

GRAUSTARK

#286

1971BG, 1971EB, 1971EG, 1972A, 1972E

19 March 1973

1971EB

"Fall 1911"

ENGLAND BECOMES MEDITERRANEAN POWER

After p. 1 of the last issue was printed, but before the deadline, a few move changes came in. England changed "F Wes holds" to "F Wes-Tyr", which succeeded. Also, France retreated A Pie-Tus. All players were informed.

ENGLAND (Birsan): A Kie & A Ber S A Mun; A Mun S A Ber; A St.P-Mos; F Liv S F Pru; F Pru S F Liv; F Spa(s.c.)-Mar; A Bur S F Spa(s.c.)-Mar; F Mid-Wes; F Hel-Nth; F Nth-Eng; F Gas-Spa(n.c.); F Tyr S F Nap-Ion.

FRANCE (Holcombe): A Ven S ENGLISH A Mun-Tyr; A Tus & A Rom S A Ven; F Nap & F Tun S ENGLISH F Tyr-Ion; F Apu-Adr.

ITALY (Brooks): F Ion holds; F Aeg S F Ion; A Pie-Ven; F Adr S A Pie-Ven.

AUSTRIA-HUNGARY (Prakert): A Mos-St.P; A War-Pru; A Gal S A Sil; A Sil S A Boh; A Boh S A Tyr; A Tyr & A Tri S ITALIAN A Pie-Ven; A Ser-Bul; F Alb & F Gre S ITALIAN F Ion.

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

ENGLAND: Bel, Ber, Bre, Den, Edi, Hol, Kie, Liv, Lon, Mar, Mun, Nwy, Por, St.P, Spa, Swe. (16)

FRANCE: Nap, Par, Rom, Tun, Ven. (5)

ITALY: Ank, Con, Smy. (3)

AUSTRIA-HUNGARY: Bud, Bul, Gre, Mos, Rum, Ser, Sev, Tri, Vie, War. (10)

England may build two new units, and France and Italy must each remove one. The deadline for these "Winter 1911" moves is NOON, SATURDAY 31

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1972E

"Fall 1910"

AUSTRIA PROCLAIMS CRUSADE

After p. 1 of the last issue was printed, but before the deadline, a few move changes came in. Austria-Hungary changed "A Rom S A Tus-Ven" to "A Rom S ENGLISH F Tyr-Nap". The English moves "F Tyr-Nap" and "F Wes-Tyr" then succeeded, forcing the Turkish retreat F Nap-Apu.

ENGLAND (Abbott): F St.P(n.c.) holds; A Liv S AUSTRO-HUNGARIAN A Sil-War; F Pru-Ral; F Bal-Ber; A Ber-Pru; F Hol-Nth; A Mun-Boh; A Ruh-Mun; A Bel-Ruh; F Eng-Mid; F Tyr & F Tun S AUSTRO-HUNGARIAN F Gre-Ion; F Nap S AUSTRO-HUNGARIAN A Rom-Apu.

FRANCE (Lirson): A Tus & A Pie S AUSTRO-HUNGARIAN A Ven; F Lyo S A Pie; A Gas S A Bur; A Bur S ENGLISH A Mun.

AUSTRIA-HUNGARY (Prosnitz): F Gre-Ion; A Vie-Bud; A Ser S A Vie-Bud; A Tyr-Vie; A Rom-Apu; A Ven S A Rom-Apu; A Sil-War.

TURKEY (Hendry): F Tri & A War hold; F Adr S F Tri; F Apu-Nap; F Ion S F Apu-Nap; A Con-Bul; A Rum & F Aeg S A Con-Bul; A Gal S A War.

Underlined moves are not possible. The Turkish F Apu is annihilated, and the F Ion must retreat to Alb or Eas, or be annihilated. (The direction of this retreat may be sent in with the "Winter 1910" moves, which may be made conditional on it.) The High Combatant Powers now control the following supply centers:

ENGLAND: Bel, Ber, Den, Edi, Hol, Kie, Liv, Lon, Mun, Nap, Nwy, St.P, Swe, Tun. (14)

FRANCE: Bre, Mar, Par, Por, Spa. (5)

AUSTRIA-HUNGARY: Bud, Gre, Rom, Ser, Vie, Ven. (6)

TURKEY: Ank, Bul, Con, Mos, Rum, Sev,

(continued on p. 3)

1971EG

"Fall 1907"

THE UNSINKABLE GONDOLA

ENGLAND (Berman): F Tun & A Bre hold; F Wes S F Tun; F Mid-Naf; F Eng-Mid; F Nat S F Eng-Mid

FRANCE (Latin): A Spa S AUSTRO-HUNGARIAN A Pie-Mar; F Por S A Spa.

