

# GRAUSTARK

#199 1967U, 1968CH, 1968CI, 1968CL, 1969BI, 1969BW 20 December 1969

1968CI

"Fall-Winter 1909"

R U S S I A N E M P I R E C O N Q U E R S E U R O P E !

ENGLAND (Grayson): A Par-Bur; F Lon-holds.

FRANCE (Clark): A Mar-Spa.

ITALY (Prosnitz): F Mid-Eng; A Ven-Tyr; A Tus-Pie.

RUSSIA (Bytwerk): F North Atlantic-Mid; F Iri S F North Atlantic-Mid; F Eng-Bre; A Pic S F Eng-Bre; A Bur-Mar; A Wal-Lon; F North Sea S A Wal-Lon; A Kie-Mun; A Tyr-Tri; A Vie S A Tyr-Tri; A Boh-Tyr; A War-Sil; A Mos-Liv; F Sev holds; A Ukr S F Sev.

TURKEY (Ver Ploeg): F Bre S ITALIAN F Mid-Eng; F Spa(n.c.)-Por; F Tyr-Lyo; A Gal-Boh; A Tri-Vie; A Bud S A Tri-Vie; F Adr-Tri; F Aeg-Ion; A Arm-Rum; F Bla C A Arm-Rum; A Bul S A Arm-Rum.

Underlined moves are not possible. The Russian army in Vienna is annihilated, while England retreats F Lon-Yor and Turkey retreats F Bre-Gas. The High Combatant Powers now control the following supply centers:

ENGLAND: Par. (1)

FRANCE: Spa. (1)

ITALY: Nap, Rom, Ven. (3)

RUSSIA: Bel, Ber, Bre, Den, Edi, Hol, Kie, Liv, Lon, Mar, Mos, Mun, Nor, St.P, Sev, Swe, Tri, War. (18)

TURKEY: Ank, Bud, Bul, Con, Gre, Por, Rum, Ser, Smy, Tun, Vie. (11)

Russia builds A Mos, A St.P, and A War. England would have to remove one unit. No matter what unit England removes, Russia ends "1909" with 17 units to 16 for all other powers combined. Therefore, under the rules of postal Diplomacy, Russia is the winner of 1968CI.

This is the first to be completed of the three postal Diplomacy games begun in GRAUSTARK a year ago. As such, it is one of the shortest postal Diplomacy games to have gone the full range with one definite winner. A review of this game will appear in GRAUSTARK #200.

With the completion of this game, all players' subscriptions expire except as described in GRAUSTARK #196, p. 5 under "Subscription Overlaps". However, all 1969CI players will receive complimentary copies of the big 200th issue, whether otherwise entitled to them or not. That issue will contain a list of expiration times of all subscriptions.

CONSTANTINOPLE (1 May 1909, SPP): Our beloved Sultan Yuk today expressed delight at the way in which the war was progressing. "THREE sections of the Yellow Scum in a single year!" he gurgled with delight, and then returned to the activities which pressed around him. Dismay spread across his face when he remembered that they would soon be recreated in Turkey itself, but he expressed hope - in the form of a threat - that they would soon vacate the sacred harem grounds of the Turkish Empire.

(continued on p. 4)

1969BW

"Winter 1901"

## EUROPEAN POWERS CONTEMPLATE NAVAL WAR

ENGLAND (Lasky): Builds F Edi.      AUSTRIA-HUNGARY (Kimmel): Builds A  
 FRANCE (R. Miller): Builds F Bre,      Bud.  
     F Mar, A Par.      RUSSIA (Wile): Builds F St.P(s.c.).  
 GERMANY (Shuldiner): Builds A Mun,      TURKEY (Becker): Builds F Smy.  
     F Ber.  
 ITALY (Gorman): Builds F Nap.

The deadline for "Spring 1902" moves is 6 PM, MONDAY 29 DECEMBER 1969.

BELGRADE (6. Dec. 1901): The stillness of the crisp cold morning was broken by the sound of a pistol shot. Col. A. H. Scrovny chose the easy way out rather than face the inevitable court-martial after leading the 6th Hungarian Cavalry 300 miles east before discovering that he should have been heading south.

CONSTANTINOPLE (14 Dec. 1901): The Sultan announced today that an Austrian messenger, Heinrich von Sade, was found in the imperial harem with a message for His Highness regarding the 1901 Fall Offensive. The Austrian ambassador was immediately summoned.

CONSTANTINOPLE (15 Dec. 1901): After meeting with the Austrian ambassador, the angered Sultan announced that although he was aware of the delights of Turkish women, he felt many lives of the imperial army would have been saved in the fall conflict in Greece had von Sade delivered the message before undertaking the two-month orgy. He further decreed that in the future let all messengers sent to the imperial palace be eunuchs!!

