

GRAUSTARK

#252

1970BB, 1970BN

20 November 1971

1970BB "Winter 1911-Spring 1912"

AUSTRIA-HUNGARY EXTENDS PERIMETER OF CONTROL

Following "Fall 1911" moves, Italy built A Rom and Austria-Hungary built F Tri.

ENGLAND (Lasky): F Edi & F Liverpool hold.

FRANCE (Mischel): A Mun holds; A Bur-Mar; A Gas-Spa; F Mid S A Gas-Spa; F Nat S F Mid.

GERMANY (Isby): A Ber & A Kie S FRENCH A Mun.

ITALY (Comber): F Spa(s.c.)-Mid; F Por S F Spa(s.c.)-Mid; F Tun-Naf; A Rom-Ven; A Mar-Spa; A Pie-Mar.

AUSTRIA-HUNGARY (Nierenberg): F Iri-Nat; F Wes S ITALIAN F Spa(s.c.)-Mid; F Ion-Tun; F Ven-Apu; F Tri-Adr; A Alb-Tri; A Tyr holds; A Boh S A Tyr; A War-Liv; A Sil-War; A Gal S A Sil-War; A Sev-Mos; A Ukr S A Sev-Mos.

RUSSIA (Shuldiner): F Eng S FRENCH F Mid; F Nth-Yor; F Hol-Nth; A Mos holds; A Liv S A Mos; A Pru-War.

Underlined moves are not possible. Russia retreats A Mos-St.P. The direction of retreat of the French F Mid must be submitted to the Gamesmaster immediately.

The deadline for "Fall 1912" moves, which may be made conditional upon the direction of the French retreat, is 6 PM MONDAY 29 NOVEMBER 1971.

THE MINISTRY OF MISCELLANY

The next issue of GRAUSTARK is due on the weekend of the Philadelphia Science-Fiction Convention (Philcon). We will all be there, and so players in 1970BN are asked to make a particular effort to get their next moves in early. If all moves come in by the 3rd of December, I can
(continued in the next column)

1970BN "Spring 1908"

OUTNUMBERED FRENCH ROLL RUSSIANS BACK

ENGLAND (H. Anderson): F Nth-Nwy; F Nwg & F Ska S F Nth-Nwy; F Den holds; F Hel S F Den.

FRANCE (Nierenberg): A Bel-Ruh; A Pic-Bel; A Par-Bur; A Gas S A Par-Bur; F Por-Spa(s.c.).

ITALY (Model): A Tus-Rom; F Nap-Rom; F Ion-Aeg.

RUSSIA (Buchanan): F St.P(n.c.)-Nwy; F Bar S F St.P(n.c.)-Nwy; A Nwy-Fin; F Swe-Den; F Bal & A Kie S F Swe-Den; A War-Pru; A Vie-Boh; A Tyr-Mun; F Sev holds; F Aeg S TURKISH F Eas-Ion; A Hol-Bel; A Bur S A Hol-Bel.

TURKEY (Barents): A Alb-Ven; A Ven-Pie; A Tri S A Alb-Ven; F Adr C A Alb-Ven; F Eas-Ion; F Gre S F Eas-Ion; F Smy-Eas; F Apu-Nap.

Underlined moves are not possible. England retreats F Den-Nth and Russia retreats A Bur-Mar. Italy must retreat F Ion-Tyr, F Ion-Alb, or F Ion-Tus. The direction of this retreat should be sent in with the "Fall 1908" moves, which may be made conditional upon it. The deadline for "Fall 1908" moves is NOON, SATURDAY 4 DECEMBER 1971. Press releases begin on p. 4.

(continued from the previous column)
print and mail GRAUSTARK #253 that evening. Otherwise publication will be delayed until our return from Philcon.
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Conference maps for Diplomacy are available at 10 for 50¢ or 25 for \$1 from Games Research Inc. (See p. 3 for the address).
*

In the last letter column, Vincent Livermore's address was omitted. It is 444 2nd Ave., New York, N. Y. 10010. House of Games is where he can frequently be found, however.

