

# GRAUSTARK

The first 'zine for the postal play of Diplomacy, a game of negotiation and conflict designed by Allan B. Calhamer and published by Hasbro

24 April 2004

#755

2002A, "Winter 1907-Spring 1908"; 2002D, "Spring 1904"; 2001Bea04, "1917"



To the Editor:

You report that George J. Tenet, director of central intelligence, said that "the world was at least as 'fraught with dangers for American interests' as it was a year ago, despite the toppling of Saddam Hussein's government in Iraq and successes in dismantling the leadership of Al Qaeda" (news article, Feb. 25). Now, I am no fan of Howard, Dean, but isn't that exactly what he said a few months ago, resulting in universal scorn and the claim that he was out of touch with reality, impulsive and lacking in common sense? :

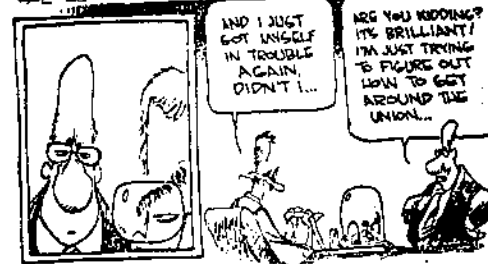
GEORGE KOVAC  
Miami, Feb. 25, 2004



"He says you'd better watch your step—his tribe had some oilfields once!" I.ii.57



SUTTON IMPACT "SHOCK AND AWE" ONE YEAR LATER by WARD "I APPROVE THIS MESSAGE" SUTTON



2002A

## ROADS CLOGGED IN THE EAST

"Winter 1907-Spring 1908"

Following "Fall 1907" moves, Germany retreated F Bre-Eng and removed the dislodged A War. The only "Winter 1907" order was then the Russian build A St.P. All players were informed.

FRANCE (Street): F Wes-Mid; F Bre S F Wes-Mid; A Par-Pic; A Gas-Par; A Mar-Gas; F Mid-Nat; A Pie-Mar; F Lon-Wal.

GERMANY (Bourgeois): A Liv-Wal; F Nth-Yor; A Mun-Boh; A Bur-Mun; A Ruh-Bel; A Sil-Gal; A Kie S A Bur-Mun; F Eng-Iri.

AUSTRIA-HUNGARY (Watkins): A Tyr-Mun; A Ven-Tyr; A Boh S TURKISH A Gal-Sil; F Bul(s.c.)-Gre; A Vie S A Boh; A Bud-Gal; A Ukr-War.

RUSSIA (McKinsey): F Nwy-Nth; A War-Gal; A Mos-Ukr; A St.P-Mos; A Liv S A St.P-Mos.

TURKEY (Jordan): A Sev-Mos; F Rum-Bla; F Bla-Con; F Ion-Tyr; F Tyr-Wes; A Gal-Sil.

Underlined moves are not possible. The deadline for "Fall 1908" orders is NOON, FRIDAY 21 MAY 2004.

2001Bea04 (Colonial Diplomacy)

"1917"

Following "1916" moves Russia retreats A Mon-Uru.

HOLLAND (Floyd): No build received.

RUSSIA (Quirk): Builds A Mos.

JAPAN (Biehl): Builds A Kyo & A Kyu.

TURKEY (Mooney): Builds A Bag.

The deadline for "1918" moves is NOON, 21 MAY 2004. Stand-by orders for Holland should be sent in by Paul Milewski, whose address is on p. 11.

## PLEASE STAND BY

I am willing to take over games that have been abandoned by their gamesmasters. So if you are a postal gamesmaster who is no longer able to publish, or if you are a player in a postal Diplomacy or Colonial Diplomacy game that has gone for two or three months without a move being published, please get in touch with the Orphan Games Director, Michael Lowrey. (See p. 11 for his address.) If the game is to continue in Graustark, I would need the addresses of the players, the current position, and who owns which supply centers. If subscription money can be passed along to me, fine. Otherwise I will ask players to join a new game in Graustark, or to subscribe to Graustark if they do not already do so. Players who resign or drop out can be replaced by Graustark stand-by players.