PARIS (23 Dec. 1901): Premier Boyer-Lesuave today commissioned Mlle. Coco de Joie and Mlle. Menange Atois as admirals for the new French fleets in an elaborate ceremony, during the course of which he kissed both admirals many times in the "traditional" French manner. After the "installation" ceremony the spent Premier announced that due to pressing needs in the capitol two other admirals would lead the French fleets to sea, as Mlle. Coco de Joie and Mlle. Menange Atois would be assigned "special duties" as "personal aides" to the Premier.

1969BI

"Winter 1903"

## MASSIVE TROOP CALL-UPS IN DUAL MONARCHY

ITALY (Berman): Builds F Nap.      RUSSIA (Ward): Removes A Ukr, A Nor-  
 AUSTRIA-HUNGARY (Beshara): Builds      way, and the F dislodged from Swe.  
     A Vie, A Bud, F Tri.      TURKEY (White): Removes A Sev.

The deadline for "Spring 1904" moves is NOON, SATURDAY 3 JANUARY 1970. Press releases appear on p. 6.

1967U

"Spring 1926"

## WESTERN ALLIES FAIL TO CRACK EASTERN DEFENSES

GERMANY (M. Miller): A Arm-Ank; A Sev-Arm; A Ukr-Sev; A War-Ukr; A Gal S  
 ITALIAN A Rum; A Liv-Pru; F Norwegian Sea-Bar; F Swe-Ska; F Hel-  
 North Sea; F North Sea-Bel; A Mun, A Norway, A St.P, F Kie (incor-  
 rectly reported in GRAUSTARK #190 as "A Kie"), F North Atlantic hold.

ITALY (Clark): F Ion-Gre; A Alh S F Ion-Gre; F Apu-Ion; F Tun S F Apu-Ion;  
 F Nap-Tyr; A Rom-Tus; A Gre-Bul; A Rum S A Gre-Bul; A Tri-Ser; A Bud  
 S A Tri-Ser; A Alb, A Ven, A Tyr, F Lyo, & F Eng hold.

RUSSIA (G. Heap): A Smy-Ank.

TURKEY (Beshara): F Aeg-Smy; A Bul S GERMAN A Ukr-Rum; F Bla S A Bul.

Underlined moves are not possible. The deadline for "Fall 1926" moves is NOON, 3 JANUARY 1970.

1968CH

"Fall 1910"

## FRANCO-TURKISH CONFRONTATION ACROSS DANUBE

Following "Spring 1910" moves, France retreated A Tri-Tyr and Turkey retreated F Ion-Gre.

ENGLAND (Linden): A War-Ukr; A Mos S A War-Ukr; A Sil-Gal; A Pru-War; A Livonia, F Bal, F Hel, & F North Sea hold; F Norwegian Sea-North Atlantic; F Bar-Norwegian Sea; F Bot-Swe.

FRANCE (Berman): A Par-Pic; A Bur-Bel; A Mun-Boh; A Boh-Vie; A Try S A Boh-Vie; A Ven-Tri; A Rom-Ven; F Apu S F Ion-Adr; F Ion-Adr; F Tun-Ion; F Tyr S F Tun-Ion; F Wes holds.

AUSTRIA-HUNGARY (Kuch): A Vie S TURKISH A Ser-Bud; A Rum S TURKISH A Ser-Bud.

TURKEY (Lindsay): A Ser-Bud; F Tro holds; F Alb S F Tri; F Gre-Ion; F Aeg S F Gre-Ion; A Bul-Ser; A Sev-Ukr; A Arm-Sev.

Underlined moves are not possible. The Austro-Hungarian army in Vienna is annihilated. The High Combatant Powers now control the following supply centers:

ENGLAND: Ber, Den, Edi, Hol, Kie, Liv,	AUSTRIA-HUNGARY: Rum. (1)
Lon, Mos, Nor, St.F, Swe, War. (12)	TURKEY: Ank, Bud, Bul, Con, Gre,
FRANCE: Bel, Bre, Mar, Mun, Nap, Par,	Ser, Sev, Smy, Tri. (9)
Por, Rom, Spa, Tri, Tun, Ven. (12)	

England and Turkey may each build one new unit. The deadline for these "Winter 1910" moves is NOON, SATURDAY 3 JANUARY 1970. However, if these two players send in their builds immediately, the Gamesmaster will inform all players and re-set "Spring 1911" moves for this deadline.