HOW TO REACH A NEW HIGH

"They make a booth by fixing in the ground three sticks inclined towards one another, and stretching around them woollen felts, which they arrange so as to fit as close as possible: inside the booth a dish is placed upon the ground, into which they put a number of red-hot stones, and then add some hemp-seed...The Scythians...take some of this hemp-seed, and, creeping under the felt coverings, throw it upon the red-hot stones; immediately it smokes, and gives out such a vapour as no Grecian vapour-bath can exceed; the Scyths, delighted, shout for joy, and this vapour serves them instead of a water-bath; for they never by any chance wash their bodies with water." - Herodotos, Persian Wars, Book IV, Chs. 73-75.

INDEX OF REVIEWS

In the 8½ years of GRAUSTARK's existence, numerous books and games have been reviewed in its pages. All reviewed books are listed below, with the author's name, the title, and the issue of GRAUSTARK in which the review appeared. All reviews are by the editor, except two marked "**", which were reviewed by William Lee Linden.

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| Abrams, PREACHERS PRESENT ARMS, 214 | Gosciny & Uderzo, ASTERIX THE GAUL, 119 |
| Abt, SERIOUS GAMES, 208* | Grove Press, THE CHICAGO CONSPIRACY VS. THE WASHINGTON KANGAROOS, 197 |
| ANCIENT GAMES, 231 | Harrison, THE MAN FROM P. I. G., 214 |
| Asimov, ASIMOV'S GUIDE TO THE BIBLE (2 vols.), 231 | Koontz & Koontz, THE PIG SOCIETY, 218 |
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| THE AUGUSTAN (Sept.-Oct. 1969), 206 | Luttwak, COUP D'ETAT: A PRACTICAL HANDBOOK, 200 |
| Barker, GREAT MYSTERIES OF THE AIR, 171 | Martin, ENTER RUMOUR, 206 |
| Boorman, THE PROTRACTED GAME: A WEI-CHI INTERPRETATION OF MAOIST REVOLUTIONARY STRATEGY, 208* | McLeish, THE TRAITOR GAME, 197 |
| Chester, Fay, & Young, THE ZINOVIEV LETTER, A POLITICAL INTRIGUE, 246 | Morschauer, HOW TO PLAY WAR GAMES IN MINIATURE, 2 |
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| Crankshaw, THE FALL OF THE HOUSE OF HABSBERG, 20 | Robertson, HOW TO READ HISTORY, 231 |
| Dedijer, THE ROAD TO SARAJEVO, 144 | Shulman, THE FEATHER MERCHANTS, 231 |
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(In addition the Marx Brothers films Duck Soup and A Night at the Opera were 'reviewed' in #100 and #236 respectively.)

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See p. 10 of GRAUSTARK #252 for a list of the back issues which are still available. In the near future there will be another issue of book reviews, which will include Terry Kuch's review of The Jerusalem Bible. Readers are asked to submit reviews of books along the above general lines.

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THE MINISTRY OF MISCELLANY

"MILAN, ITALY (Oct. 9, Reuter): A young married couple has been expelled from an Italian Maoist party for refusing to hand over the whole of a \$50,000 inheritance.

"Mrs. Emilia de Puppi, a 22-year-old teacher, who inherited the money, and her 25-year-old husband, Fabio, decided to keep \$20,000.

"The Union of Italian Marxist-Leninist Communists described this as a 'shamefully opportunist decision', and decided to expel them, according to a party statement." - New York Daily News, 10 Oct. 1971.

"Ananias...and his wife Sapphira agreed to sell a property; but with his wife's connivance he kept back part of the proceeds, and brought the rest and presented it to the apostles. 'Ananias,' Peter said, 'how can Satan have so possessed you that you should lie to the Holy Spirit and keep back part of the money from the land?...It is not to men that you have lied, but to God.' When he heard this Ananias fell down dead...