Stand-by players are always needed for postal games in Graustark. If you volunteer as a stand-by, you may be called upon whenever a current player misses a move. If you send in moves for that country for the next turn, and the present player does not, you will take over play of that position. No game fee will be asked, though you should keep your subscription current, or enroll in a new Graustark game. No stand-by will be called on in a game in which he or she has already played.

Stand-by volunteers who are willing to take on additional games of postal Diplomacy are listed below. A stand-by player who is already playing in a Graustark game is indicated by "\*". A stand-by player who has just been called upon for moves is indicated by "#". If you wish your name added to or removed from this list, please let me know.

Hank Alme\*

John R. Biehl

Gary Floyd

Paul Milewski (CD)#

Brendan Mooney (CD)\*

Michael Neal

Michael Quirk\*

Eric Verheiden\*

Fred Wiedemeyer\*

"(CD)" indicates a stand-by for the Colonial Diplomacy game.

## DUNGEONS &amp; CHRISTIANS - CLXXV

For several months, I have been setting aside the monthly issues of CAR-PGA Newsletter, an important source of information about gaming, including attacks against Dungeons & Dragons (D&D) and other role-playing games (RPGs). I now have the time to summarize these items in Graustark. Most of these attacks originate from Christian fanatics who see the hand of Satan manipulating a few people sitting around a table trying to figure out how to slay an Ultraviolet Dragon and loot its hoard. It is my intent, over the next few issues, to summarize for Graustark readers these developments, and to report on the outcomes of attacks by game-bashers.

In August 1984 the attorney and gamer John Sapienza spoke to a gamers' convention about the claim made by Pat Pulling, that Dungeons & Dragons (D&D) had been responsible for her son Irving's suicide. At the time, Pulling was suing her son's school, its principal, and D&D publisher TSR with claims that they were responsible for his death. Sapienza pointed out erroneous statements in Pulling's claims, and correctly predicted that she would succeed in none of her legal cases. As more was learned about the Pulling case, it developed that Pat Pulling grounded her son for defying her orders not to play D&D in a club at his high school. Her gross deficiencies in parenting skills combined with his immaturity to produce the next step - he killed himself with her pistol.

I reported Sapienza's talk in the next issue of my gaming 'zine Empire, thus beginning the "Dungeons & Christians" series of reports on attempts to ban D&D, other role-playing games (RPGs), and other forms of entertainment. These demands were usually based on Christian principles, even though other Christians came to the defense of RPGs. Some Christians even demanded a ban on Dragonraid, a RPG designed by a Protestant minister as a way of acquainting players with Christian scriptures and doctrine.

When I merged Empire with Graustark, I continued this column in Graustark, and you are now reading its 175th installment. (In Graustark #754 I miscounted the number.) The attempt to ban RPGs is only a small part of a Christian demand for total control over every aspect of life, which is why this column has sometimes extended its purview to cover Christian attacks on science, books, films, television shows, comic art, and popular music. (Oddly enough, the classics are exempt. There has never been a Christian attack on Wagner's opera *Die Walküre*, which is being presented this season by the Metropolitan Opera. Its hero is a Pagan who commits incest with his sister and kills her husband. In the last opera in this series, *Götterdämmerung*, which was broadcast today by WQXR-FM, their son gets it on with his own aunt - who then murders him.) Christian claims that RPGs are "child abuse" have expanded to cover alleged secret rings of Satan-worshipping child abusers, usually in day care centers. Most of these accusations have collapsed in recent years, but only after ruining dozens of lives.

From RPGs, Christian attacks have extended to live-action role-playing games (LARPs), and collectible card games (CCGs), including Magic: The Gathering, Vampire: The Masquerade (V:TM), Werewolf: The Apocalypse, and others. An important source of information about game-bashers is the Committee for the Advancement of Role-Playing Games (CAR-PGa), "An international network of researchers into all aspects of role-playing games". Each issue of its monthly CAR-PGa Newsletter, edited by Paul Cardwell Jr., 1127 Cedar, Bonham, TX 75418, also carries a listing of upcoming gaming conventions, and of science-fiction and fantasy conventions at which games are played. Its issues are \$12.00 a year. The international rate is \$13.50.