RANGOON (8 Mar. 1910): Imperial authorities here have announced the capture of a dangerous confidence trickster, Ho Que Mint (Ho the Counterfeiter). This scoundrel has not only been deluding the peoples of Asia by passing wooden revolutions, but providing them with feet of clay as well.

BRUNN (16 Mar. 1910, Eben Press): Mr. I. Source announced that he had detected signals Austria wishes an alliance with the Tenfold Kingdom. "There were unmistakable nuances in their last salvo," he explained. Mr. Source was thereupon buried by an Austrian shell.

MOSCOW (1 Apr. 1910, Eben Press): Today Samuel Bronowski ordered the Russian people to observe a 31-day moratorium on work every month until the government ends the war.

"But we have to eat," said a passer-by.

"How dare you think of your selfish luxuries when people are starving in Patagonia? How can you utter such heresy? Arrest - er, liberate that man! He is a dangerous subversive - er, reactionary."

Mr. Bronowski then went on to explain the danger of a conspiracy of the Militaryindustrialcomplex, the CIA, the FBI, the politicians, the Ku Klux Klan, the Ancient and Accepted Scottish Rite, the newspapers, the Vatican, Dalton the Conservative, and probably the Bavarian Illuminati.

(The reactionary was later admitted to a hospital with paralysis after facing the just wrath of the people.)

\*

A late English change of move in 1968CI turns "A Par-Bur" into "A Par-Bre". The outcome of the game is not affected.

1968CI (continued from p. 1)

ST. PETERSBURG: To all players in CI: My thanks for a fine game. To Edi Birsan and George Grayson, my victims, humblest apologies. To Frank Clark and Brenton Ver Ploeg, who stabbed me, better luck next time. And, to Gene Prosnitz, especial thanks. Gene's hand was evident all over the board for the entire game, and his advice in the first years of the game ensured the success my moves achieved. My decision to continue with Turkey after Austria fell was the roughest decision I have made in a year of postal play. Again, thank you.

HYDUNDERABAD: The Maharajah of Hydunderabad took time out from the war against the rebel forces of Pandit the Bandit to send his congratulations to the Tsar of All the Russias and Then Some for his victory over the Turks and their allies. "Thus will the sacred principles of autocracy and legitimacy triumph over all rebel scum, yellow or not," he said.

HYDUNDERABAD: Pandit the Bandit, leader of the Peristaltic Movement, today acclaimed the Russian triumph over the indolent tyrant Sultan Yuk, and saw in it an omen of his own approaching victory over Maharajah Kamasutra IX. "So fall all bloated oppressors of the People," he declared.

1968CL

"Winter 1909"

TURKISH REINFORCEMENTS SEEN MAKING VICTORY CERTAIN

FRANCE (Ward): Removes F Eng.	RUSSIA (Schleicher): Builds A Mos, F
GERMANY (Barber): Removes F Ska.	St.P(n.c.).
ITALY (Comber): Builds A Ven.	TURKEY (Beshara): Builds F Smy, A Con.

The deadline for "Spring 1910" moves is NOON, SATURDAY 3 JANUARY 1970. Press releases appear on p. 5.

A QUIZ FOR THE AUGUSTANS

It is probably a source of great annoyance to the royalty fans of the Augustan Society that people have persisted in giving nicknames to members of royal and noble families. GRAUSTARK readers are challenged to identify the ones to whom the following sobriquets have been given:

- |                          |                         |
|--------------------------|-------------------------|
| 1. The Burglar           | 6. Plon-Plon            |
| 2. Dismal Jimmy          | 7. The Prince of Whales |
| 3. The Empress Brown     | 8. Snookie              |
| 4. Figchen               | 9. Tum-Tum              |
| 5. The Nero of the North | 10. The Winter King     |

First prize in this contest will be a free entry in a new postal Diplomacy game which will soon be organized in GRAUSTARK. The deadline for entries is NOON, SATURDAY 17 JANUARY 1970. If more than four entries come in, the runner-up as well as the winner will qualify for a place in the new game.

THE MINISTRY OF MISCELLANY

After numerous moves in the past year, the most felicitous being a withdrawal from Vietnam, Brenton Ver Ploeg reports what he most sincerely hopes is a permanent address. It is P. O. Box 273, Vail, Colorado 81657. Although it may not be too useful now that 1969CI is over, his business phone is 303-476-5951. A home phone number will be published when it becomes available.

Peter Comber's new home phone is 212-0X 3-3527. Patrick Condray's latest letter had as the return address 55F Ridge Road, Greenbelt, Md. 20770, which apparently is a new address. See p. 12 for other corrections to the readers' roster published in GRAUSTARK #196, pp. 3-5.