GERMANY (Schleicher): A Vie S RUSSIAN A Gal-Bud; A Boh S A Vie; A Mun-Tyr; A Mar S ENGLISH A Bre-Gas; A Bur S A Mar; F Den holds.

ITALY (Burley): A Ven-Tyr; A Tri-Vie; A Bud S A Tri-Vie; F Nap-Tyr; F Ion S F Nap-Tyr.

AUSTRIA-HUNGARY (Berman): A Pie-Ven.

RUSSIA (Phillips): F Swe is arrested for Lesbianism; A Gal-Bud; A Rum S A Gal-Bud; A Ukr S A Rum; F Sev S A Rum; F Arm-Ank.

TURKEY (Nierenberg): F Bla-Rum; A Ser & A Bul S F Bla-Rum; A Smy-Arm; F Syr-Eas; F Tyr-Lyo; F Con-Bla.

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

ENGLAND: Bel, Bre, Edi, Liv, Lon, Nwy, Tun.
(7)

FRANCE: Por, Spa. (2)

GERMANY: Ber, Den, Hol, Kie, Mar, Mun, Par, Vie. (8)

ITALY: Bud, Nap, Rom, Tri, Ven. (5)

RUSSIA: Ank, Mos, Rum, St.P, Sev, Swe, War. (7)

TURKEY: Bul, Con, Gre, Ser, Smy. (5)

England and Russia may each build 1 new unit while Germany may build 2. Turkey must remove 2 units. Austria-Hungary's last unit, A Pie, is removed by the Gamesmaster. These adjustments must be submitted within 24 hours. Deadline for "Spring 1908" moves is 6 PM, TUESDAY 27 MARCH 1973. With the switch by GRAUSTARK to a 3-week publication schedule, the deadlines for this game are being tentatively set for the Tuesday before each GRAUSTARK publication date. Players are requested to let the Gamesmaster know how this will work out.

1972A

"Spring 1910"

TEUTONS & EASTERNERS DEADLOCKED IN HEAVY FIGHTING

ENGLAND (Lipson): F Lon-Wal; F Por-Spa(s.c.).

FRANCE (Reif): F Mid-Por; F Spa(s.c.) S F Mid-Por.

GERMANY (Huddleston): A Ber-Pru; A Mun-Boh; A Kie-Mun; A Yor-Edi; F Nth & F Nrg S A Yor-Edi; F Nwy S A St.P; A St.P S AUSTRO-HUNGARIAN A War-Liv; A Bre-Naf; A Tyr-Tri; A Gal-Bud.

ITALY (Ayres): A Nap-Rom.

AUSTRIA-HUNGARY (Honig): A Pie S A Ven; A Ven S GERMAN A Tyr-Tri; A Vie S GERMAN A Gal-Bud; A War-Liv.

RUSSIA (De Prisco): F Edi-Nrg; A Sev-Ukr; A Mos S A Liv; A Liv S A Mos; A Pru-Ber; A Tri S TURKISH A Bud.

TURKEY (Murray): F Tun-Tyr; A Bud holds; A Rum S A Bud; F Apu-Nap; F Ion S F Apu-Nap; F Adr & A Alt S RUSSIAN A Tri.

Underlined moves are not possible. Russia retreats F Edi-Cly, and the English F Por is annihilated. The deadline for "Fall 1910" moves is NOON,

SATURDAY 31 MARCH 1973.

SMYRNA: "Deutschland über alles?" Nicht Immer! "Helmuth! Was sollen wir nun tun?"

1971EC

"Spring 1911"

SCHLAEMPEREI STRIKES AGAIN

ENGLAND (Lipton): F Nap-Apu; F Ion-Eas; A Rom S GERMAN A Ven; F Tun-Ion; F Wes-Tun; A Mar-Pie; A St.P S A Mos; A Edi-Nwy; F Nth C A Edi-Nwy; F Lon-Eng; A Liv-Wal; F Por-Spa(s.c.); F Tyr & A Mos hold.