While the principal purpose of this column is to keep readers posted on attempts to ban the play of games, it is also necessary to explore other religion-based attempts to suppress books, games, films, television shows, works of art and music, and the ceremonies of rival religions. Since 11 September 2001 we have learned that if we abandon our traditional freedoms in the name of some allegedly major emergency, or even yield on the smallest point, we run the risk that we may never get them back.

CAR-PGa maintains "Trophy List" files for every report that claims to make RPGs or "occult-related" activity responsible for some criminal or otherwise anti-social activity. Each file remains open until some definite conclusion is reached about these allegations. In every one of these cases for which sufficient evidence is available, it turns out that these allegations are sheer fiction. If you have been following CAR-PGa

Newsletter's accounts of court cases in which defendants, prosecutors, or police have tried to blame RPGs for various crimes, you will recognize a sense of frustration at trying to learn about the current states of legal cases. This topic was taken up in the April 2002 issue, in connection with CAR-PGa's "Trophy List" files. Initial media reports of some crimes include horrendous reports about RPGs being somehow responsible for it, only to have them vanish in reports of the actual trial, "most likely because such 'tabloid' fictions are not admissible evidence." This means that, by the time the verdict is delivered, those same media have lost interest in the case, and never report on its outcome. It has been several years since CAR-PGa had a member with access to Lexis (which covers court cases) and Nexis (which reports on articles in the mass media), and which are apparently available only to lawyers and to some law students. Any Graustark reader who has access to Lexis and Nexis should get in touch with Paul Cardwell (address above) and offer his or her help.

By the way, any time I cite a website in this column, or elsewhere in Graustark, I am inviting readers who are on the Internet, as I am not, to investigate it and let me know what is going on there. And CAR-PGa now has its own web page: <[www.theescapist.com/carpga.htm](http://www.theescapist.com/carpga.htm)>. There is also a CAR-PGa page at <[members.aol.com/waltonwj/carpga.htm](http://members.aol.com/waltonwj/carpga.htm)>. And CAR-PGa has an e-mail discussion group at <[egroups.com/group/car-pga](mailto:egroups.com/group/car-pga)>, to which there is a link on <[theescapist.com/car-pga](http://theescapist.com/car-pga)>.

Sometimes the apparent current fad of school shootings is blamed on RPGs, or on a very vaguely apprehended menace popularly called "Satanism". Readers of CAR-PGa Newsletter are asked to send in "newspaper clippings (with source and date and, if possible, page numbers) on [such events] for our files. This applies to any other school shooting, even if games are not mentioned. We also need the mailing (e- and snail) address and any toll-free phone number of the newspaper for our files as well, so we can build up a fast response capability." The importance of this was demonstrated at the time of the Wendorf murders in 1996, when initial news reports claimed that the Wendorfs were murdered as part of a vampire RPG by a vampire cult that included their daughter Heather. Cardwell established that only the daughter's boyfriend, who eventually pleaded guilty, had ever played V:TM. Reporters were apprised of this fact, and RPGaming promptly dropped out of the news reports. Heather Wendorf was never indicted.

"If you should actually get a real RPG coincident with a shooter, dig deeper into playing habits, other factors, etc.," Cardwell recommends. He cites the case of Irving Pulling. Irving's mother initiated a succession of futile lawsuits, and had a book ghost-written for her, all claiming that her son had killed himself solely because he played D&D. However, he also "was a Jewish fan of Hitler, killed neighborhood animals, wrote 'life is a joke' on school bulletin boards [and] had no friends." Nor were we ever told why Mrs. Pulling left her pistol where an unstable teen-ager could get hold of it.

CAR-PGa also has published a literature list which is worth consulting, both for the defense of RPGs and for general information about the "satanic panic" which religious fanatics are trying to set loose in this country. It includes articles in scholarly publications, and accounts of court cases as well as books. These articles correct the claims, and point out the outright lies, which appear on the usual game-basher's "Trophy List." Many of the court cases reiterate the inevitable legal finding that no crime or suicide can be blamed on a RPG. There is also the consent decree which suspended the medical license of the notorious game-basher Dr. Thomas E. Radecki for "immoral conduct of an unprofessional nature with a patient", a suspension that was later made permanent - and then, apparently, revoked, for he is now back in practice at a small denominational college in Michigan. And there is an account of the judgment against the U. S. Secret Service for its raid on the offices of Steve Jackson Games. This was the first peacetime prior censorship case in U. S. history.

