

GRAUSTARK

#70

1965A

"Spring 1903"

5 April 1965

RUSSIANS SWEEP TO ADRIATIC

ANGLO-GERMAN OFFENSIVE DRIVES TSAR'S FLEET OUT OF SWEDEN

ENGLAND: F Den-Swe; F Ska & A Norway S F Den-Swe; F Bar S A Norway; F Norwegian Sea-North Sea.

FRANCE: A Pic-Tun; A Mar-Bur; A Spa-North Africa; F Wes C A Spa-North Africa; F Mid S A Spa-North Africa.

GERMANY: A Mun-Bur; A Bel & A Rh S A Mun-Bur; A War-Gal; A Boh S A War-Gal; F Bal S ENGLISH F Den-Swe.

ITALY: F North Africa-Tun; A Pic holds; A Alb-Gre; F Ion S A Alb-Gre; F Adr S F Ion.

AUSTRIA-HUNGARY: No moves received. (See p. 3) A Vio holds.

RUSSIA: A Fin-St.P; A Mos S A Fin-St.P; A Ser S TURKISH A Gre-Alb; A Bud-Tri; F Swe-Norway; F Rum holds.

TURKEY: F Gre-Alb; A Bul-Gre; F Aeg-Ion; F Eas S F Aeg-Ion; F Smy-Aeg.

The Russian fleet in Sweden retreats to the Gulf of Bothnia. The Italian army in Albania is annihilated. Underlined moves are not possible. The deadline for Fall 1903 moves is SATURDAY 17 APRIL 1965. It would be appreciated if the players could send in at that time conditional Winter 1903 moves for retreats, establishments, or removals. This would speed up the game by 2 weeks by making unnecessary the publication of a special "Winter 1903" issue.

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NORWAY: The two English sailors, veterans of Danish espionage, recently were promoted to the rank of Commodore for their role in the sabotage of the shipyards in Petersburg.

LONDON: The English second army is being formed in Liverpool with the new army base in Yorkshire. The Admiralty hopes to have the new army ready to assemble for the march to Yorkshire by next spring, 1904.

WALES: Unidentified warships were reported to have been spotted off the coast of Wales.

LIVERPOOL: A fishing fleet, bound for the English Channel, left two days early.

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John McCallum is not, as reported in GRAUSTARK #47, the author of the story "Our Neighbors" in the April 1935 issue of Worlds of If. Another Canadian of the same name, apparently quite common in that country, wrote it.

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Diplomacy bulletins currently being published are:

GRAUSTARK, FREDONIA, and RURITANIA, John Boardman, 592 16th Street, Brooklyn, N.Y. 11218

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THE DIPLOMATIC POUCH

CONRAD VON METZKE, 5327 Hilltop Drive, San Diego, Calif. 92114: This is a letter in reply to the one of Mr. Nelson's in GRAUSTARK #49.

There was, once upon a time, a school of thought prevalent in San Diego, that Diplomacy ought to convey a sense of realism, and as such should exclude the so-called 'back-stab'. We have spent three years trying to resolve the problem and have gotten nowhere. Our first solution was to institute written treaties and the like, figuring that what is on paper is more binding (morally) than what is oral. The results are obvious.

So then we invented a rule; that any written treaty would be binding. We never actually got around to setting a penalty for breaking a written treaty, but it was universally assumed that an offender would be summarily removed from play. The difficulties here were twofold; almost no treaties were ever written, and, when they were, the game became one of contest between grammarians, to see who could write his treaty with the greatest number of loopholes which became obvious only when they were conveniently 'exposed' by the author. This in turn created the problem of deciding borderline cases, where the thin line between brilliant rhetoric and cheating was reached. This circumstance created the 'Diplomacy court' where all powers except those directly concerned voted on the affair. Of course the result is again obvious; everyone voted straight country policy, the whole affair became a mockery, and we were right back where we started.

((Have you tried playing Diplomacy across the board with a neutral Gamesmaster? All moves are written out and handed to him; he reads them off and adjudges them. He could also serve as a 'Diplomacy court' should one be required by such a special rule as your club tried.))

That was two years ago. We have not come up with a really solid suggestion since. The result is that people go on stabbing their professed allies in the back, and those persons whose sense of realism does not support this practice are forced to comply for sheer self-preservation.

How about a game among people of the pro-realism view? If there are seven persons interested who will split the cost of materials and postage eight ways, I'll be the eighth and publish the thing. No written rules of honour; just a gentlemen's agreement between us that the purpose will be to see what happens to Diplomacy when everybody does what he says he'll do, and doesn't do what he says he won't, and vice-versa, etc. Send me \$1.50 and we'll start it up in Costaguana (which is by way of advertising the new Diplomacy 'zine, debut scheduled April first).