GERMANY (Berman): F Den holds; A Bel-Hol; A Kie-Hol; A Mun-Tyr; A Ven S A Mun-Try; A Boh-Vie; A Gal-Bud; A Rum S A Gal-Bud; A Sev S A Rum; A War-Gal; A Ber-Sil.

ITALY (Leeder): A Alb-Gre; A Smy-Con.

AUSTRIA-HUNGARY (S. Tesser): No moves received. A Vie, A Tri, & F Bul (s.c.) hold; A Tyr & A Bud dislodged and annihilated.

RUSSIA (Barents): A Con-Ank; A Ank-Smy.

Underlined moves are not possible. The deadline for "Fall 1911" moves is NOON, SATURDAY 31 MARCH 1973. Victor Ricci is asked to send in stand-by moves for Austria-Hungary. Press releases begin on p. 7.

1971EB (continued from p. 1)

MARCH 1973. Ted Holcombe is presently not certain whether he can be reached more quickly at his present address or at 325 Ramona, Piedmont, Calif. 94611. Correspondents are advised to try both.

1972E (continued from p. 1)

Smy, Tri, War. (?)

England and Turkey may each build one new unit, and Austria-Hungary must remove one. The deadline for these "Winter 1910" moves is NOON, SATURDAY 31 MARCH 1973.

THE MINISTRY OF MISCELLANY

In 1972A it is "Spring 1910" and all seven countries are still active in the game. Might this be put forward for some kind of a record? For that matter, 1971BG hasn't done too badly either. It took 7 years for the first country to be eliminated from that game.

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

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All those who on occasion wish the Middle East were on some other planet please raise their hands. - I thought so.

Now that Nixon's PoW ploy has taken public attention away from Indo-China, this other nuisance is bulking big again. First it was the indecent haste with which the Israelis shot down an errant Arab airliner before it could leave Israeli air space, and then came the brave Arab patriots who should two American diplomats when they were bound hand and foot. I am confirmed in my belief that the US should utterly ignore any provocation or attack in that part of the world, up to and including an Arab nuclear bomb on Jerusalem or a Jewish nuclear bomb on Cairo.

A FEW NECESSARY CHANGES

The deterioration of the postal system has now proceeded to the point that GRAUSTARK's two-week deadlines have ceased to be realistic. Players in Delaware and in the suburbs of Washington have reported that GRAUSTARK takes 6 or 7 days to reach them by surface mail. Accordingly, GRAUSTARK and FREEDONIA are now going over to three-week deadlines. The next issues will be published 3 weeks from today, on 31 March 1973.

Naturally, we are being charged higher rates for this inferior service, which seems to date from the time when the Nixon Administration destroyed the Post Office Department and replaced it with a "semi-public" corporation called the U. S. Postal Service. Now that the elections are past, with a carefully arranged destruction of the appearance of opposition, the Administration can go ahead with higher postal rates. With the three-week deadline, a game of postal Diplomacy is going to take between $1\frac{1}{2}$ and 2 years. A postal rate increase in that time is a mathematical certainty. Accordingly, the entry fee for new GRAUSTARK Diplomacy games is increased to \$10.00.

This increase will have the additional advantage (from the Gamesmaster's point of view) of cutting down the number of entrants. As readers are aware, when the number of games goes up the quality of the Gamesmastering goes down. Six games are going to be quite enough to handle; more will be too much a burden. Accordingly only three new games are being opened at this time. (See below for details.)

When the postal rate increase becomes effective, subscription rates will also go up. The following schedule of rate increases will become effective with the postal rate increase. Two alternative schedules are proposed, depending on whether the rate goes up to 9¢ or to 10¢ an ounce for first-class mail.

	present rate	9¢ per ounce	10¢ per ounce
subscription (domestic mail)	8 for \$1	7 for \$1	6 for \$1
subscription (overseas)	5 for \$1 or 12 for £1	5 1/4 for \$1 or 10 for £1	4 for \$1 or 10 for £1
back issues	10 for \$1 or 24 for £1	9 for \$1 or 22 for £1	8 for \$1 or 20 for £1

Canadian readers should remit by US currency, or by a Canadian postal money order payable in US dollars.