\*

The opposition of game-bashers to V:TM may collide with their support for Mel Gibson's film *The Passion of the Christ*. Or such seems to be the opinion of a review in the on-line publication <[Ain't It Cool News](http://Ain't It Cool News)>, as quoted by Paul Krassner in the *New York Press* of 21 April 2004:

(continued on p. 8)

## PATRIOTISM - XXIX

- PATRIOTISM is the principal cause of war.
- PATRIOTISM is the unprincipled cause of war.
- PATRIOTISM is the complete inability to understand why people don't like to be ordered around by foreigners with guns.
- PATRIOTISM is an attempt to persuade the American people that they *should* do things that they in fact *cannot* do - like produce enough soldiers, enough money, and enough will to conquer Asia from Iraq to North Korea.
- PATRIOTISM is shutting down, and padlocking the offices of, the Baghdad newspaper Al-Hawza as part of "Operation Iraqi Freedom".
- PATRIOTISM is planning to apply this same principle to American newspapers, in line with presidential press secretary Ari Fleischer's claim that people should "watch what they say".
- PATRIOTISM is conquering and annexing the world's second largest exporter of oil, and then trying to figure out why gasoline prices are rising rather than falling.
- PATRIOTISM is calling the Iraqi resistance "insurgents", even though people who did the same thing in German-occupied Europe were called "partisans." (If the Germans had thought to call them "insurgents", do you suppose they would have won World War II?)
- PATRIOTISM is a secret two-tier "No Fly List", drawn up secretly by federal officials who will not say why anyone is listed. Anyone whose name is the same as that of someone on the list is either subjected to an exhaustive interrogation and search before being allowed to board a commercial air-liner, or else is banned from it altogether.
- PATRIOTISM is the claim by newspaper columnist Rich Herschlag, that New York Attorney General Eliot Spitzer (D) is the illegitimate son of Ralph Nader. (*Our Town*, 11 March 2004)
- PATRIOTISM is the claim by New York City Councilman Simcha Felder (D-Brooklyn) that a rally against the war is "a terrible, despicable thing", and that opponents of the war want American soldiers to be killed.
- PATRIOTISM is the claim by Senator Jim Bunning (R-KY) that Daniel Mogiardo, a potential Democratic opponent "looks like one of Saddam Hussein's sons."
- PATRIOTISM is boycotting Heinz products because Senator Kerry is married to the widow of one of the heirs to the Heinz fortune.
- PATRIOTISM is crowing about Polish participation in the "Coalition's" occupation of Iraq. Never mind France - when did *Poland* last win a war?
- PATRIOTISM is the call by Senators Chuck Hagel (R-NE) and Joe Biden (D-DE) and Representative Charles Rangel (D-NY) to revive the military draft, despite the proven fact that this will make opposition to war much more widespread and fervent. ("*O Canada - la terre de nos enfants.*")
- PATRIOTISM is refusing to let a woman board an airplane in Florida because chemotherapy had caused her to lose so much weight and hair that she no longer resembled her photo ID. (From what horrors have we been saved?)
- PATRIOTISM is Daniel Pipes' website <Campus Watch>, which posts "'dossiers' on professors whom Pipes deemed to hold unacceptable views on Islam, Palestinian rights, and U. S. or Israeli policy. Students were urged to send in reports on teachers who made any dubious remarks." (Alisa Solomon, *Village Voice*, 25 February 2004)
- PATRIOTISM is the blithe disregard that the <Campus Watch> gang has towards the likelihood that we Pacifists will do the same thing to them.
- PATRIOTISM is the \$15,000,000 in the latest U. S. military budget, for developing nuclear bombs designed to destroy Arab fortifications.
- PATRIOTISM is "the Department of Homeland Security...making it so hard for legitimate foreigners to get visas to study or work in America that many have given up the age-old dream of coming here. Instead they are studying in England and other European nations, and even China." - Thomas L. Friedman, *New York Times*, 22 April 2004
- PATRIOTISM is the government pushing the patriotism button to excite the appropriate feelings in the public, just like on *Futurama*.
- PATRIOTISM is the principal cause of war.

