

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


#757 2002A, "Winter 1908"; 2002D, "Winter 1904"; 2001Bea04, "1920" 21 August 2004

Artifact
Captain Kidd's Treasure Chest
 It's easy for a time traveler to find out where a pirate buries his gold!



Recovered from:
July, 1699

RUN



HARE E. POTTER

May be used once by a player to retrieve the Magic Spatula or any Magic Fountain card from the discard. The retrieved card may be used immediately or saved.

© Playroom Entertainment 2004 - Series EQ / -8-

1936' 1936' Aug 1

Adolf Hitler Assassinated
 Berlin Olympics marred by sniper attack on host nation's leader

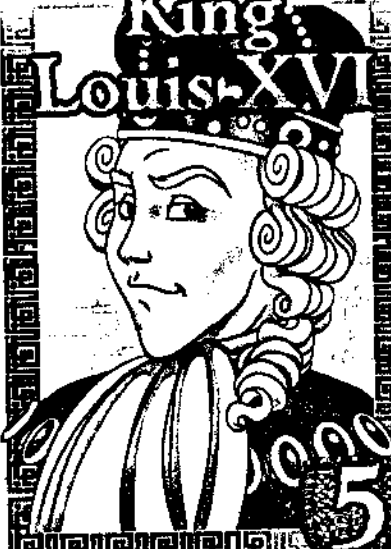
Ripples:
 1939
 1942
 1944
 1945
 1948

Linchpin



B-2

King Louis XVI



5

APHRODITE
 PAST • MYTHIC • GOD

5



You must spin your next card 360°

* NEW RULE

DRAW 2

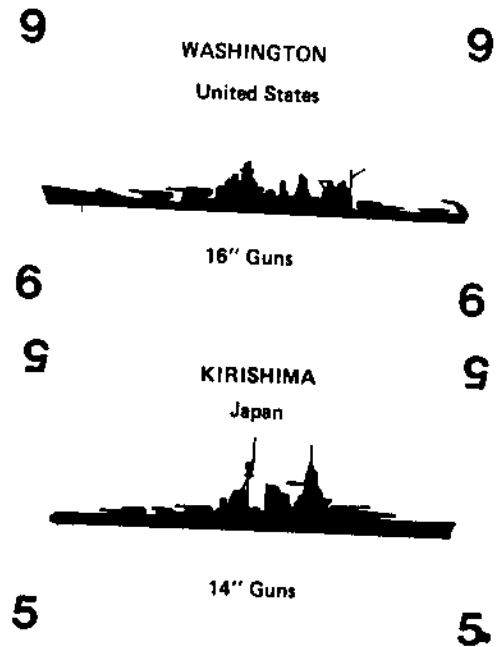
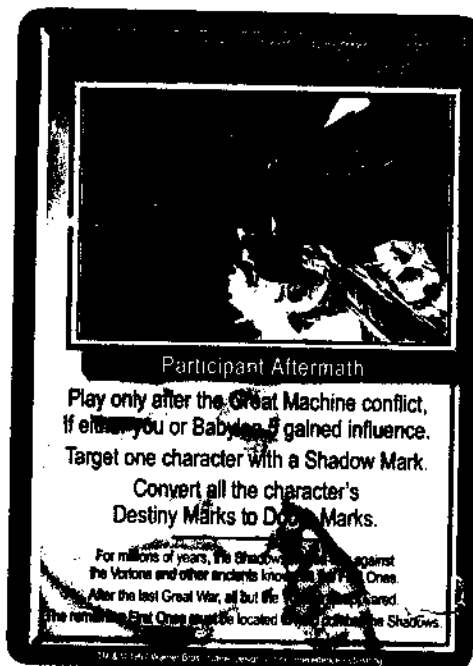
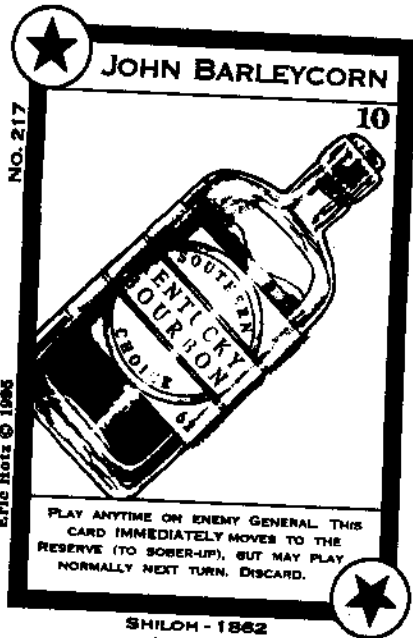


This rule goes into effect as soon as you play it. Place this card face up in the center of the table. Discard it when a newer rule contradicts it.

Draw 2

Draw 2 cards per turn.

The person who played this card should immediately draw extra cards (if needed) so that they have drawn 2 cards this turn.



THE MINISTRY OF MISCELLANY

I regret to report that the new Graustark postal Diplomacy game is not quite ready to start. One of the players has not yet sent in his game fee. I therefore have to announce that one place in the game is still open, and will go to the first person to send in the money and a list of countries he or she wishes to play, in order of preference.

