London from the English Channel.

21. Can an attacked and dislodged unit give support into the province from which it was attacked?

Yes; see Example 7. For instance:

GERMANY: A Pru-Ber; A Sil S A Pru-Ber. RUSSIA: A Ber-Sil A Hun S A Ber-Sil; A Kio-Ber.

The German army in Silesia is dislodged. However, its support of A Pru-Ber is still valid since it was attacked from Berlin.

22. Two units cannot move to each other's spaces. However, three units are not forbidden to do so under the rules. A Bur-Lar; A Mex-Gas; A Gas-Bur are all possible.

23. If three units are ordered to the same province, and only one is supported, the supported unit gets in. For example:

ITALY: A Vic-Bud; A Tri-Bud; A Bud-Ser.

AUSTRIA-HUNGARY: A Rum-Bud; A Gal S A Rum-Bud.

The ruling would be the same if the army in Vienna were, say, German rather than Italian.

24. If a player submits moves but overlooks one of his units, that unit is considered as being ordered to stand. If it is dislodged it may retreat rather than be annihilated, since the player did send in orders for his other pieces.

25. "As soon as one player gains a majority of the pieces on the board, he is the winner." (Rulebook, p. 1) For example, if after a move there are only 31 pieces on the board, and 16 of them belong to one player, he is forthwith the winner. This can happen after a "Spring" or a "Fall" move, if all retreats, builds, and removals have been made.

In all adjudications, including those in these Examples, underlining indicates moves not possible under the rules of Diplomacy.

STILLBATE RULES

It sometimes happens that two powers or alliances are so evenly matched in a Diplomacy game that neither can obtain a majority of the pieces. Under the circumstances the only thing to do, in postal or over-the-board play, is to declare a draw. In GRAUSTARK games, draws will be declared under either of the following circumstances:

1. If, upon being polled by the Gamesmaster, all players are willing to agree upon a draw. Such agreement given for one move may be revoked on a subsequent move if a draw was not declared.
2. If three full game years, beginning with a "Spring" move and including "Winter" moves, go by without a piece being built, removed, or annihilated, and without any power gaining or losing (not) supply centers. (Two allies cannot evade this provision by exchanging two supply centers with each other in each game year.)

THE ADVENTURES OF SECRET AGENT O-O-HATE

Chapter LXXVIII

"But how does the ABM program threaten the American Way of War?" asked Secret Agent O-O-Hate, who in private life is Clark Gungel, mild-mannered comic book collector of Bugle, Pennsylvania. "I thought that the Military-Industrial Complex was allied with our agency in trying to promote another war - a really big war, not like this useless Vietnamese thing."

"That's what we all thought," said Mac, chief of their super-secret agency, as he and his staff pondered this latest threat. "Dr. Pourguerre, will you explain what has been going on here at home while O-O-Hate was foiling the plots of the Sinister Forces of World Peace at the spies' convention in Siunik?"

Dr. Pourguerre, the agency's top intellectual, continued his briefing. "In past years the M. I. C. has been our trusty ally against the International Pacifist Conspiracy. But we overlooked the fact that, allies though we have been, there is a basic distinction between our outlooks. We want another war, lest the world sink in a miasma of contentment, prosperity, and individualism. But the M. I. C. simply wants big arms contracts and the money they get from them."

"Golly gee!" said O-O-Hate's teen-age assistant Burner (who is really Victor Charlie Burner, student at the Blessed Balthasar Gerard Theological Seminary). "You mean they're not planning to use the ABM?"

"I'm afraid that's right, Burner," said O-O-Hate.

"In der oldt days zis never would haff happened," said Dr. Pilz, whom the agency had picked up from Operation Paperclip. "You schould haff convinced der M. I. C. dot some people iss Untermenschen undt haff to be ge-killed. Denn you lot der big contracts für ofens und gas, chust like der goot oldt days!"

"But how do we know what the M. I. C. is up to now?" Plunderson asked.

"Our Chief of Security, Miss Foo Chay, bugged the Pentagon," Mac said. He turned to the exotically beautiful Eurasian girl. "Miss Foo, will you please play your tape for us?"

((What is the M. I. C. going to do about ABM? Can the American Way of War be saved? Continue the adventures of O-O-Hate in the next GRAUSTARK.))