## THE MINISTRY OF MISCELLANY

Today's terror alert color code is a weird sort of purplish yellow. Never mind that this is a contradiction in terms. So are the reasons given for the American conquest and annexation of Iraq.

\*

Graustark is the Very First bulletin for the postal play of Diplomacy. It is published every fourth Saturday by John Boardman, 234 East 19th Street, Brooklyn, NY 11226-5302. Diplomacy is a board game of negotiation and conflict for the period of World War I. It was designed by Allan B. Calhamer, and is now published by Hasbro, which bought out Avalon Hill in 1998. A new postal Diplomacy game is now being organized at a game fee of \$35. (For Canadian and Mexican addresses the game fee is \$50, and for other foreign addresses it is \$100.) This game fee includes a subscription to Graustark for as long as the game lasts, whether or not you are eliminated. With your game fee send in a list of the countries that you'd like to play, in your order of preference, and I'll try to put you as close to the top of that list as I can. If you do not already have the postal rules for Diplomacy, let me know when you send in your game fee and I'll send you a copy.

This is

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

#2090

Graustark subscriptions for non-players are 10 issues for \$15 for U. S. addresses, and 10 issues for \$40 for foreign addresses. Back issues from the beginning of 2001 are 10 issues for \$5 for U. S. addresses. To foreign addresses, back issues have the same cost as foreign subscriptions.

Players who phone in their moves should call me at 718-693-1579. There is also an answering machine which can take your moves if I'm out, at 718-951-5808, extension 2.

We now have six entries for the next postal Diplomacy game in Graustark, four of whom have already sent in their game fees. Anyone wishing to play in it should enroll right away.

\*

I want to again remind players that the U. S. Postal "Service" is not capable of reliably getting mail here in less than a week. Please take this into account in sending in your moves. If, a few times, your moves have taken less than a week to get here, do not assume that this will always be the case. For example, Michael Quirk's orders, intended for the 26 March deadline for Graustark #754, were postmarked 13 March but didn't arrive here until 7 April. Fortunately, I had phoned him for them, so they did get into #754.

And, while I'm on the topic, I promised readers in the last issue that I would include Quirk's new address. Unfortunately, I neglected to change his listing in the Graustark Directory. So I sent notifications out to all readers who are playing in a game with him. His address is at last corrected in this issue, on p. 11.

\*

Graustark readers who are interested in postal games which don't run here, are invited to write to the publishers of 'zines with which I trade, and ask what game openings they have. For their addresses, see all the readers indicated by "(T)" for "trade" in the Graustark Directory on pp. 10-11. Several of these publishers run a wide variety of postal games.

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Swords, especially if provably owned by a historical figure, have always been popular souvenirs and collectibles. The body of Brigadier General Richard B. Garnett, one of the leaders of General Pickett's ill-conceived charge at the Battle of Gettysburg, was never identified, but his sword was found, many years later, in a pawn shop in Baltimore. And this January, 73 years after it was stolen from the U. S. Naval Academy, the ceremonial sword of Captain John L. Worden, commander of the *USS Monitor*, was discovered in a collection whose owner did not realize it had been stolen.

An effort is now under weigh to bring up the *Monitor*, which sank in a storm off the North Carolina coast while on blockade duty on 31 December 1862.

\*

Wait long enough, and everything happens. Or at least that was my impression upon reading these surprisingly sensible words by America's last surviving Cold Warrior,



Richard Pipes, in the pages of my favorite comic magazine, *National Review*:

"Terrorism is a weapon of the weak. It originated in Russia, where, in the late 1870s, a tiny group of fanatical revolutionaries, having failed to arouse the peasantry, organized the self-styled 'People's Will' and declared war on the czarist regime. They scored many successes, including the assassination of Czar Alexander II, but in the end they were vanquished. One of their leaders, Lev Tikhomirov, abandoned the revolutionary cause because he had concluded that terrorism was pointless: If one had broad popular support it was unnecessary, and if one lacked it, futile." (3 April 2004) \*

But then there are people in Japan who could tell the Arabs and Chechens what happens if you make suicide attacks against a nuclear power.