"About three hours later his wife came in, not knowing what had taken place. Peter challenged her. 'Tell me, was this the price you sold the land for?' 'Yes,' she said, 'that was the price.' Peter then said, 'Go you and your husband have agreed to put the Spirit of the Lord to the test! What made you do it? You hear those footsteps? They have just been to bury your husband; they will carry you out, too.' Instantly she dropped dead at his feet...This made a profound impression on the whole Church, and on all who heard it." - Acts 5:1-11.

Charles I of England tried to dismiss his Parliament and rule without it. This eventually caused his execution. Louis XIV also tried absolute rule, and the sins of the great-great-great-grandfather were visited upon the neck of the great-great-great-grandson.

And now, in this year 1971, comes from Prince Consort Bernhard of the Netherlands the suggestion that "governments would do better without so much interference from Parliament, and should be permitted to do as they please 'for one, or two years full power.'" (New York Times, 4 November 1971)

Prince Bernhard has the reputation of being one of the most astute of Europe's princes. I wonder what the stupid ones are like.

Howard Latin's new address is #B, 1942 Russell St., Berkeley, Calif. 94703. His telephone number is 415-848-3186.

The 1971 revised rules for Diplomacy may be obtained at a cost of \$1 from Games Research, Inc., 48 Wareham St., Boston, Mass. 02118. Diplomacy sets including these rules are available from Games Research for \$8.00. GRAUSTARK wishes to thank John Moot for a complimentary copy of these new rules. See GRAUSTARK #252, p. 5, for details about them.

"When I shot the first one, I bowed my head and prayed. The second was a little easier. The third and fourth, you have no feeling of any kind." - PFC John Kelly, New York Post, 5 November 1971.

Thomas Poplawski's copy of #247 came back in the mail from his Johns Hopkins address. Does anyone know where to find him?

GRAUSTARK is grateful to Games Research Inc., publishers of Diplomacy, for providing complimentary copies of the revised 1971 rules to the leading Gamesmasters. Along with the rules is a flier referring potential players of postal Diplomacy to Gamesmasters who can help them. The address of Games Research is 48 Wareham St., Boston, Mass. 02118. Diplomacy sets are available from them for \$8.00.*

1970BN - PRESS RELEASES

ISSMEAL-GAKA (Underground Rouch Rolling Press): As we leave our friends this week we hear the CK give out this warning" Be care ful of the person with many names, as he might be a fony, any don't go near ANY water."

ASSHEALA (Underware Reveiling Rarities Press): Lorrie Lowly today denounced all peo-
ples that can't understand the Turkish Body Language. "My goodness" said Lorrie "I mean if
you can't understand the body what do you live for, or for that matter stand for?"

HYDUNDERABAD (Useless Routed Rabble's Press): Bustya, Pandits twin sibling today said
'Pandit is full of garbge and it is time we threw it up.'

HYDUNDERABAD (United Rabble Rousing Press): Pandit the Bandit, leader of the rebellious
Peristaltic Movement, today denied that his twin sister Bustya had turned against him. "The
statement given out from the Royal Palace in her name isn't even in English," he told repor-
ters at his secret hideout in the Gonnalaya Mountains. "It is in Turkish. This proves what
I have repeatedly told you, that the tyrant Maharajah Kamasutra IX is supported by his bro-
ther in despotism, the Sultan of Turkey."

HYDUNDERABAD (Rodent): The sultan of all Turkey and the Ruler of Hydunderabad, a tiny
Indian State high in the Kurrbanga Moutains (one peak of it) today said that they had the
bird pollution under control. Though reports out of the tiny state with in a state were
saying that they were the ones under it. Though one good aspect was that for the frist
time in the 50 yr rein of the Highest Maharajah Kuama Sutra IX there houses were white
washed. "He always said that he would do it free but this way..." said one of the
villagier.