## 1968CL - PRESS RELEASES

SWIMMING (JAB): TURKEY WINS, WHILE TAKING OVER ITALY AND RUSSIA!

FRANCE: A Lon-Yor; F Eng-Bel; F Wal-Liv.

GERMANY: F Ska-Swe.

ITALY: A Kie S A Bel-Hol; A Bel-Hol; A Bur-Bel; A Par-Pic; A Gas-Par;  
F Por-Mid; F Mid-Eng.

RUSSIA: A Norway-Edi; F North Sea C A Norway-Edi; F Den holds; F Norwegian Sea S A Norway-Edi; A Swe-Fin.

TURKEY: A Arm-Sev; A Bul-Rum; F Aeg-Ion; F Ion-Nap; F Tyr-Rom; F Tun-Wes;  
A Tyr-Ven; A Boh-Sil; A Sil-War; A Ukr-Mos; A Liv-St.P; A Mun S A  
Ber-Kie; A Ber-Kie; F Bre S ITALIAN F Mid-Eng; F Yor holds.

Underlined moves are not possible. France must retreat F Eng-Iri. Italy must retreat A Kie-Ruh. Since France must remove one, Italy two, and Russia two, Turkey wins because Turkey has 15 units as to a total of 12 units for other countries.

GOD (JAB): DON'T SAY I DIDN'T WARN YOU.

BROOKLYN (URRP): Players may wish to compare the above predictions with the actual "Fall 1909" moves published in GRAUSTARK #198. The Italian fleet in the North Atlantic is not mentioned but must have been ordered to Liverpool; otherwise the French "F Wal-Liv" would have succeeded. These moves would leave Turkey with 20 supply centers, Italy with 6, Russia with 4, and France and Germany with 2 each. After all possible builds and necessary removals, the numbers of units would be Turkey, 18; Italy, 6; Russia, 4; France, 2; Germany, 1. Even without building, Turkey would have 15 units to 13 for all the rest.

LONDON: The French government-in-exile called for the liberation of Edinburgh. Early possibility of this is limited since the forward elements of the 25th Division have been expelled from Yorkshire by a troop of Luxemburg Boy Scouts led by Scoutmaster Milo Minderbinder. We regret to report that Sgt. Major Woolredge was captured by the Boy Scouts, but bought his way free with \$100,000 worth of surplus potato chips and polish sausage. (Free France Press Service.)

WALES (FFPS): The Dauphin, Count Henri de Valu le Franc, was formally crowned Prince of Wales. The ceremony was marred by the necessity of the Dauphin eating Imperial Margarine to make his ~~er~~ crown appear as the treasury could not afford crown jewels.

## THE VANISHING DIPLOMATS

GRAUSTARK trades on an all-for-all basis with other postal Diplomacy and war-gaming publications whose editors concur in this policy. But if a publication has not appeared in 3 months, it is presumed to be defunct despite protestations by its publisher. (Remember that Bernie Kling never formally abandoned or terminated his Lusitania!)

With this issue, the following Gamesmasters are dropped from the GRAUSTARK trade list. Trade relations will be resumed with any publishers who resume publication at a later date.

Charles Brannan, Wild 'n' Woolly, Kalmar  
Donald Cowan, Attaquer & others  
Dan Evans, Polaska

(continued on p. 6)

1969BI - PRESS RELEASES

MARSEILLES (6 Oct. 1903, AFP): The first army returned here today for rest and relaxation.

PARIS (12 Oct. 1903, AFP): The King announced that the move on Norway was not expected to succeed, but he said, "You have to try."

NORWAY: The new government of Russia, headed by Count Alexi Dubcek, today declared war on Germany. "The problems of Europe can be solved only by elimination of the Germanic speaking menace." This of course includes the puppet state of Austria.

WOGASTISBURGER-NEUSTADT (URRP): Steadily worsening relations between the Grand Duchy of Wogastisburg-Schlampenbüttel and the Pundschruck People's Republic led observers in the Grand Duchy's capital to predict war within two weeks.

It was learned that Chancellor Otto von Blaffmarck (popularly called the "Butter Chancellor") had rejected an ultimatum accusing the Grand Duke Bardolph IV of plotting to restore the Pundschruck pretender. This accusation seems to be based on the fact that, during a recent state visit to Vienna, the Grand Duke patronized the Schlagoberst Kaffeehaus, where the pretender is a waiter.

The rest of the Four And A Half Kingdoms are maintaining an attitude of neutrality. However, Austria-Hungary has allegedly sold to Skandalutz six war-surplus cannons and 355 pounds of langrage left over from the Napoleonic Wars. This accession of modern weaponry makes Skandalutz a power to be reckoned with, and might upset the balance of power high in the Balkan Massif.