The program book for Origins 2004, the thirtieth anniversary of this annual gaming convention, has been mailed out to registrants. The convention will be held at the Greater Columbus Convention Center in Columbus, Ohio, from Wednesday 24 June through Sunday 28 June. Once again, Dan Mathias will be running a Diplomacy tournament, which will have three sessions in Hall C at 6 PM on Thursday, Friday, and Saturday. Each session is \$6, and players may enroll in any or all of them.

In other news, Looney Labs will be introducing at Origins 2004 its latest new game, a version of their popular time-travel game Chrononauts designed for the earlier history of America. While the first Chrononauts game begins with the assassination of Abraham Lincoln in 1865, this one includes events from before the American Revolution. A brief introduction on the back cover of the program books shows us a paradox-patching card which replaces the Boston Tea Party with a riot at a bakery. Another gives us an alternate 1866 in which the slavers win their rebellion. There are also new artifact cards.

Registration information may be obtained from GAMA/Origins, #116, 80 Garden Center, Broomfield, CO 80020. The program book includes information about rates and hotels. For my review of last year's Origins see *Graustarks* ##747 & 748.

I'll be there again this year, together with a son-in-law and two sixteen-year-old grandsons. See you there!

\*

Walt Disney's old organization has just brought out a new film about the Alamo, and it is creating great gaping holes in the mythology of Texas. For one thing, the dirty little secret of the defenders of the Alamo is at last revealed. What they were defending in 1836 was slavery, which the Mexican government was trying to abolish. The infiltration and eventual annexation of Texas by Americans was part of a larger scheme to establish what the historian James McPherson has called "an empire for slavery". The conquest of greater regions of Mexico was envisaged, along with Cuba and other Caribbean islands. Already Roatan, an island off the Honduran coast, was the biggest slave market in the Americas. The eventual plan was summarized in the scheme of a secret society called "the Knights of the Golden Circle". Their "golden circle" was the approximately circular basin of the Gulf of Mexico and the Caribbean Sea, where, secure between the two great slave powers of the United States and Brazil, their beloved institution could continue forever.

Nor did the valiant "Texians" fight to the death, as previous versions of this mythology have claimed. The badly outnumbered defenders of the Alamo surrendered at discretion to the Mexican troops of that cardboard Napoléon, General Santa Anna, who promptly ordered a massacre of all of them. This had in previous centuries been standard operating procedure after a victorious siege, and was intended to save the lives of besieging soldiers by deterring garrisons from resisting them. The French forces of King Philippe II did this to the English at Chateau Gaillard in the 12th century, Shakespeare refers to this custom in *Henry V*, and the English did it at Drogheda in 1649. (For a discussion of this custom, its history, and its justifications, see Antonia Fraser's biography of Oliver Cromwell.) The Duke of Wellington, who lived to hear the news from the Alamo, put it this way: "The practice of refusing quarter to a garrison which stands on assault, is not a useless effusion of blood." Indeed, 28 years

after the fall of the Alamo, the Confederates did exactly the same thing when they captured Fort Pillow. Only the realization that today's besiegers may be tomorrow's besieged moderated this military custom, and when U. S. troops storm Fallujah or Najaf we may discover that it is still with us.

For actual historical details about the siege of the Alamo, see Albert A. Nofi's book *The Alamo and the Texas War for Independence* (1992, Combined Books, Inc., Conshohocken, PA). The book includes a brief analysis of earlier films about the fall of the Alamo, including their deviations from actual history. There is also a passing mention of a "Republic of Fredonia" more than a century earlier than the one in the Marx Brothers' scathing anti-war comedy *Duck Soup*.

\*

Ever since the French government politely declined to join Genghis George's military expedition to Iraq, it has been fashionable in America to make jokes about the military capabilities of the French. Characteristic was a joke that was told, to loud applause, on Garrison Keillor's show on 17 April. "How many Frenchmen does it take to defend Paris? None - they've never tried."