HYDUNDERABAD (URRP): Maharajah Kamasutra IX, absolute ruler of this small Indian state,
indignantly denied that he had conferred with the Sultan of Turkey. "This subversive and
scurrilous report has been put about by the rebel, Pandit the Bandit," he told a press con-
ference in his second-best throne room. "It is actually this rebel who is treating with the
Turks, and the proof of it is that this despatch is in Turkish. Pandit is the catspaw of a
sinister Turkish plot to take over Hydunderabad. However, this plot is certain to fail be-
cause the Turks do not even know where Hydunderabad is located. Our country is situated
high in the Gonnalaya Mountains, which were named in the beginning of time from the first
word spoken by the god Shiva to the goddess Parvati."

ISSMEAL-GAKA (Underground Rouch Rolling Press): We catch our lovlies leaving the bril-
lent, sun shattering, palace of the Crimson King to leave on there journey that would take
them to a fro across the land in search of the John. We hear out of the distance.

"What do you mean that you lost the KEY!!!"

"But you never gave it to me."

"But Aqualung where is it then?"

"Maybe you left it in the building"

"No! I had it when we left, then you took us into the wrong wall again and when I
came to it wasn't there"

"Was it in a box in the shape of a trianlge?" Asks Lucy Juicy

"Yes"

"Well I've got it in a safe place where no one will look"

"Well where is it?"

"It is in what I've said already so figure it out"

"What did you say"

"I'm not going to say, but Hasha you'll find it tonight"

"If the CK should he about this..."

"I HAVE" came a voice from no where.

What does this all mean? we'll find out later.

BROOKLYN (URRP): The Bureau of Usually Reliable Sources, International Travelers, and
Intelligence Spokesmen officially denied any knowledge of the missing Key of the Crimson
King. This is taken by most observers to be absolute proof that BURSITIS is somehow con-
cerned in the key's disappearance. The usual anonymous spokesman would only say, "If a man
loses the key to the John, he's in quite a bit of trouble. Heh heh heh!"

In a related development BURSITIS also denied any knowledge of the location of Bangs
Leslie Tapscott. "He was last seen wandering the desert of Deseret," the press was informed.
"He was mumbling to two imaginary companions named Hylas and Philonous that he hoped to find

(continued on p. 10)

THE RULE REVISIONS

For the past couple of years Games Research Inc., the publishers of Diplomacy, have been consulting with its inventor Allan B. Calhamer, and with several Gamesmasters, and players, concerning a revision of the rules. This revision has finally been completed. Henceforth all GRAUSTARK games except those already in progress will be conducted under these rules.

Edi Birsan has loaned me a copy of the new rules. For those readers who have not yet obtained the 1971 rulebook, the following changes from the 1961 rules have been made:

1. The old rules stated that "as few as three may play". The new rules say "as few as two may play".
2. The objective of the game, in the old rules, is to gain "control of Europe" by means of "a majority of the pieces on the board". The new rules are more specific: "As soon as one Great Power controls 18 Supply Centers, it is said to have 'gained control of Europe'." This will tend to prolong some games a move or two.
3. The new rules provide for a draw by mutual agreement, "in which case all players who still have pieces on the board share equally" in that draw.
4. The new rules specify that "each province or body of water is a space", a provision which gave rise to controversy over the "Coastal Crawl" issue.
5. "Attack" is in the new rules specifically defined as a move order, correctly given. Incredibly, some people had wanted clarification of this point, which seems quite evident in the old rules.
6. The new rules more specifically say, with regard to two-coast provinces, that support can be given to an attack on either coast. "Because a fleet in Marseilles may move to Spain, although only to the south coast, it may nevertheless support an action anywhere in Spain, even if that action is an order to a fleet to move to, or to hold in, Spain (north coast). It should be clear that the converse is not true: a fleet in Spain (north coast) cannot support an action in or into Marseilles, because it cannot move to Marseilles at all in a single move."
7. The new rules observe that "the common border with Denmark does not separate the coast of Sweden into two coastlines."
8. The role of a non-playing Gamesmaster is specifically recommended in the new rules. In practice, New York players have found this very useful for across-the-board games.
9. The suggested abbreviations "Nth" for "North Sea", "Nrg" for "Norwegian Sea", "Nwy" for "Norway", "Nat" for "North Atlantic", and "Naf" for "North Africa" are recommended. **THEY WILL HENCEFORTH BE USED FOR GRAUSTARK GAMES.**