POLYKARPOLIS (URRP): Patriarch Afanasy VIII took a turn for the nurse last night, and is not expected to live much longer. The members of the High School of Cardinals are already assembling in the holy city of Polykarpian Christianity for the inevitable election of his successor.

The Patrimony, always suspicious of unbelievers, is tightening up its security precautions in view of the internal situation and the tensions among the Four And A Half Kingdoms. Travelers who refuse to take an oath on the Newer Testament are being temporarily interned in the Inn of St. Bedrzych the Bedridden. Accomodations are adequate, but the involuntary guests must listen for ten hours a day to readings from the Newer Testament and Polykarpian commentary by members of the clergy.

THE VANISHING DIPLOMATS (continued from p. 5)

Gerhard Graebner, The Nemedian Chronicles

John Koning, stAb & Ragnarok

David Lebling, Glookorla

David Lindsay, Half 'n' Half

Hal Naus, ADAG

Tommy Lee Ogle, The Swiss Variant

Cliff Ollila, The International Enquirer

Robert Perkins, Spald

Rich Rubin, Nicolet Diplomacy Bulletin

Conrad von Metzke, Costaguana (absorbed by Numenor)

Monte Zelazny, Aeolus

This list is compiled as of 13 December 1969. Trade copies which come in between then and publication time will of course continue trade relations uninterruptedly. And of course any former Gamesmaster who plays in a GRAUSTARK game or subscribes will continue to receive GRAUSTARK as long as the game or subscription lasts.

A revision of this list will appear in GRAUSTARK #200, which will be published on 3 January 1970.

## THE MINISTRY OF MISCELLANY

Toy and game manufacturers in two countries are calling into consultation the ultimate consumers of their products - the children who will be playing with them. This process seems to have begun with Epoch Co. in Japan (see GRAUSTARK #189, p. 5), which established a Board of Directors of children to test-play with their products. A report on this policy appeared on the financial page of the New York Times of 10 November 1969. The Epoch directors are between the ages of 9 and 12. Their emolument includes \$3 per month and all the toys they can carry away.

This Board of Directors (11 boys and only 1 girl!) was chosen out of 20,000 applicants. They meet once a month, and are observed in their researches by company officials who bug their playroom and observe it through a one-way glass.

According to the New York Sunday News of 30 November 1969, Fisher-Price Toys of East Aurora, N. Y. has taken up this idea. Though their toy-testers have not as yet been elevated to the Board of Directors, Fisher-Price maintains a nursery school for testing purposes. They cater to a younger clientele than does Epoch, as their testers are all pre-schoolers.

\*

Two or three Christmases ago, the G. I. Joe doll and other war toys had a considerable vogue. But the increasing American disgust for war has virtually disarmed the toy industry. (See GRAUSTARKS #45-47, 56, 64, 84, 160, 165, 167, 170, and 173.) Hasbro, manufacturers of the G. I. Joe doll, has had to re-orient them to avoid ruin. These dolls are now being marketed with outfits equipping them as jungle explorers, Arctic travelers, deep-sea divers, or astronauts - not as soldiers. And, according to Susan Rogers' article in the New York Post of 26 November 1969, war toys have completely disappeared from this season's Christmas displays. Neither the stores nor the buying public is willing to have any more truck with them. This includes not only the G. I. Joe dolls but also such traditional toys as guns.

The Hawks are losing more than a war in Vietnam. They are losing an entire generation.

\*

Henry Kissinger, a real-life Strangelove, is one of President Nixon's principal advisers. One of Kissinger's principal advisers is 33-year-old Richard V. Allen, sometime staff member of the Hoover Institution on War, Revolution, and Peace. One of the furnishings of Allen's office in the White House is a sandbox.

That's right - a sandbox. It is  $3\frac{1}{2}$  feet square and 15 inches high, and contains 200 lbs. of sand. This "executive sandbox" was designed by Opus International Ltd. of Toronto, and costs \$456. The manufacturer advertises it as an "excellent pacifier" - though not, presumably, of the buyer's international policies. Allen's box is plywood and filled with Illinois sand, but the box is also available in teak, rosewood, oak, or walnut from \$600 up, with the option of imported sand from any of ten countries. A set of "playing tools" is \$75 extra. (Rita Reif, New York Times, 10 September 1969.)

More and more, the ruling circles of this country are behaving like their counterparts in late pre-revolutionary France and Russia.