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Diplomacy was invented by Allan B. Calhamer, and is copyright 1961 by Games Research Inc., 48 Marsham St., Boston, Mass. 02118. The game is \$8 from Games Research or in well-stocked department and game stores. Rulebooks are \$1 each, and maps are 5¢ each, from John Boardman, 592 16th St., Brooklyn, N. Y. 11218, USA. (See p. 4 for a possible change of address.)

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To the list of subscribers in #189 can be added Ron Salcedo and Paul Gorman, whose subscriptions expire with #196 and #198 respectively.

DIRECTORY OF UNFAMILIAR QUOTATIONS - X

War lovers soon currently able to find few good arguments for their position. So that a more equitable dialog may be maintained, GRAUSTARK furnishes them with viewpoints from their more outspoken forebears.

"When the preparations of two belligerents, during the preceding peace, are opposed, one hastening away from and the other toward war, the probabilities of victory belong to the warlike nation in proportion to the influence their respective inclinations exercise over the ideals of the state. This is so absolute that history records no exception." - Honor Loq, The Day of the Saxon

"A war with its campaigns and battles bears the same relation to the preceding peace that a battle does to the period of war that preceded it. A battle is a part of war; war a part of peace. We cannot determine where one ends and the other begins. ...A battle in its relationship to war is analogous to war in its relationship to peace." - Ibid.

"Militancy is different from other virtues in that it cannot be preserved by the individual. It is collective, and not personal; hence the first duty devolving upon a state is to take means of preserving from deterioration this excellence upon which depends its existence. Modern life has a definite effect upon the militant decadence of a race, in that it diminishes in proportion as the complexity of civilization is increased." - Ibid.

"When the rate of speed by which nations move to the point of contact has been ascertained, it devolves upon the ministers of state to anticipate any overt act on the part of the enemy and initiate the war. When a state does not initiate war it commits its first error against the principle of military science...The initiation of a conflict constitutes the most essential principle of warfare." - Ibid.

"When the continental neutrality or independence of a minor state threatens the existence of a great power...it should be deprived of its independence and absorbed by the greater power." - Ibid.

"National disintegration originates in peace, and is the result of the dissolution of political and racial unity...In a racially heterogeneous state the military and political power must remain in the hands of a single and homogeneous race. Whenever the dominant race shares his political and military power, the decadence of Imperial unity and durability begins." - Ibid.

"When nations are empty up there at the top,
When order has weakened or faction is strong,
Time for us all to pick out a good tune,
Take to the roads and go marching along."

- William Butler Yeats, No Second Troy

"1. Win the war in Vietnam by using all of our vast military and economic forces against the military targets in North Vietnam.

"4. Stop all unilateral disarmament activities, disband the U. S. Disarmament Agency and adopt policies which will put the United States of America in a position to defeat any and all Communist governments.

"14...We support the citizens' constitutional right to keep and bear arms without registration of any kind." - "Action Program of the American Party" (Wallaceite), 1969.

THE DIPLOMATIC PUZZLE

JOHN BESHARA, Apt. 1021, 155 W. 68th St., New York, N. Y. 10023: ((In the "Spring 1905" moves of 196801)) there is a rather interesting technical problem that occurred once before in 1967U. Note if I ((as Turkey)) moved A Vie-Boh, and ((Germany moved)) A Mun-Boh, I would not succeed, and if ((the Turkish)) A Sil were dislodged it would be annihilated - because of the standoff in Bohemia it could not retreat there.

Also note that though Italy could be dislodged from Munich in the "Fall", it cannot be done without allowing ((Italy to move)) A Mar-Bur, and possibly without allowing the retreat A Mun-Ruh.

((See GRAUSTARK #189, p. 1, for the moves on which these speculations were made. The consequences of the stand-off in Bohemia follow from Example 7 on p. 5.))

PAUL R. GORMAN, 319 W. 103rd St., New York, N. Y. 10025: Thank you for the free copy of GRAUSTARK... I was wondering what progress has been made with the United Federation of Espionage Agents, Deermen, and Picture-Framers, AFL-CIO (Jay Lovestone, Pres.) I've always been sort of pro-labor, anyway.