10. Self-dislodgment is explicitly prohibited. However, "an order to move into a space occupied by another unit of the same country...(is) still valid for other purposes, however, such as standing off an equally well or less well supported attack on the same space by units of other countries. Similarly, an order by one country which supports an attack by another country against a space occupied by one of the first country's units does not permit a move dislodging that unit, but may be valid for other purposes." The following examples are given:

1. ENGLAND: F Den-Kie; F Nth-Den; F Hel S F Nth-Den.
RUSSIA: A Ber-Kie; F Ska-Den; F Bal S F Ska-Den.
2. FRANCE: A Bur holds.
GERMANY: A Mun-Bur; A Kie S AUSTRIAN A Boh-Mun.
AUSTRIA: A Boh-Mun.
3. FRANCE: A Bur holds.
GERMANY: A Mun-Bur; A Kie S AUSTRIAN A Boh-Mun.
AUSTRIA: A Boh-Mun; A Tyr S A Boh-Mun
The German A Mun is dislodged.

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

11. The Self-Standoff cannot occur if one of the units is supported, even by a unit of a foreign country. For example:

- AUSTRIA: A Ser-Bud; A Vie-Bud.
RUSSIA: A Gal S AUSTRIAN A Ser-Bud.

This would not succeed if there were already, in addition, an Austrian army in Budapest.

12. A unit cannot be forced to retreat unless it is dislodged. This gives rise to the "Beleaguered Garrison Rule", illustrated by the following example:

AUSTRIA: A Ser holds.

RUSSIA: A Rum-Ser; A Bud S A Rum-Ser.

TURKEY: A Bul-Ser; A Gre S A Bul-Ser.

13. A player may not, by an attack, cut support being given by one of his own units.

14. Support cannot be convoyed.

15. "If two units are ordered to the same space, and one of them is dislodged by a unit coming from that space, the other unit may move." This ruling, called "Koning's Rule", is explicitly forbidden by the old rules. As a general principle, "a dislodged unit has no effect on the space its attacker came from". For example:

TURKEY: A Bul-Rum; F Bla S A Bul-Rum.

RUSSIA: A Rum-Bul; A Gre & A Ser S A Rum-Bul; A Sev-Rum.

16. Support is cut if the supporting unit is dislodged - even if it is dislodged by an attack from the space into which it was giving support. This also represents a departure from the old rules. However, if the unit is not dislodged it may still give support into the space from which it is attacked.

17. Support can be cut even if the attacking unit is itself attacked from another direction and dislodged. Example:

GERMANY: A Ber holds; A Mun-Sil.

RUSSIA: A Pru-Ber; A Sil S A Pru-Ber; A Boh-Mun; A Tyr S A Boh-Mun.

18. A player may choose to disband a unit rather than retreat it. If two or more units are ordered to retreat to the same space, all are disbanded. However, under these circumstances, one unit can be ordered to a space and the other(s) disbanded.

19. For a convoy to be valid, the orders of convoyer and convoyee must agree.

20. If two fleets or combinations of fleets are simultaneously ordered to convoy an army over two alternate routes, the failure of either alternative convoy will cause the move to fail. However, if neither fails the convoy is legal. Example:

ENGLAND: A Lon-Bel; F Eng C A Lon-Bel; F Nth C A Lon-Bel.

FRANCE: F Bre-Eng; F Iri S F Bre-Eng.

21. If a convoyed army attacks a fleet which is supporting a fleet which is attacking one of the convoying fleets, that support is not cut. Example:

FRANCE: A Spa-Nap; F Lyo C A Spa-Nap; F Tyr C A Spa-Nap.

ITALY: F Ion-Tyr; F Nap S F Ion-Tyr.