\*

Second City, an underground newspaper in Chicago, had its own comments on last Christmas's war toys. In the issue of 1 February 1969 the

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

# 418



following Christmas leftovers were advertised:

"1. That famous doll for boys, G. I. Fred, now talks! You can get either of two sets of recordings with G. I. Fred: (a) The gung-ho set which features 8 sayings: "pass the ammo"; "hit the dirt"; "let's screw, baby"; "hit him in the balls, Sam"; "Send the nigger, I don't wanta get killed"; "fuck you, Sarge"; "Thank God for John Wayne and Ronald Reagan" and "My zipper's stuck"; (b) The conscientious objector set which also features 8 sayings: "Hell no, I won't go", "Make love, not war", etc.

"2. M-16 play rifles with autographs of President Lyndon B. Johnson and Secretary of State Dean Rusk on the butt (where they belong). Here's a chance for the kiddies to re-enact the heroic deed taking place this very moment in South Vietnam. This toy can help your child better understand the world he lives in.

"3. A Play War Kit. Now your child can play at being President of the United States with his very own war. Kit contains a miniature South Vietnamese village complete with villagers easily recognizable as either Vietcong or loyalists, a presidential palace with Thieu and Ky puppets to play with; an "allied" army and a "communist" army, a book of atrocities, and finally - a counter to count casualties - just like in real war!

"4. A child-size electric chair. Imagine the fun your kiddies can have zapping each other to 'death' with a real (but very mild) electric shock. Batteries not included."

Gifts suggested for adults include a rosary whose beads are the heads of John F. Kennedy, Martin Luther King, Robert F. Kennedy, or Richard J. Daley, and "for that stamp collector, a Gulf of Tonkin Commemorative Stamp".

\*

A new film, Putney Swope, imagines what would happen if a black man became chairman of the board of a major Madison Avenue ad agency. The title character immediately introduces a number of new advertising gimmicks - including an interracial couple in a pimple remover ad (they meet at the Yale-Howard game) and an in-flight lottery on Lucky Airlines, whose winner gets to ball four stewardesses (two black and two white, of course). One of Swope's clients is a manufacturer of war toys and competitive games, who has a new game: Cops and Demonstrators. (Irwin Silber, Guardian, 16 August 1969.)

\*

San Fernando Valley State College in Los Angeles is the site of another simulation game, which was printed on the front page of the Los Angeles Free Press of 3 October 1969. The game, reprinted from the Valley State College Sundial, attempts to simulate student life at that troubled college, whose disturbances have been overshadowed in the press by the greater problems of Berkeley and San Francisco State. "You collect 30 units each time you pass Administration", but after making four trips around the board "you decide for yourself if you win or lose." Squares around the rim of the board carry such instructions as the following:

"You are a part of the Silent Majority, SO SHUT UP!"

"You are a White racist. Go back 2 spaces."

"You are a Black racist. Go to prison."

"Ronald Reagan Square. (He certainly is.)"

"Associated Student Government. This is a free space. Nothing happens here."

There is also a square labeled "Selective Service". (Women players go instead to "Wedding Day" and "Go to Health Center for pills.") The throw of a die gives you one of the following six alternatives:

"1. You receive a student deferment.

2. You go to basic training.

3. You fail your physical, receive 4-F



4. You are a conscientious objector.
5. You get a soft job in some office building.
6. You are killed in action."

\*

In the New York Post of 31 July 1969, John Barkham reviews a book by Andrew Wilson that should be of interest to every Diplomacy player. The Bomb and the Computer (Delacorte Press, 218 pp., \$5.95) examines the traditional general staff game of war simulation, enhanced in our own era by the use of computers. ("Example: USSR first strike, 18 million casualties; US response, 100 million casualties. Therefore US wins with second strike. Q. E. D.")

This is a venerable occupation. In 1894 a canal was built across Cape Cod because war games indicated that it might be useful in a possible war with Great Britain. According to Fletcher Pratt, during World War II "a Japanese plan of campaign was the result of a kind of badminton game played at Imperial headquarters with ideas for birds". (The idea that led to the battle of Midway was indeed for the birds.)

The Pentagon is now using computers to simulate these imaginary war games, even to the extent of a random factor to allow for weather and other unpredictables. "Just how valuable these insights are," Barkham remarks, "may be gauged from the U. S. military performance in Vietnam, 'the fullest gamed, fullest analyzed, most intensively "planned" war in history.'"

GRAUSTARK readers are reminded that only one postal Diplomacy player has ever tried to program a computer to produce his strategy. This was David McDaniel in the very first postal Diplomacy game, 1963A. This strategy caused his precipitate collapse and defeat.