Not only was this alleged joke uncharacteristic of Keillor's usual gentle humor, but it is also a deadly insult to the Frenchmen who fell while defending Paris in 1814, 1871, 1914, and 1940. But the best testimony to the military capabilities of the French is the fact that the military vocabularies of the languages of Europe are at least half French. Consider just English words: corporal, sergeant, ensign, lieutenant, captain, colonel, general, marshal, battalion, regiment, brigade, corps, bivouac, cavalry, artillery, caisson, provost, fort, siege, battle, campaign... For centuries, France was the military model for Europe, and every language of Europe shows it.

Incidentally, one of the nations that has bought into Genghis George's annexation of Iraq, probably in the expectation of tons of American money, is Poland. Never mind France - when was the last time Poland won a war?

And, curiously, none of the other nations that turned down the invitation to join "President" Bush's "coalition" have been dumped on like this. Germany, Russia, Belgium, the Netherlands, China, Canada, and numerous others have not been made the butts of such alleged humor.

There may be worse to come. "President" Bush has explicitly said that the nations which do not support his "Crusade" (yes, he actually called it that) must be regarded as America's enemies. If American troops ever storm ashore on the beaches of France, we cannot say the world was not warned.

#### DUNGEONS & CHRISTIANS (continued from p. 4)

"The last shot of *The Passion of the 'Christ'* [sic] is of Jesus getting up from the dead and walking out of his grave. This is the perfect movie to see right before *Dawning* [sic] of the Dead because it's like Jesus was the original zombie (only super good-looking and not smelly), so when *Dawning* opens it's like it's a sequel. Now it's thousands of years later and the being-a-zombie thing that Jesus started has caught on. In fact, Jesus in the first movie is always telling his buddies to eat his skin and drink his blood. So now it's today, and the zombie followers are taking that idea really fucking seriously."

\*

Janet Jackson recently struck back at the prudes who got bent out of shape about the "wardrobe malfunction" that exposed one of her Golden Globes at the Superbowl half-time show. A couple of weeks ago she did a skit on *Saturday Night Live* which parodied Dr. Condoleezza Rice's appearance before that ridiculous committee which is investigating the disasters of 11 September 2001. As Dr. Rice, Jackson was getting advice from Darrell Hammond as Vice President Cheney, suggesting she should "flash a boob" to distract the public from her testimony and ensure that this, rather than the government's blithe disregard for warnings about terrorism, would make the next day's headlines.

Jackson playing Rice rejected this idea, but when the questioning in the skit got

(continued on p. 9)



"SICK MAN OF EUROPE" COUGHS LOUDLY

ENGLAND (Wiedemeyer): F Nth-Nwy; F Nwy-St.P(n.c.); F Bar S F Nwy-St.P(n.c.); F NAT-Iri.

FRANCE (Lischett): A Bel-Bur; A Bur-Mar; F Mid-Naf; F Wes S ITALIAN F Ion-Tun; F Bre-Mid; F Mar-Lyo.

GERMANY (Quirk): A Hol & F Swe hold; A Ber-Liv; F Bal C A Ber-Liv; A Kie-Ber; A Mun S A Kie-Ber.

ITALY (Verheiden): A Tri-Alb; A Ven-Tri; F Ion-Tun; F Nap-Tyr.

RUSSIA (Grose): A Vie-Gal; A Bud-Ser; A Rum S A Bud-Ser; F Bla S A Ank; A Sev-Arm; A Ank S A Sev-Arm; A Sil-War; F St.P(n.c.) holds.

TURKEY (Alme): A Ser-Bul; F Tun-Ion; F Gre S F Tun-Ion; F Con-Ank; A Smy S F Con-Ank.

Underlined moves are not possible. The Russian F St.P(n.c.) is dislodged and annihilated. The deadline for "Fall 1904" moves is NOON, FRIDAY 21 MAY 2004.

WHEN DO YOU EXPIRE?

The subscriptions of the following readers expire with the indicated issues of Graustark. For information on joining the new game which will shortly begin, or extending your subscription, see p. 6. Subscriptions are 10 issues for \$15.

755 - Mike Fisher

757 - Jim Grose

Paul Milewski

Eric Verheiden

W. Andrew York

758 - Joel Peacher

760 - Jim Dapkus

763 - Colin Bruce

799 - Brenton Verploeg

DUNGEONS & CHRISTIANS (continued from p. 8)

too hot and heavy, she let slip her blouse anyway. She was wearing a pink brassiere, but even so the scene was blurred out. With this act, Jackson has put back into perspective the whole artificially inflated controversy that is intended to get us to approve the censorship of television and other media.