In the event of a postal strike in the United States, all deadlines will be postponed to the fourth Saturday after the end of the strike. If there is a postal strike in any other country, then the pending deadlines of any games in which residents of that country are playing will be similarly postponed. (This does not apply to games in which the foreign player is a stand-by. In that case, a US stand-by will be temporarily used instead.)

And now, the good news. Previously countries have been assigned by lot. In the new games now being organized, entrants should submit a list of countries in the order that they would like to play them. A list of the initials will be sufficient, for example: "ERTFGAI". This indicates that the first choice is England, the second Russia, the third Turkey etc. The Gamesmaster will make country assignments so that the fewest number of people will be disappointed by the least amount.

THE RULES OF POSTAL DIPLOMACY

1. The 1971 revised 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 \$10.00; this applies to all players in the United States, Canada, and Mexico, including people with APO or FPO addresses. Anyone outside this region may find it possible to participate by air mail; for anyone who wants to try the rate is \$20.00. (Players in US occupation forces in Asia have been able to play in GRAUSTARK games by air mail. I see no reason why European players might not be able to do so.) The Gamesmaster undertakes to publish a move-by-move

account of the game every 3 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; others will receive it by air mail.) A player's subscription shall last as long as does the game in which he is enrolled, but a player who resigns or has 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. (See p. 4 for possible revisions of this rate.) 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. (See p. 4 for information about overseas subscriptions, and back issue orders.)

4. The Gamesmaster shall announce a deadline date for entries. (For the three new games now being organized, this date is SATURDAY 23 JUNE 1973.) Upon this date, or upon such earlier date as he shall receive a full slate of entries for the game, he shall assign according to the players' preferences one country to each player. (See p. 4 for details.) 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 names, addresses, and country assignments 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 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, and the second stand-by shall submit moves for the other. In case of a tie, the Gamesmaster will decide who submits which stand-by moves. If three or more stand-bys are necessary the Gamesmaster shall assign them at no cost to the stand-by players, giving first priority to those paid stand-bys from other games who have not been called on. No player eliminated, resigned, or dropped from a game may later be a stand-by in that same game.

6. Three weeks will be allowed to the players for each move, except that at least four 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, by local New York time, on every third Saturday. 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 1901") 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 specifically indicate to the Gamesmaster that the previously submitted moves be ignored.

10. A player who sends to the Gamesmaster moves purporting to come from another player will be summarily dropped from all GRAUSTARK and FREEDONIA games in which he is engaged. However, players may make use of such deceptions against each other, as being in accord with the common practice of international diplomacy. As a general rule in

these matters, 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 in a conditional retreat, or indicate that he will 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, if this latter procedure is used, shall be 3 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" builds 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 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 a fleet in Trieste. If Turkey retreats A Alb-Tri or removes this unit, 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

otherwise 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 whenever possible, 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 or more 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 that the other occupies, neither may move." Under these circumstances the "Coastal Crawl" is not possible. The moves "F Por-Spa(n.c.); F Spa(a.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. Any player may ask the Gamesmaster to initiate such a poll, or the Gamesmaster may do so upon his own initiative.

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.

1971EC - PRESS RELEASES

((The first press release completes a communication begun in the previous issue, datelined "ETERNITY (TIMELESS", concerning an attempted coalescence of time lines.))

"This is impossible. I'll call the area head over."

Leaves to get the head. Shortly they return. The area head of the WX section looks at the machines and ponders the action that he should take.

"Push the hold buttons when I count to ten. 1...2..3..4..5..6...7....8....9....10."

The operators push the button at the same time. This is suppose to hold all the figures with in the time span still and un moving for periods of time.

"Sir it is not work9ng over here," "Nor here sir."

"Call the chief of operations."

Later...

In the office of the Head of Life.

"Gentlemen, we have on our hands something that I never before thought that we would have. I'm sure all you can realize the importance of this. If all the time lines should become one there would no longer be a need for us, and in fact as they do come together, we shall be destroyed, along with everything else. WE MUST STOP THIS AT ALL COSTS!!!