\*

But it still goes on. There is no evidence that the disclosures in Wilson's book have affected the National Gaming Council. This group of simulation game fans, some of whom play such games in their professions, held a two-day meeting at Excelsior Springs, Mo. in June. As reported by Israel Shenker in the New York Times of 1 July 1969, the NGC includes representatives of the armed forces and large corporations who use simulation games in their work. For example, at Ft. Leavenworth, Kansas, there is a war game facility which cost \$300,000 of your money and mine, and is a "restricted security area". (I would agree that our security is indeed restricted by such a facility.)

William D. Coplin of Syracuse University (my own "Alma Mater") has invented a "World Politics Simulation game" (WPS). He tried this game out on two groups - high school students and State Department personnel. At the NGC meeting he complained that the former were too unrealistic in their play of the game. "They gave away a lot of US military equipment to the UN - which they had practically running the world," he complained. By contrast to the students, the State Department people demonstrated the superior understanding of international realities which has brought the world to its present state. They "used the UN only as a place for giving speeches".

The Pentagon is also active in this business. The Joint Chiefs of Staff have founded a Joint War Games Agency. In 1957 the Air Force set up the Air Battle Analysis Center. The Navy followed with an Assistant for War Gaming Matters, the Marines set up a Landing Force War Games Group, and the Army set up in 1960 a Strategy and Tactics Analysis Group, acronymically known as "STAG". (Thanks to a brother who could ride like a centaur's bastard ever since he could walk, I know that a "stag" is also a term for a stallion which was gelded after reaching maturity. Somehow this term seems appropriate for the Army's project.) "To help war games to provide data on forces, equipment, and weapons, STAG is pre-

paring KATALOG, which will have more nonreturnable hardware than Sears, Roebuck." The acronym which produced "KATALOG" is not explained.

However, STAG has since been phased out in favor of STAGE - "Simulated Total Atomic Global Exchange".

One advanced version of WPS attracted so many participants that the management had to set up four additional worlds of six nations each for the players. Not surprisingly, the umpire of these games is often called "God".

Abt Associates of Cambridge, Mass. (presumably unconnected with John J. Abt, the veteran Communist attorney) presented a game called AGILE-COIN. ("CO-IN" for "COunter-INSurgency", you see!) This game is located in an un-named Southeast Asian country and deals with villagers reacting to promises or threats by "government" and "insurgent" forces. "AGILE eventually proved as complicated as Vietnam itself," Shenker complained. Another Abt game was Politica (no acronym this time), simulating a "banana republic" with a revolutionary situation in the "Benevolent Republic of Inertia". "Inertia" was provided with a history according to which it is a "vile and foul-smelling land", a typical example of chauvinistic reaction from the Military Complex.

Delicate euphemism is preferred by these war gamers. John F. Lehane of the Stanford Research Institute had a game called ADVUL ("Air Defense VULnerability Simulation"). This game, according to the inventor, deals with "the terminal effects of munitions on the materiel and personnel of fixed and moving target types". This language is the finest invention of its type since the secret murder of a suspected spy in Vietnam was characterized as "termination with extreme prejudice".

Other such games look further ahead. CONGA ("CONcept War Game") attempts to deal with "the battlefields of 1995" - a date by which there will be peace, with or without people. Another simulation of the future assumes that the war in Vietnam will end in 1973 but with U. S. troops remaining in Vietnam and Thailand "on a reduced scale". This game assumes that, even though the war in Vietnam is over, "not much money was being diverted to help with urban blight or poverty, since most of the funds that were being used to carry on the war have had to go into the rebuilding of forces depleted in the war and to support the maintenance of a massive nuclear superiority." This finding may have been the origin of Elmer Roessner's theory about the economic effects of peace in Vietnam, as explained in the New York Daily Column of 8 November 1968 (See GRAUSTARK #169, p. 8.) Roessner believes that the end of this war will make funds available for a massive re-tooling of the US armed forces, and that therefore the market goes up whenever there is an improved prospect for an end to the present fighting.

In a less destructive vein, several industrial firms use games which simulate situations in the world of business. "In a typical management game, teams of players may be told that they have recommended a raise for a subordinate and that now another qualified employe has asked for a raise." Players compete in finding the best way to meet this threat to the capitalistic system. Other non-military simulation games played by NGC members deal with such things as neighborhood improvement, pollution control, or juvenile delinquency. There is a School Planning game, and the Research Analysis Corporation of McLean, Virginia has designed games dealing with civil disorders, civil rights marches, "long hot summers", the trial of a "militant", and other aspects of domestic policy.

But, beneath all the elaborate framework of gamesmanship, one fundamental theme emerges. "Several years ago," Shenker reports, "two scientists from Douglas Aircraft... developed a game in which Chinese Communists invade Thailand. The game seemed to demonstrate that the United States needed more planes." Su-u-u-ure!