22. Alternative games for two, three, or four players are added. For four players, one player has both Austria-Hungary and France, one has both Germany and Turkey, and one has both Italy and Russia. For three, the alliance system can be either Russia vs. England, France, and Germany vs. Austria-Hungary, Italy, and Turkey; or England, Germany, and Austria-Hungary vs. Russia and Italy vs. France and Turkey. The two-player game is based on the "World War I Variant" once played in GRAUSTARK. Play begins in "1914" between the Entente Powers and Central Powers of actual history. Before the "Fall 1914" adjustments a coin is flipped to determine who Italy joins on the "Spring 1915" moves. The victory criterion here is 24 units on the board.

23. If, in a "civil disorder" situation, several units are equally eligible for removal, they are removed in the alphabetical order of the spaces they occupy.

24. Two pieces may exchange places if either or both is convoyed. The three-unit "round dance" is retained: A Bud-Ser, A Ser-Tri, A Tri-Bud.

25. Fleets in Kiel, Constantinople, and other coastal provinces may nto convoy.

In only a few noted cases do these new rules represent actual changes. Most of them are clarifications of the 1961 rules, in response to questions that have arisen.

Conference maps are available at 10 for 50¢ or 25 for \$1 from Games Research Inc., 48 Wareham St., Boston, Mass. 02118.

New games include a flier with information about postal Diplomacy, and the addresses of the principal Gamesmasters.

GRAUSTARK's "House Rules" follow on the next page. They are based on the 1971 edition of Games Research's rules, and do not propose to modify them. They deal only with the adaptation of Diplomacy to postal play. In many cases they represent a substantial departure from the last such published "House Rules", which appeared in GRAUSTARK #190. These departures are for the purpose of following the revised rather than the 1961 rules.

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THE RULES OF POSTAL DIPLOMACY

1. The 1971 revised rules of across-the-board Diplomacy, as written by Allan B. Calhmer and published by Games Research Inc., will be followed as far as is practicable in postal play. These rules do not propose to modify Games Research's, and deal only with the postal aspects of Diplomacy.
 2. The entry fee for GRAUSTARK games will be \$6.00; this applies to all players in the United States, Canada, and Mexico, including people with APO or FPO addresses. Anyone outside this region might be able to participate by air mail; for anyone who wants to try the rate is \$12.00.* The Gamesmaster undertakes to publish a move-by-move account of the game every 2 weeks, and to mail this bulletin to the active players by first-class mail. (Players living in Pennsylvania, Maryland, Virginia, and states to the east and north of these will get GRAUSTARK by surface mail.) A player's subscription shall last as long as does the game in which he is enrolled, but a player who has resigned or been dropped or eliminated from the game may receive GRAUSTARK at 3rd-class mail rates at the discretion of the Gamesmaster.
 3. Subscriptions to non-players are 8 issues for \$1.00. If a player has an unexpired portion of a 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 15¢ each or 15 for \$1.00. See elsewhere in this issue for a list of available back issues.
 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. Players may not request to be put in the same game. He shall then publish an issue of GRAUSTARK for this game, dated "Winter 1900", informing the players of the country assignments, names, and addresses of their opponents. Players may also submit their telephone numbers if they wish.
 5. Two stand-by players will be enrolled in each game at half price. 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 shall fail to send in moves, the first stand-by shall submit moves for the player with the larger number of units on the board.
 6. Two weeks will be allowed to the players for each move, except that at least 3 weeks shall be allowed for "Spring 1901" moves. (See also Rule 13 for "Winter" moves.) Unless otherwise announced, GRAUSTARK deadlines will be set at noon (Eastern Standard or Daylight Time as the case may be) on alternate Saturdays. Moves may be sent by letter, postcard, telegram, telephone, cable, messenger, hamgram, or carrier pigeon. (Birds are not returnable if the broiler is working.) Special delivery is not recommended, as it seldom speeds a letter and often delays it.
 7. The Gamesmaster shall compare the moves sent to him, and determine which are possible and which impossible under the rules of Diplomacy. The decision of the Gamesmaster shall be final unless a rule has been specifically violated. In such 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 of the U. S. Postal Service.
 9. Although players may make alliances among themselves, 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 postcard (if mailed) or most recently received (if phoned) will apply. It is advised that in such circumstances the player specifically indicate to the Gamesmaster that the previously submitted moves be ignored.
- * - Players in American occupation forces in Vietnam or Japan have been able to play in GRAUSTARK games by air mail. I see no reason why European players might not also be able to do so.