ISSHEMEAL*GAKA (BOAST): The Hasa fields are completely down. there is not one little blade of glass left. The people of this country, have now got to look to either Hydunderabad, or Happy Half Arces for help. MJIX has promised that he would send his harem. Pandit the Bandit said the will send all his booze supply. Bustya (Pandits twin sister-brother) says that she-he will do what ever she-he can do, as soon as she-he gets over her-his identity crisis.

MOSCOW via ANKARA (BOAST): The Flying Dutch Boy has announced that there is in fact no alliance between the English and the Russian. Only the that "we need them to live". but other than that it is nothing believe me.

ZEELAND (BOAST): Robert Bryan Lipton, is invited by Herbert Owen Barents to join the fun in Zeeland, where the finals of the Michigan Dictation, Dictionary, Timber con-

test is being held. It is rumored that there are dark happenings around the state, and that there are dealings with the devil himself. Also it has been stated that Mr. Lipton would not stand a ghost of a chance in the competition.

PHILLY (BOAST): It seems as though Robert is the favorite of the wall rights. The latest signis quoted to have said, "When you need a little extra Bob has got it." Right behind that one is "He never uses it himself."

NIGHT (BOAST): As the Crimson Sun sets in the west, we bid a fond adieu to the readers for this issue in hope that we can again write some good press for you in the future and if it wasn't for my wife calling me to bed, to give her a little joy in life (OK I'M COMING) I would continue. You see it isn't just RBL that can write very long and very bad press. I can match word for word what he has to say.

IN CLOSING (BOAST): I would like all the reader of GRAUSTARK to know that I will never stop writing the press for this mine. In fact what I'm trying for, is to have John allow me to send in 12 pages of press, "hand written", to hell with the games.

To RBL, I must say your last press release, the one with the typing contest isn't all to bad. Though you should know that I can't type, and in fact I don't know how to write the English language. Anyway I could not think of a funny one to get back at you with. "If ever so humble..."

KØBENHAVEN, DENMARK (IDUNTO): Robert of Abalone made a phone call to Masonopolis from this Scandinavian port.

"Hello," he said, "Umberto?"

"Yes. What's the matter, Bob?"

"We're in København, in Denmark."

"Denmark? But you were supposed to be heading to India."

"I think we took a wrong turn in Abyssinia."

"Well. I tell you what: take the first ship for London. Contact the Foreign Office, and have them book passage to India for you. They're nice guys."

"All right. But it's very nice in Denmark. Are you sure we can't take a few weeks off and..."

"No."

HYDUNTERABAD (IDUNNO): Robert of Abalone again made a phone call to Masonopolis.

"Hello. Is Umberto the Last there?"

"This is Umberto. What is it, Bob?"

"Gee, it'd be great to be back in Phumpha. The stinkweeds are blooming now."

"Are you in Hydunderabad?"

"Yes. What's new?"

"How is the war going?"

Robert whispered, "We won."

Oh? What!? We won? What do you mean? How could we win?"

"It wasn't my fault! I found a nice canyon between two mountains, and we occupied the canyon, making sure that the forces would take the mountains. But they didn't. They surrendered to us."

"We'll have to give them to the side that won."

"Uhh, Umberto..."

"What?"

"Both sides surrendered."

"What?"

"Four thousand soldiers from both sides. What does 'Pukka Sahib' mean?"

THE BRITISH CONNECTION

The British war-gaming monthly Games and Puzzles, for which I am American agent, announces that owing to its increase in size the subscription rate by air mail is now \$16.50 per year. The surface mail rate remains \$9.00 per year. If you are interested in subscribing to this excellent publication, send a check of the appropriate amount made out to John Boardman. Back issues are available at a proportionate cost of the annual subscription rate, and I can furnish all of them from #1.

Checks for GRAUSTARK games or subscriptions should also be made out to me personally, as there is no bank account in the name "GRAUSTARK".

"SEX AND DRUGS, DRUGS AND SEX - IS THAT ALL YOU KIDS EVER THINK ABOUT?"

People play games because they like to, and they play games about the things that interest them. During the Hoover Depression nobody had any money (except maybe Hoover and Joe Kennedy) and so the most popular game going was Monopoly. It took longer to play than any other popular game, but then who had a job to go to? You just sat around the kitchen table, promoted deals up in the hundreds and thousands of dollars with the Pennsylvania Railroad and the Boardwalk, and waited for the Japanese to bomb Pearl Harbor.