Diplomacy, a board game of war and international intrigue, was invented by Allan B. Calhamer and is Copyright 1961 by Games Research Inc., 48 Wareham St., Boston, Mass. 02118. Sets are \$8 from Games Research or at any well-stocked department or game store.

GRAUSTARK, the oldest bulletin of postal Diplomacy, is published by John Boardman, 234 East 19th Street, Brooklyn, N. Y. 11226. Subscriptions are 10 issues for \$1.00. Back issues are 10¢ each or 15 for \$1. The rule modifications necessary for the postal play of Diplomacy, with sample rulings, were most recently published in #190.

\*

The next issue of GRAUSTARK, the 200th, will be an especially large issue. In addition to the regular reports on GRAUSTARK games, it will carry a long letter-column, a review of GRAUSTARK games of the past three years, and the first installment of a new serial dealing with the history and culture of the Four and a Half Kingdoms. Articles on the strategy and tactics of Diplomacy, for this issue, are solicited from the readership.

Owing to the size of GRAUSTARK #200, it will be sent by 3rd-class mail to all readers except active players in current games.

\*

In my review of The Traitor Game in GRAUSTARK #197, I referred to the villain as the "Premier of Canada". This should have been "Premier of Ontario".

\*

Numerous readers, including the two men involved, have called my attention in no uncertain terms to the confusion between Len Lakofka and Larry Fong in recent issues of GRAUSTARK. To recapitulate: Larry Fong's address is 704 Alice ~~Restaurant~~ Street, Oakland, Calif. 94607. He publishes the Berzerkeley Bark, successor to the late lamented Limbourg Gazette and Bi-Monthly, at \$1.50 for a subscription of unstated length. Lakofka's address is 1806 N. Richmond St., Chicago, Ill. 60647. He publishes Brontosaurus. Both 'zines are good.

\*

The DDD (Diplomacy's Dangerous Dutchmen) now numbers Hal Naus, publisher of ADAG, as a member. Other Diplomacy fans of Dutch ancestry are John Koning, Terry Kuch, Craig Klyver, Randy Bytwerk, Brenton Ver Ploeg, and myself. Of names culled from the GRAUSTARK mailing list, James Houck, David Lebling, and Chris Wagner might possibly qualify. However, the DDD does not anticipate sending membership applications to John Beshara, Peter Comber, or Monte Zelazny. But Derek Nelson, as a man with ancestral attachments to the House of Orange, might be given the status of an Honorary Member.

\*

"The Watcher", 18 Seaver St., Wellesley, Mass. 02181 promises relief from games held up by long publishers' delays. Entry fees are \$3.50, with a 75¢ refund to players who play steadily.

\*

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

\*

George Heap is currently working on a map of Gor, the location of a series of fantasy novels by Norman. Another science-fiction fan, J. B. Post of Philadelphia, has a far more ambitious project in hand - a fantasy atlas, collecting in one volume the maps of numerous worlds of fantasy and science-fiction, including Burroughs's Mars, Tolkien's Middle Earth, Eddison's Zinjiamvia, de Camp's Krishna, etc., etc. "Our" Europe will probably not be included, though it ought to be.

\*

Rod Walker, 5058 Hawley Blvd., San Diego, Calif. 92116 is now handling the assignment of game numbers, which was originated in this publication and passed on first to Charles Wells and then to John Koning. According to Ye Olde Busie Bulletryne Boardde #8, game numbers for this year have now reached "1969CE".

This notation was originated by analogy with the nomenclature system for comets. The first comet to be sighted in a year is called by the number of that year followed by "A": "1969A", "1969B", etc. As the Diplomacy nomenclature now stands, "1969Z" was followed by "1969AA", "1969AB", etc., and "1969AZ" by "1969BA".

(Some care in cutting stencils should be observed next year. Eventually, there will be a game with the odd-looking designation "19700".)

YOBBB, incidentally, is a valuable journal of record in the postal Diplomacy field. It contains address changes, names and addresses of new players, and announcements of openings of new games. It is 12 issues for \$1 from Jeff W. Key, Apt. 1-D, 4611 N. Pennsylvania, Oklahoma City, Okla. 73112. Key publishes YOBB; the editor is Eric W. Just Jr. The subscription rate is cut in half for subscribers to others of their publications.

\*

Jeff Key sends in the following additions and corrections to the GRAUSTARK mailing list published in #196:

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Monte Zelazny: 305-723-8241

Thanks, Jeff.

GRAUSTARK #199

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

Pp. 7-10 contain a discussion of war-gaming. If this space ( ) is checked, you are receiving this issue because you manufacture, play or have invented a game or toy mentioned here.

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