You will have a new subscriber, I think; I can hardly be very involved in the postal Dip' games in the book until I get into one (put my name on a list or however it works), but I am most amused by all the socially-significant opinion flitting through the book. I am especially amused by a lot of the religious stuff; I truly fail to understand why one man should be especially interested in the existence or non-existence of another man's religious beliefs, never mind the particular content or quality of them. I always figure religious nuts to be more or less in the same camp with the atheists, and v-v, because these types seem to spend so much time in each other's company and seem to dwell on the same irrelevancies together. ("Did Moses really do that bit with the rod and rock, and if so, precisely how long was that goddamned rod, anyway?") I always ask atheists why the issue is so damned important to them anyway, and I always ask religious screwballs to give me a straight answer to the so-called "theodicy question". I usually get threatening letters from both kinds, when they choose to write. (One orthodox atheist responded with a supposedly telling quote from the Bible, of all things, which was supposed to explain the whole thing. And, of course, one of the religious types sent me one of the most obscene, foul-mouthed letters I have ever received.) ((The best arguments against the Christians can be found right in their own Bible.)) As one of my elderly relatives once said as she was looking out the window at the street below: "It's a regular circus, this world." And cheap, too; all you have to do is get born, and you can be a clown, an acrobat, a spectator, and a critic all at once. Groovy.

Since I take a more or less professional interest in politics and international relations, being a journalist, I'm also interested in the political views of both you and your correspondents. While my personal views may be roughly equivalent to a jazzed-up version of "A plague on both your houses", I am interested in what is said. The propaganda ploys on both sides are interesting, and sometimes even amusing. The situations discussed are so damned complex, and so oversimplified in the correspondence, that I'm positively amazed. Does anybody read Foreign Affairs any more? Or overseas newspapers, magazines, and journals? Or listen to short wave?

((Yes, most people seem to have been thoroughly convinced by the mass media that the current war between El Salvador and Honduras is the result of a fight between their soccer teams and fans at a recent international match.))

In any case, here's my buck. I look forward to Graustark for the future.

Please let me know how I can get into a postal game of Diplomacy, too. For your information, apropos the earlier Astrological Method of Diplomatic Prediction, I was born a Gemini, but never worked at it.

((John Konin, 318 S. Belle Vista, Youngstown, Ohio 44509, would know who currently has openings available in postal Diplomacy games. So would Rod Walker, but since he is now in process of moving I would hesitate to give his address.))

BILL LINDEN, 83-33 Austin St., Kew Gardens, N. Y. 11415: At last the heroic Boardman has caught up with the infamous Linden! Has he won his battle with the David Blue Menace? Perhaps, perhaps not, for here comes another installment of do-

murrers, refutations, vilifications, dissent (knowing how much you like dissent, I do not want to see you go without it), observation, speculation, and plain nonsense from the desk of yours sincerely.

I have lost the quotation from the Drivel of Chairman Fulbright which I was about to favour you with. It was to the effect that if the Viet Namese ((sic)) government refused to negotiate on a non-existent common ground with their worst enemies, they should be removed, since "they are our government". And he rants about "United States puppets"? First he denounces them for being puppets, then he denounces them for not being puppets.

((The present Saigon government, like every one since Dien took power, holds office at the pleasure of the U. S. government, and many have been deposed when that pleasure was no longer forthcoming. President Thieu is approximately equivalent to a GS-18 in the Department of State, ranking directly below Ambassador Bunker and responsible through him to Secretary Rogers and President Nixon. For historical precedents consider Pierre Laval and Intyas Rakosi.))

Recent antics of the SDS east, ah, extreme doubt on the meaning of the "D". When a majority at the convention went against them, the National Office proceeded to expel the majority from the organization for heresy. If this is what they mean by "Democracy", it is obvious that, to say the least, the word is being used in a very peculiar Pickwickian sense. Know where I can get a dictionary of NewLeftese?

((Try The Thoughts of Mayor Daley. In the respects you describe, the SDS convention was remarkably similar to another political convention held last year in the same city.))

By "Support Our Boys out of Vietnam (sic)" do you mean F Gulf of Siam S A Viet Nam-Cambodia?

Anent the Irish National Olympics: while the Irish ran, it was a Scot (someone named Stuart) who won the race to Dublin.

