

# GRAUSTARK

14  
February  
1965

#46 "Winter 1910" (1964A)

"Winter 1901" (1965A)

## TURKS RAISE AN ELEVENTH ARMY

As a result of the 1910 campaigns, Turkey establishes an army in Smyrna. England removes the army in Finland. The deadline for Spring 1911 moves is SATURDAY 27 FEBRUARY 1965.

## NINE POSTAL DIPLOMACY GAMES NOW IN PROGRESS

Dan Brannan, publisher of Wild & Woolly and busiest Gamesmaster in the racket, has just announced in W&W #40 the establishment of two new postal Diplomacy games. These games, in which play will shortly begin, are in addition to the game already under way in W&W.

Brannan (whose 'zine is the only illustrated Diplomacy bulletin) uses somewhat different rules and a different notation in these games. To keep the records straight, the three W&W games have the following enumerations in Brannan's 'zine and in mine:

Brannan	Boardman
1965 KL	1965B
1965 KM	1965C
1965 KX	1965D

Also featured in W&W are contests in which readers are asked to suggest the best opening moves for a country. The contest for best French opening moves was won by Earl Thompson with A Mar-Gas, A Par-Pic, F Bre-Mid. A contest for the best opening moves for England is now in progress.

Wild & Woolly is 20 issues for \$1.00 from Dan Brannan, Apt. #5, 206 S. Edgemont, Los Angeles, Calif. 90064.

Other Diplomacy bulletins are: FREDONIA and RURITANIA (John Boardman, 592 16th St., Brooklyn, N.Y.), Brobdignag (Dick Schultz, 29159 Helen, Detroit, Mich. 48234), and Trantor (John W. Smytho Jr., 621 East Prospect, Girard, Ohio). Each of these 'zines is 10 issues for \$1.00.

Dan Brannan is the only Gamesmaster presently accepting registrations for new games. Write him for details.

## EUROPE MOBILIZED TO FULL CAPACITY

The following establishments of new units were made in the Winter of 1901:

ENGLAND: Fleets in London and Edinburgh.

FRANCE: Army in Paris, Fleet in Marseilles.

GERMANY: Armies in Berlin and Kiel.

ITALY: Fleets in Naples and Venice.

AUSTRIA-HUNGARY: Army in Vienna.

RUSSIA: Armies in St. Petersburg and Moscow.

TURKEY: Fleet in Smyrna.

The deadline for Spring 1902 moves is SATURDAY 27 FEBRUARY 1965.

WARSAW (October 3, 1901): The Minister of War, who has been inspecting the military installations defending this ancient city, made a curious statement today. When asked who were the allies of Russia, he answered, "Where in Europe can you find an 'honorable man'. Find him, and you will have found ally of Russia."

HELP (December 7, 1901): I have had the dubious pleasure to serve as a correspondent in the capital of every major power in Europe, but the months spent in Help have been the most enjoyable months of my life. The morning began as every other morning has begun. I awoke to the sound of off-shore breezes. As I opened my left eye to observe if Help still existed, my personal gift from the gods, Tilla, entered carrying a palm leaf filled with exotic fruit and brailed jeweled tropical fish. With breakfast and the morning toilet finished, no thanks to Tilla, I walked out onto my porch to enjoy the sunrise on the lagoon. To my surprise and immediate misgivings, the royal family were about to begin their morning game of croquet. When I hurried over to the Chamberlain to inquire why the Tsar and his family were up at this early

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## THE DIPLOMATIC POUCH

WALTER BREEN, P. O. Box 1032, Berkeley, Calif. 94701: You ask about war games harming children. I am very much against a too early or too intensive exposure of young children, old enough to respond with adrenalin but not quite old enough to see the sheer horrors involved, to war films or war games. Five-year-olds with their cowboys and Indians and "Bang, you're dead!" are probably not being harmed by this. But one does not give them switchblade knives, either. I know personally of several instances of kids in the 8 to 14 age range having nightmares from exposure to some war films and to overly realistic war games. This seems a probable consequence once they are able to empathize even moderately, i. e., once they have reached late preadolescence and the realization that "Bang, you're dead!" actually MEANS something, once they can even momentarily put themselves in the other's place. The harm is double-edged: if they become and remain desensitized to it, like a good United States Marine, they are to that extent tainted with psychopathy; if they become sensitized to it, they can recoil to a most neurotic degree. There is, apparently, no solution for this age group short of very intensive education on the subject, together with discouragement of games in which if you win, someone else is hurt, and if you lose, you are hurt. Chess is one of these once it stops being a purely amateur pursuit. I can't answer for Diplomacy at that age level, but it is perhaps less likely to be damaging then; its obvious alternate-universe and symbolic features may render it somewhat less damaging, for older adolescents.

The day is probably very close at hand when children's toys and children's books, including those aimed at the more imaginative and/or intellectual youngsters, will be subtly "managed" or manipulated on behalf of the Establishment, with the object of preparing these youngsters to be complacent consumers and eventually complacent Militant Defenders of the Status Quo. I deplore the present-day use of big brand names on so-called real life situation toys, e. g., milk trucks showing "Borden's" in big letters, food containers imprinted with this and that familiar trademark, etc. Too much this

sounds like a harbinger of worse to come, of adult manipulation of child thought to a degree somewhat more stringent than it was before 1900. In former days a child's mind had to be manipulated with the crude tool then available so that it would be conditioned to accept the bible, the life station into which it had pleased God to place him, and the christian family, as stable data not to be questioned at any time. Now the tools are more subtle, and they are being used on younger and younger children, and the stable data seem to be the association of Big Businesses (Brand Names Are Best and all that), the American Way is Automatically Best, and Deviance is Evil. The step from this to an overtly pro-militaristic type of manipulation of children's toys is very short indeed. ((So short, in fact, that it has already been taken. Have you seen the television commercials for the "G. I. Joe" doll?)) I have heard somewhere, but cannot right now trace the source, that this kind of manipulation is already in use in Soviet countries and satellites, as well as in Red China, Cuba, and certain dictator-ridden parts of Latin America. And it is certainly no mere coincidence that chess is for all practical circumstances a part of the Soviet Russian school curriculum. Evidently the Soviet authorities think that either some kind of transfer of training of thoughtpatterns and mindhabits takes place, or that the habit of thinking in terms of strategy and victory in a quasi-war game will in some way become applicable in the young Soviet citizen's later life as soldier or war worker or propagandist.