A similar thing happened with the big wargaming boom of the 1960's, which still shows no signs of slackening. War had hit the American consciousness before, but never in the fashion of the war against Vietnam. So, instead of buying bombs and making up songs about "Remember Dakson" and "Right In Ho Chi Minh's Face", Americans got introspective about war. Hawks took up wargaming to find out how to manage battles and campaigns without the mistakes being made in Vietnam. Doves went into wargaming because it illustrates most of their contentions about the futility of war. The rest of the wargamers are in it because the conflicts of the past were mostly fought on clear issues and had definite outcomes. The things at stake at Vicksburg or Stalingrad were crystal clear compared to the yearly changing answers to the question "Why Are We In Vietnam?"

So, needless to say, the sexual revolution has also hit the gameboard. Games are coming on the market with names like Bundling, He-She-Him-Her, Make-Out, Sip-N-Go-Naked, You're Delicious, Strip Checkers, and, believe it or not, the Games People Play Game. Leaving aside the question of why anybody that interested in sex has to resort to a simulation game, let us examine in greater detail Score, which first appeared in August 1969 in the second issue of the now-defunct pornographic tabloid Fun.

Score is obviously copied from Monopoly. The game board is square, with ten spaces to a side. The starting square is labeled "Horny", and every time you land on it or pass it you collect one Frustration card. The square at the lower left corner of the board, corresponding to Monopoly's Jail, is labeled "Mental Paralysis". A sufficient number of Frustration cards will land you here, and you're stuck until your dice come up doubles. (If you reach this square on the outside track, you are Just Faking, and may proceed.) The square at the upper left corner leads to a Parchisi-like inner track, ending at the goal "Score".

Each of the game's forty squares carry instructions. Samples are:

2. "You buy a Lincoln Continental - Collect 1 Status card"
3. "You spend an evening alone at Oh! Calcutta! Collect 1 Frustration card"
11. "A friend sets you up on a blind date with a research assistant from the City University. Roll dice for Outcome."
17. "Before a bog date, you discover that you're out of mouth wash. Go directly to Drug Store." (The Drug Store is in the upper right corner of the board. Other cards direct you to purchase various other items here.)
20. (The entry to the Score track.) "YOU'RE ON YOUR WAY TO A SCORE. You may enter if you land on this square and have at least 5 Status cards. Roll only 1 die to move."
28. "You walk down St. Mark's Place gazing at all the girls who aren't wearing bras. Collect 1 Frustration card."
39. "You are fired from your job for trying to rape the boss's secretary. Pick up 2 Frustration cards and lose all your Status cards."

Various situations require a player to roll both dice for an Outcome. This can lead either to a Score, or to additional Frustration cards. Naturally, the first player to Score, wins.

The game appears quite playable, though Scoring looks to be rather difficult. It isn't on the market, however, so please don't send inquiries about it. Even in this liberal day and age the postal authorities would probably get hincty about a complete description of Score. However, there is no copyright notice in Fun #2, so all we have to do is wait out a further relaxation of contemporary moral standards. The first time a President of the United States takes his oath of office in the fine old fashion described in Genesis 24:2, you might drop Jim Dunnigen a line ordering a copy of Score from Simulations Publications Inc.

It is a moot point, probably argued out hotly at meetings of the John Birch Society, as to whether the conventional morality is decaying faster in the fields of drugs or sex. To judge from the way simulation games have appeared, drugs still inspire somewhat more reluctance. (The author can confirm this impression, since sex does a hell of a lot more for him than does tetrahydrocannabinol.) Yet a drug game has appeared - not out of any chaotic office full of war-gaming freaks like Simulations Publications Inc., but from the lordly towers of Playboy. It is Feds 'n' Heads, and it appeared as one of many fold-outs in the September 1971 issue of that monthly.