Second funniest response was a joke told on Garrison Keillor's NPR show on 17 April: "Why did the traffic cop stop Janet Jackson?" "Because one of her headlights was out."

\*

Every so often some religious fanatic claims to have found the image of his or her favorite god or saint in a tree stump, a pancake, a peeling paint job, or a cracked window. Then gullible co-religionists gather around and proclaim a miracle, and there is a nine-days'-wonder until another sensational story supersedes this one.

In March some exasperated rationalist - or perhaps a member of a rival religion - put an end to this nonsense in Clearwater, FL. (Newsday, 2 March 2004) The three top panes of an office window were alleged to display an image of the veiled head and shoulders of the "Virgin" Mary, a title given to an ancient religious figure by someone who obviously slept through a junior high school sex education class. Thousands of pilgrims came to see this alleged image, until someone apparently fired ball bearings from a slingshot and broke those panes.

It is, of course, wrong to destroy a real religious image, which should be left undamaged in order to display the superstition of its worshippers. But this was just an effect of corrosion and optical diffraction, a natural consequence of well-known scientific principles. Exposing the pretensions of the people who have turned it into an object of worship is the legitimate deflation of what Charles Mackay once called an "extraordinary popular delusion".

(continued on p. 11)

Ask G to TYO?

~~AMar-Pie~~  
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## GRAUSTARK DIRECTORY

Players in the current postal Diplomacy games, and the postal Colonial Diplomacy game, are indicated by its Boardman Number or Miller Number, with the initial of the country being played, and with "S" indicating an active stand-by player. (E. g., "2002A-G" or "2001Bea04-TS") Paying subscribers will be indicated by the number of the issue with which the subscription expires. Other designations are:

N: entrant in the new postal Diplomacy game now being organized in Graustark.

T: trade copy

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R: complimentary copy for a non-gamer interested in the mystery novel reviews

U: uncomplimentary copy

This directory is accurate to the date of 21 April 2004. Please let me know of any corrections or additions that need to be made, particularly if you want your nine-digit ZIP code, phone number, fax number, or e-mail address added to your listing. This is particularly important for electronic addresses, which seem to change more frequently than do postal addresses.

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Colin Bruce (763, N), 22 Alliance Court, Hills Avenue, Cambridge CB1 7XE, ENGLAND

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Allan B. Calhmer (C), 501 N. Stone, La Grange Park, IL 60525-5523

Paul Cardwell Jr. (C), 1127 Cedar, Bonham, TX 75418-2913; 903-583-9296

David Charlton (C), 150 The Parade, Island Bay, Wellington 6002, NEW ZEALAND

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 1000; fax 510-583-1101  
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DUNGEONS & CHRISTIANS (continued from p. 9)

\*

Continuing the review of recent issues of *CAR-PGA Bulletin*, Paul Cardwell Jr. reported in the October 2003 issue that Dr. Thomas Radecki, well-known in the 1980s as a game-bashing psychiatrist, despite the loss of his medical license owing to unprofessional acts with female patients, is back in private practice in Champlain, IL. Cardwell describes the accusations against Radecki as "serial rape under color of therapy." There is some doubt as to whether Radecki's "National Committee on Television Violence" is back in business, either under him or someone else.

In the December 2003 issue, Cardwell discusses an edict from the publisher of the *RPG d20* about what characters should wear. This new edict against women going "topless" is seen as an attempt to impose the morality of one culture on a game that might have characters from several cultures, many of them inventions of dungeonmasters. Little did Cardwell know that, a few weeks later, a "wardrobe malfunction" at the Superbowl would put this topic on the front pages of every tabloid in the country.

(Incidentally, this taboo is not even observed in cultures with which America has close historic links. We get the EuroNews Channel in New York, and they have no compunctions about showing nudity, which often occurs in street demonstrations against a bogeyman called "globalization".)



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RICARDO EL MUNDO MADRID

GRAUSTARK #755

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