This is

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

# 136

ALLAN B. CALHAMER, 17 Adams Street, Watertown, Mass. 02172: I noted with interest the remarks of Mr. Honan of the New Republic in his letter to you, in which he complained of the use of the word "annihilation" in the game of Diplomacy.

Perhaps it should be pointed out that typically a defeated army in Diplomacy "retreats", and that it is removed from the board only when its own country disbands it due to shortage of supply. ((Or when there is no space into which it can retreat.)) There is no language of destruction used in Diplomacy except for "annihilation", which is used only in the special case in which a beaten army has no place to retreat to.

In such cases the piece must be removed from the board, as that is the only sensible rule. However, I would be quite willing to change the descriptive phrase so as to remove any language of destruction whatsoever from the Diplomacy rules. Offhand, I recommend "the army surrenders in the field" or "the army melts away" and the piece is removed from the board.

Going further, however, Mr. Honan says he wants games which "portray the terrible dilemmas created by modern weapons". Such games would have to permit as a possibility truly massive destruction.

This is really part of a bigger problem, which is that people have to know about objectionable things as long as these things have to be dealt with. For example, if a person were screened away from all disgusting literature he would never read All Quiet on the Western Front, a book which portrays war in gruesome detail in order to produce revulsion against it.

I do not argue that Diplomacy is an argument for the peace movement, though it may be. It is at least an argument, however, against foolhardy aggression and in favor of careful use of power with full appreciation of its diplomatic significance; and that much, I think, is a point of view which has prevailed in the U. S. government for a long time.

I might say that I regarded the U. S. naval air strike against the Vietnam torpedo boats as an operation very similar to certain moves in Diplomacy. There, we retaliated only against the arm that had attacked us, essentially by way of anticipatory defense. Once the planes were in the air, we explained what we were doing and tried to make clear to the enemy that we were not opening a war.

The comparable situation I have in mind is one in which you are at peace with a neighbor, but to guard against a surprise attack by him, you must move a piece to his frontier. You typically explain to him the need for the move, show him that the one piece is not sufficient to move aggressively against him, and point out that if you bring up additional pieces that march will serve as adequate warning.

You learn from Diplomacy, too, that it is not sufficient that such a move be non-aggressive; it makes a real difference in the outcome of the game whether you go around and explain yourself or not.

JAMES GOLLMAN, 45 Hamilton Ave., East Paterson, N. J. 07407: As a chess player from way back, I can vouch for the correctness of your reply to that magazine hack. The idea that Diplomacy can warp the minds of young children is absurd.

CHANGE OF ADDRESS: Earl Thompson (ENGLAND, 1965A), Apartment #3, 212 North Normandie, Los Angeles, California 90004.

"The Diplomatic Touch" is the letter column of GRAUSTARK. Readers are invited to contribute their comments on the play of the game, as well as in the current discussion of whether Diplomacy and other war games are harmful. Comments of the editor are interpolated in double parentheses ((like this)).

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hour, he explained that all correspondents were requested to attend a news conference the Tsar would be holding as soon as the game ended.

When the Tsar won as usual, the conference began. Nicolai sounded genuinely surprised and happy over the German withdrawal from the borders of Polish Russia. Then questioned as to why the legions of Wilhelm did not march into the defenseless province, Nicolai answered, "Wilhelm is an honorable man - something I had forgotten in my haste to save Russia from the catastrophe engulfing Europe. My judgement of my close friend was hasty and unjust. The War Ministry has been ordered to contact Wilhelm and discuss any problems that might forestall a mutual understanding between the peoples of Germany and the peoples of Russia.

To H. Alfass' question about the failure of the Grand Duke to capture Vienna, Nicolai's only comment was to say someone had "screamed". The Tsar also said that the Grand Duke Nicolai would not be removed because of the failure of the fall campaign.

ROME: The fourth front is Ireland.

WALES: King Edward has formally sealed an Anglo-French non-aggression pact.

LONDON: England will be safe if England can rule the seas, hence two new English fleets are being commissioned. England warns Sweden's puppet government not to violate Norwegian or Danish borders. Any attack from Sweden or St. Petersburg will result in a swift and vicious counterattack.

DENMARK: Admiral Hornblower has advised the German ambassador that England will go to war to defend the people of Denmark.

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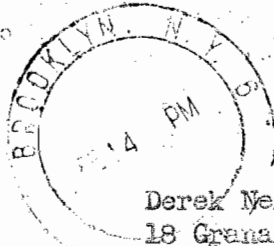
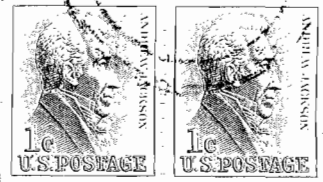
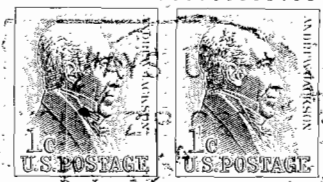
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