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. In general, players may practice deceptions among themselves, but not with the Gamesmaster.

11. If a player anticipates that a unit of his may be dislodged, it would speed up the play if he could send a conditional retreat, or indicate that he might want to disband that force instead. Standing orders that any dislodged unit should not be removed if a retreat is possible may be submitted - and are encouraged.

12. If any retreats are necessary after the "Spring" moves, the Gamesmaster at his discretion may either ask the player whose unit was dislodged to send his retreat or removal to the Gamesmaster by immediate return mail or phone, OR, he may ask players to send in "Fall" moves conditional upon the direction of the retreat (or removal).

13. The Gamesmaster shall follow the same procedure as in Rule 12 for retreats, builds, and removals necessitated by "Fall" moves, OR, he may publish a "Winter" issue to give these moves. The deadline for "Winter" moves shall be 2 weeks. For purposes of determining the date of end of the game, "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, or removals of dislodged units.

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, builds, 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 ahead of the deadline if all retreats, builds, 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. 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.

17. Unless he specifically requests otherwise, a player may be telephoned collect by the Gamesmaster should no moves arrive from him by 9 PM of the evening previous to the deadline date. The Gamesmaster is not obligated to make this call, however.

SAMPLE RULINGS

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, or be removed. The Gamesmaster may follow whichever of these three alternatives seems best to him:

(a.) He may telephone the player of Russia, describe the situation to him, get his retreat, and publish it along with the "Spring" moves in the current issue.

(b.) He may ask the player of Russia by mail whether, and whither, 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, that they may send in alternate sets of "Fall" orders, depending upon whether Russia orders "F Swe-Fin", "F Swe-Den", or "F Swe removed". If Russia orders "F Swe-Fin", then only moves conditional upon this alternative shall 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, or to be removed. 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 or removes this army, then establish an army in Budapest."

3. In "Fall 1901" England submits the following orders: "A Edi-Nwy; F Nrg C A Edi-Nwy; F Nth-Hol.. If one supply center is taken, build F Edi if Edinburgh is open, and other-

wise F Lon. If two supply centers are open, 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 when the situation on the board is relatively simple, the play 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. If a player submits moves but overlooks one of his units, that unit is considered as being ordered to hold. If it is dislodged it may retreat rather than be annihilated, since the player did send in orders for his other pieces.

5. The 1971 rules state that "Each province or body of water is a 'space'" and furthermore that "If two units are ordered, each to the space the other occupies, neither may move". Under these circumstances, the "Coastal Crawl" is not possible. The moves "F Por-Spa(n.c.), F Spa(n.c.)-Por" and similar moves are thus impossible.

STALEMATE RULES

It sometimes happens that two powers or alliances are so evenly matched in a Diplomacy game that no one can obtain 18 supply centers. Under these 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 agree in writing 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 if no power gains or loses a net number of supply centers. (Two allies thus cannot evade this provision by exchanging two supply centers with each other in each game year.)

AND, IN GENERAL...

GRAUSTARK began publication in May 1963, and is thus the oldest postal Diplomacy bulletin. It is edited and published by John Boardman, 234 East 19th Street, Brooklyn, New York 11226, U. S. A. Subscriptions are 8 issues for \$1.00 for residents of the United States, Canada, and Mexico, and 5 issues for \$1.00 or 12 issues for \$1.00 for all others. Back issues, as available, are 15 for \$1.00 or 36 for \$1.00. (See p. 10 for a list of the available back issues.) The game entry fee is \$6.00 for residents of the United States, Canada, and Mexico, and \$12.00 for others. (APO and FPO addresses are considered United States residences.)

The upper right corner of the address label contains a code letter or number indicating why you are receiving this issue. A number is the number of the issue with which your subscription ends. Currently used letter codes are:

B: You are (or were) a player in postal Diplomacy game 1970BB.