((As a disgruntled Irish prisoner said to one of his captors after the Boyne, "Exchange kings with us and we'll try you again."))

An assumption that "the rest of the world is inhabited by ravening savages who are deterred only by our armed forces from looting and enslaving the United States" is no more unreasonable than your position that the rest of the world is inhabited by gentle, kindhearted, friendly people who would never hurt us for the world, and would never get mad at us if it were not for our armed forces. But this is irrelevant, since I fail to detect in Pritchard's letter this assumption. He only says that the United States have ((sic)) enemies. Surely even you would not be so asinine as to deny that. ((No, not to you.))

My nominations for the Ugliest Flag are Free (i. e., Pakistan-held) Kashmir, and American Samoa.

Well, there have been rumors for the past decade or so that the war in Malaya is over. Of course, I realize that you can not afford to admit this, since it would mean that it is not impossible to defeat a jungle guerrilla war, which in turn would admit the possibility that government policy is not totally insane. Anything rather than admit that.

...We live in the United States. Not the United State. Plural. If you read that Constitution which you claim to set such store by, you would find the United States constantly referred to as "them"...

...I object to your implied compliment of "Prosciuttino" (sic). ((You're right. His name is "Procaccino". "Prosciuttino" is some kind of Italian ham - or - maybe you're wrong after all.)) The only thing he is strong on is sabotaging Lindsay. ((Is he better at it than Lindsay is?)) Otherwise, he has avoided taking a position on anything.

...As for the "thorn in the flesh" passage...the full text is ((II Corinthians xii: 7-10)). It takes an unusual mind to perceive at once in unspecified "insults" an accusation of embezzlement by fellow Christians. Would you give us the relevant passage in the Acts, if it exists?

((Not in the Acts, but in Paul's own letters. He doth protest too much about the financial side of his ministry in I Corinthians and II Corinthians - in the 11th chapter of the latter, if I recall correctly. See Robert Graves' essay "Marrion" in

Harmon and the Black Goddess (Doubleday, 1965), p. 12. Also note that Paul was continually making collections during his travels for the benefit of the poor Christians of Jerusalem, but that he is nowhere recorded as actually turning any of this money over to them. He thus set a precedent which has characterized Christian charity ever since.)

As for "revolutionary" Christianity, I do not notice that today's revolutionaries give much attention to loving their enemies or doing as they would be done by. ((No, but they're perfectly willing to bring not peace but a sword, or to get a sword even if they have to sell their cloaks. I wonder where they could have got such ideas?)) Their provocation of policemen is hardly Christian. (When arrested, Christ did not scream "Pigs!" and pick a fight.) ((I forget who chopped an ear off one of the cops when Jesus was busted.))

And since when has "atheism" been capitalized. ((Since "Christianity" was.))

ROD WALKER, 1575-A White Dr., Rantoul, Ill. 61866: Some minor points. "The United States" is technically a plural noun, and may be used with "are". However, we fought a war over this usage, back in 1861, as I recall, and the outcome of the war was that "is" is more correct.

The Bavarian Illuminati did, in fact, exist (and may still exist, for all I know), despite your implication that they are entirely a Birch fabrication. As I recall, they got mixed up in the 1848/9 revolutions, which made conservatives suspicious of them. Since the Manifesto came out at this time, I can see how some lambrain might make a connection. Anyhow, I think they are extinct. Who do the Birchers think is behind the Illuminati? J. Paul Getty? The Knights of Malta?

((The Illuminati were infiltrated and broken up by the Bavarian police in 1786, and ceased to exist as an organization. Since their founder, Adam Weishaupt, was a Jew, it is obvious who they are intended to stand for in the conservative demology.))

By the way, despite your quiz ((in #187 & #189)) Warren Harding did not have black ancestry. Cf. The Shadow of Willow Grove. Not that it makes any difference. If Harding had been our only black President to date, he would hardly be a recommendation for having another one. Of course, the idea that race or religion has any bearing on a man's qualifications to be President is perfectly silly.

((Rod Walker also reports that after 18 August his address will be 4309 Adams Ave., San Diego, Calif. 92116. We wish him and his family best of luck in their new home and in civilian life.))

GRAUSTARK #190

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