The game has a long history, since it came up from out of the world of unofficial art now called "Underground Comics". Gilbert Shelton, designer of this game and artist for its board and cards, as the leading light in this field, and creator of such heroes of the "Underground" as Wonder Wart-Hog, the Fabulous Furry Freak Brothers, and Little Orphan Amphetamine. The Freak Brothers and their friends are the most popular of his creations, and their careers may be followed in The Collected Adventures of the Fabulous Furry Freak Brothers (1971) and The Further Adventures of those Fabulous Furry Freak Brothers (1972). (These are 50¢ each from Ripoff Press, P. O. Box 11158, San Francisco, Calif. 94114.) An earlier collection of Shelton's comic art was entitled Feds 'n' Heads Comics, from which the title of this game comes.

***** "Home" ("Collect \$50 When You Pass; *Stash Dope") is your base of operations for *trips around the board to buy enough lids of *marijuana to make up one key. Playboy merely supplied the board, cards, and rules. *Players also need a pair of dice, tokens, *and "several hundred dollars for the bank,

AVOIRDUPOT SYSTEM

20 joints = 1 lid (ounce)
35 lids = 1 key (kilogram)

*****in fake or real money...you can get everything you need by ripping off a Monopoly set...Keep track of your score with paper-clips, matches, or, if you're into it, real lids." (If four or fewer people are playing, you can also use the houses and hotels from the Monopoly set as lids, letting a hotel stand for ten lids.)

Players can score grass at various places around the board, most of them already familiar to Freak Brothers fans: the Freak Brothers themselves, Dealer McDope (whose office is in an alley), Skinny Benny (a Movement lawyer), Groover McTuber (a TV addict), Way-Out Willie (a rock star), Joe Stalin Starkweather (a non-non-violent Anarchist), the Freaks' rural cousin Country Cowfreak (who grows his own), a Negro dealer named John D. Ghettofeller, and Notorious Norbert the Nark, who instead of selling you eight lids will bust you if you throw doubles.

(Around the San Francisco Academy of Comic Art, of which this author has the honor to be a director, "Norbert" is supposed to be a caricature of Charles Norbert Reinsel. In addition to being a postal Diplomacy Gamesmaster, Reinsel is a well-known comic book dealer and collector, who publishes a comic art fanzine called Norb's Notes. He has extremely up-tight views on Vietnam, drugs, and dissenters.)

Certain squares, as in Monopoly, entitle you to cards, either "Weird Trips" ("It's Your Birthday! Receive One Lid of Grass from Each Player") or "Burns, Busts, Bummers, & Rip-Offs" ("You Get Ripped Off by a Couple of Uptown Dudes Who Take All Your Money but Leave Your Marijuana"). Prices paid for dope depend on a roll of the dice. There is, needless to say, a Jail, as well as a Free Clinic. ("Pay \$15 Per Visit")

Though Feds 'n' Heads is playable, some ambiguities appear in the rules as published in Playboy. While the rules specify that when you return Home" you may...stash whatever grass you have, which then may no longer be taken from you by any means", there are instructions on the cards which apparently contradict this. If a player draws the card reading "Half Your Marijuana Turns Out to be Oregon...You Lose: Half Your Stash", does this refer to his stash back home, or only to the lids he has on him at the moment? (And how is it split if he has an odd number of lids?)

Though the rules do not explicitly say so, players are apparently not allowed to backtrack in the course of a move. If, for example, a player has just scored the maximum of six lids in the High School Parking Lot, can he throw an even number, move back and forth until it is counted up, and find himself back in the High School Parking Lot ready to score six more lids?

According to Shelton, the game requires a couple of hours with four players. If this seems unnecessarily long, the requisite number of lids purchased may be reduced. Beginners will find that a limit of 20 or 25 ounces makes a good game. Though it is not specified in the rules, it would seem that a player is eliminated if he gets hung up in Jail or the Free Clinic without the wherewithal to get released. Money is handled by a player designated in the rules as the Fat Banker. Presumably this job goes to whichever player happens to be the fattest. That is something of a change from the way the first player is determined in Score.

Feds 'n' Heads has been marketed at a price of \$8 by Playboy. In this edition money and lid symbols are also furnished.

Needless to say, this is not the only game based on drug dealing. The 31 March 1970 issue of the now-defunct underground weekly East Village Other published a simulation game called, succinctly, The Dope Game. It was a basic "chutes-and-ladders" type of game, leading to the goal of a Swiss Bank Account. Squares bore such labels as "Catnip Burn", "Little Old Lady Cops Your Luggage By Mistake", "Stones Get Busted, Name You As Supplier. Kunstler Gets You Off With Suspended Sentence", and "Get Drafted (or Pregnant)".