THAT GAME AGAIN

In the 25 March 1965 issue of The Village Voice, William H. Honan discusses the conservative board game "Victory Over Communism". This game, which is deliberately designed to stir up anti-Communist prejudice, has been described briefly in previous issues of GRAUSTARK (#39, #44, and #45). Mr. Honan has given a more complete description.

The game assumes that there is a deep Communist plot to take over the world by 1973. (Oddly enough, this is also the date announced by George Lincoln Rockwell for the triumph of his Nazi movement in America.) The players cooperatively advance a single Pawn by correctly answering questions about Communism. A correct answer also "liberates" a Communist slave country" such as Dutch Guiana, Algeria, Burma, or Jordan. The object of the game is to see who can liberate the most "slaves", and whether the "slaves" can all be freed before the Flag Marker reaches "1973".

Just to make sure that his answers are not too far off the mark, each player is provided with a list of 21 possible answers from which he must select the correct one. The questions and answers are keyed to John Stormer's notoriously inaccurate book "None Dare Call It Treason". This book, which was a major item in last year's Goldwater campaign, purports to be a documented exposé of how America's last five Presidents and their appointees have conspired to deliver this country over to the Communists.

Horton gives several examples of the questions in his review, which is entitled "Teaching the Kiddies to Beat the Commies". Among the questions which the players must answer correctly in order to liberate, say, Guinea from the Communists are: "Could we say that Communism is a disease of the intellect?" (the answer, of course, is "Yes"); "Why is the United States losing the 'cold' war against Communism?", and that old stand-by, of immense relevance to the present international situation, "Were Karl Marx's parents Jewish or Protestant?"

A good idea of the accuracy of the information thus imparted to the players of the game is given by question T-26: "Karl Marx spent a great deal of time formulating theories to 'uplift' the downtrodden masses. How did he treat his own family?" The "correct" answer, according to Stormer and Constructive Action, Inc., the publishers of the game, is: "Marx never held a job in his life. His family lived in the depths of poverty. Of his six children, three died of starvation, two committed suicide, and only one lived to maturity."

This account of Marx's family life may indeed be found, on p. 129 of his book. But in "None Dare Call it Reason", a critical analysis of Stormer's research methods and conclusions, Dr. Julian Foster of California State College at Fullerton and his co-workers correct Stormer as follows:

"None of Marx's children is known to have died of starvation. Loss of half a family in infancy was not unusual in the appallingly unsanitary and impoverished conditions in which most people lived in the 1840's. Three of Marx's daughters got married and had children and one committed suicide - Mrs. Edward Avelong took an overdose of morphine in 1912, 39 years after Marx's death." Even a police agent, detailed to keep an eye on Marx, reported to his superiors that "Marx, as a husband and father, in spite of his wild and restless character, was the gentlest and mildest of men".

REFERENCES:

"None Dare Call It Reason", 25¢, Julian Foster et al., Box 233, Placentia, California.

None Dare Call It Treason, by John Stormer, 75¢ from National States Rights Party, Box 783, Birmingham, Alabama, or from numerous other conservative groups.

Reason, 25¢ or 10 issues for \$2.50, Julian Foster, editor, address above.

"Victory Over Communism", \$3.00 from Constructive Action Inc., Chamber of Commerce Bldg., 701 E. Whittier Blvd., Whittier, California 90605

The Village Voice, 10¢ an issue, 1 Sheridan Square, New York, N. Y. 10014

"ONCE IS AN ACCIDENT, TWICE IS COINCIDENCE, THREE TIMES IS HABIT"

In May 1964, Paul Harley took over the play of Russia in postal Diplomacy game 1964C, vice John Koning, resigned. His first moves in this game were those of "Fall 1901". But in "Spring 1903" he ceased sending in moves, and his pieces obstructed traffic on the board until the last of them was eliminated in "Fall 1904". He then enrolled as Germany in 1904D, but missed the "Spring 1902" moves and sent in no more moves after "Fall 1902". It is now "Spring 1905" in that game, and one German army still remains. Harley also enrolled in 1965A and was assigned Austria-Hungary. He has apparently lost interest in this game as well, since he has not been heard from since "Spring 1902".

It is apparently Harley's custom to stay in for only about three moves, and to quit as soon as the play begins to become a little difficult. If he had the common courtesy to resign his command formally, so that his country may be re-assigned to a player with more interest in the game, his conduct would be excusable. But it is not fair to the other

players to expect them to have to maneuver around the abandoned pieces of a quitter. Accordingly, I have decided not to accept any entry from Paul Harley in any future Diplomacy game of which I am Gamesmaster. This action is commended to the attention of other Diplomacy Gamesmasters. Harley will continue to receive GRAUSTARK as long as 1965A is in progress, since he has paid for it, but he will not be admitted to future postal Diplomacy games under my Gamesmastership.

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