C: Complimentary copy.

G: You are a player in postal Diplomacy game 1971BG.

N: You are (or were) a player in postal Diplomacy game 1970BN.

S: This is a sample copy, inviting you to subscribe.

T: This copy is in trade for your postal Diplomacy publication.

A letter followed by a "plus" sign and a number indicates the number of issues of GRAUSTARK you will receive on your subscription after the end of the game in which you are currently enrolled.

The United States Postal Service has indicated that sometime in 1972 it will increase first-class mail rates to 9¢ per ounce for surface mail and 12¢ per ounce for air mail. On the effective date of that rate increase, the GRAUSTARK subscription rate will rise to 7 issues for \$1.00 for the domestic mail rate. Back issues will be 10 for \$1.00. If any game entries are open at that time, a new entry fee will also be announced.

Postal Diplomacy players will certainly be interested in joining The Diplomacy Association, which can help them with many questions about the game. TDA's President is John Beshara, Apt. 1021, 155 W. 68th St., New York, N. Y. 10023. Membership, which includes a subscription to TDA's journal Wazir, is \$1.00.

1970BN - PRESS RELEASES (continued from p. 4)

a cave to live in. It had to be a large, roomy, well-lit cave so he could sit with his back to the door and watch shadows on the walls."

HYDUNDERABAD (URRP): For several months, there have been rumors of huge flights of birds (or flights of huge birds, depending on the informant) over this small Indian state. Spiros Preposterous, local manager of the United Rabble Rousing Press, said that the rival Unorganized Rodent Resistant Press reported that "These birds carried people on their backs, landed then, and then ate them." "As nearly as one can translate the Rodent dispatch from the Turkish," Preposterous said, "the birds seem to be eating their passengers. We are not yet certain whether the birds have the foresight to pack their own lunch, or if this is simply an aerial taxi service with an unusually high fee."

HYDUNDERABAD (URRP): Today the rebel forces of Pandit the Bandit stormed the Summer Palace of the Maharajah, but were repulsed by about 30 harem girls who dumped garbage on them from the palace walls. The harem girls were led by Bustya, Pandit's twin sister, who has announced that she is now working under the Maharajah.

HYDUNDERABAD (URRP): Bustya granted an interview to six URRP reporters today. In answer to a question gasped out by one of the exhausted men, she said, "It's heavy work, but I would still be under the Maharajah than under Pandit. That would be incest, you know."

HYDUNDERABAD (URRP): Maharajah Kamasutra IX today announced that there could be no doubt about the loyalty of his harem girls. "I myself saw them dump bag after bag of garbage on the traitorous rebels," he said. "So befuddled were the rebels by this barrage that they lay down and crawled through the garbage instead of continuing their attack. Some of them could only pick up and stare at these strange missiles."

HYDUNDERABAD (URRP): Hassan Haddahorn, Chief Eunuch to the Maharajah, announced that several hundred thousand rupees' worth of jewels had been stolen. He did not account for their disappearance, pleading in extenuation that the palace was closely guarded and that everything that left it was scrutinized thoroughly to guard against theft. The Maharajah ordered him to be beheaded, "Since that's the only thing left that we can cut off."

FRESSEN, GERMANY (URRP): The Krapp Munitions Works today announced a huge sale of rifles, mortars, and field artillery to an unknown Indian dealer, believed to be an agent for the Hydunderabad rebels. The deal allegedly involved almost 3 million marks. However, BURSITIS spokesmen expressed doubt that the Peristaltic Movement could afford such large expenditures.

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The following GRAUSTARK back issues are for sale: 71, 87, 103, 106, 108-111, 114, 117-120, 123, 127-129, 131, 137, 139, 140, 147, 148, 150, 167, 170, 171, 183, 191, 195, 196, 198-200, 202-212, 215-217, 219, 221-225, 231, 237, 239-251. See p. 9 about ordering these issues.

GRAUSTARK #252

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GAME OPENINGS!