Like many such contemporary items, The Dope Game was obviously designed to be satirical rather than to be a playable game. But another, The Official Dealer McDope Dealing Game, purports to be playable, and may soon be on the market. According to an article by Clay Geerdes in the 24 December 1971 issue of The Staff, a Los Angeles underground weekly, this game was designed by Thomas Elton Patchett Jr. in 1970 after he spotted a boozing game called Pass-Out. He tried to sell Dealer McDope to Playboy, but Shelton had already reached Hefner with Feds 'n' Heads.

Later, Patchett tried again, in collaboration with underground comic artist Dave Sheridan, whose work has appeared in such classics of our time as Hydrogen Bomb and Biochemical Warfare Funnies. ("Where Gilbert Shelton's Freak Brothers strip deals with the excesses and extremes experienced by heads living in a culture where dope is illegal, Sheridan usually ignores the social, preferring to project himself into the consciousness-expanding process itself.) Sheridan designed the money for Dealer McDope, "issued by The United Heads of America through the Department of Spare Change of the Bank of Mary Jane". The smallest denomination, \$5,000, bears the picture of Ronald Reagan. Spiro T. Agnew is on the \$10,000, J. Edgar Hoover on the \$20,000, the Freak Brothers on the \$50,000, and Ulysses S. McDope himself on the \$100,000.

The game is currently being assembled at a comic book publishing plant in San Francisco, according to Geerdes. Patchett is said to have also designed a card game based on Charles Schultz's comic strip Peanuts.

...AND 'ROUND AND 'ROUND IT GOES - III

by Robert Bryan Lipton

At first, I planned to start this:

Larry Niven is one of the three major science-fiction writers to emerge in the 1960's.

But I quickly discarded that. Next, I tried:

In his award-winning Ringworld, Larry Niven has a Pierson's Puppeteer, a Kzinti, and a girl who plays ping-pong with the laws of chance.

But I gave that approach up too. Anyone who is interested enough in science-fiction to read this review has already read Ringworld. So, I'll start this off very simply:

Larry Niven has a new short story collection called All the Myriad Ways (Ballantine, 02280-7;\$0.95). It contains three articles; one describes the reasons why time travel is impossible (I think); another shows how to change the Earth's orbit, using a matter transmitter and iron filings; the last tells us the problems Superman would have in laying Lois Lane.

Any of these by themselves would justify the price of the book. In addition, you get the world's shortest s-f story (no, not "The last man on Earth sat alone in a room. There was a knock on the door." This one is only ten words in length), the award-win-

ning Inconstant Moon (in which, in the middle, the hero realizes that the Sun has gone nova), several short fantasies which show off Niven's skill as a hard s-f writer, and miscellaneous science-fiction stories.

Among them are two wheel-of-if stories. One of them, For a Foggy Night, shows you why you should never venture out when the fog is thick. The other one is the title story, All the Myriad Ways.

Niven is the best hard s-f writer today. So, when he investigates the wheel-of-if, he ferrets out caches of stories that no one else would notice.

Every time a decision is made, it is made another way, and an alternate universe comes into being, right? Well, in another time-line, the Cuban missile conflict started off World War Three. A few years later, some genius invented a ship that can move sideways in time.

Naturally, this meant trade on an intercosmic scale. Knowledge was the commodity that is traded. One man, Ambrose Harmon, backed the device, and was on the way to becoming a trillionaire.

Until, one night, after having won a huge amount at a poker game, he jumped off a roof.

Why?

A crosstime pilot landed twice in the same timeline. One of him died accidentally. A few months later, he went skydiving. Without his parachute.

Why?

A lady brought an awl to a movie theatre. By the time the police stopped her, she had driven it through the necks of several people.

Why?

The police try to answer that question, and are baffled. There is no motive, no pattern, only ordinary people doing senseless things. Only - something points to the time-line traveling company.

And Niven has the most frightening story since the cry "Teke-li" echoed from the cliffs of Antarctica.

*

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GRAUSTARK #286

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

"Tactical atomic explosives are now conventional and will be used against the military targets of any aggressive force."

- Richard M. Nixon

This is

O At
P Great
E Intervals
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A Appears
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