I am not certain whether Conrad von Metzke is still the Boardman Number Custodian. I have asked him for a Boardman Number for this new game, but have not yet heard from him. In his continued absence, I am inclined to give this game the Boardman Number "2004A", unless someone informs me that this number has already been taken.

Today's terror alert color code is blood red. Check the streets of New York City during the Republican National Convention for details.

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 entry, and I'll send you a copy.

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

#2094

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, or at 718-951-5808, extension 2. There are answering machines which can take your moves if I'm out.

I want to again remind players, especially players in the new game, 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.

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.

A book packed with misinformation on the history of Chess has just been written by Marilyn Yalom, according to a review by Allen Barra in the *Village Voice* of 28 April 2004. It is *Birth of the Chess Queen*, which claims that "the queen's predominance reflects the evolution of the female in the western world." What the Chess queen really illustrates is the perils of incompetent translation.

According to Joseph Boyer's *Les Jeux d'Echecs Non Orthodoxes*, the Indian game Chaturanga, the ancestor of Chess, was originally a four-handed game played with two partners against two partners. Its very name meant "four forces". Each force consisted of one king, one elephant, one horseman, one *rukh* (hero), and four foot-soldiers. But it was soon found that it made a better game with only two players, so two forces on each side were merged. But there could be only one king on each side, so the other became an adviser. As the game moved westward, the adviser became *fers* in Persian and

wazir in Arabic. Only the king, the knight, and the *rukh* had their modern moves. The *fers* could move only one space diagonally, and was therefore limited to a defensive role. The elephant, *fil* in Arabic, could only jump two spaces diagonally, with no effect on the intervening space, and was therefore even weaker than the *fers*. A pawn did not have the initial double step, and could be promoted only to a *fers*.

In this form the game came to Europe in the Middle Ages. Yalom attributes the present powers of the queen to Eleanor of Aquitaine (12th century), and while she was very influential culturally, and certainly acquainted with the game, the modern moves of the queen and bishop did not appear for another three centuries. In the late 15th century, the old moves were still being described in William Caxton's *The Game and Playe of the Chesse*, the first secular book printed in English.

In Italy, where the modern moves probably originated in the early Renaissance, the *al-fil* (Arabic, "the elephant") became *alfieri*, "standard bearer", while the French turned *fil* into *fou*, "jester", and a cap and bells is still the symbol for the piece in French. The similarity of the Arabic piece to a bishop's mitre caused it to become a "bishop" in English. The piece is still *alfil* in Spanish, while Russians still call it *slon*, "elephant". To compound confusion, in Italy *rukh* became *rocca*, "tower". In more elaborate sets the tower is mounted on the back of an elephant.

In France, *fers* became *vierge*, "virgin", thus changing the sex of the piece, centuries after the date given for this change by Yalom. The game proved to be much more interesting with the new powers of the queen and bishop. With a few additional modifications such as castling and *en passant* capture, it is the game we have today.

The queen as the most powerful piece on the board is not an expression of Feminism as Yalom claims, but simply a combination of bad translation and the new Renaissance rules for Chess. But it plays neatly into that satire on objections to Dungeons & Dragons, which comically alleges Chess to be just as bad, and which Paul Cardwell Jr. once published in *The CAR-PGA Newsletter*. The powerful queen, and the weak king who has to be protected, certainly do not agree with the conventional Christian concept of marriage.

There were religious objections to Chess in the Middle Ages, from both Muslims and Christians. But these were always overcome by the claim that the game was good training for warfare. Actually, it was probably no better as training for medieval warfare than America's Army is for modern warfare, or Monopoly for a career in high finance.

*

At present writing, it is uncertain what will happen at the Imam Ali Mosque in Najaf, Iraq. Ali, the cousin, son-in-law, and by Shi'ite reckoning the rightful successor of Muhammad, is buried there. It would be no exaggeration to call this mosque the "Shi'ite Vatican". Nearby is one of the world's largest cemeteries, whose two million graves have been the site of heavy fighting in recent weeks between a Shi'ite militia headed by Muqtada al-Sadr which has fortified the mosque, and U. S. troops, the latter allegedly supported by the irregular troops of what "President" Bush imagines to be the government of Iraq.

There is a precedent for this sort of thing, and it is not favorable to a best-case settlement in Najaf. In 1944, as Allied troops were slowly advancing up the Italian peninsula, they found that German troops were using the tower of the Benedictine Abbey at Monte Cassino to direct artillery fire. (Perhaps General Frido von Senger und Etterlin thought he was entitled to do this because he was a member of a laymen's auxiliary of the Benedictine order.) St. Benedict, who was the founder of the western monastic tradition, died there and is buried in his cell.

Despite the fact that numerous Roman Catholics were in the armies of both sides, Allied troops shelled the Abbey to rubble on 15 February. Since rubble is easier to defend than intact buildings, the Germans were then able to defend the ruins until the Allies did the best possible thing to get Germans out of a fortified position - they sent in Polish troops.

This was effective tactics, but it is not a good omen for the Imam Ali Mosque. Besides, if "President" Bush wanted someone to defeat the Sadr family and its private army, there is a man in Iraq who has a lot of experience in that line. His name is Saddam Hussein.

PATRIOTISM - XXXI

PATRIOTISM is the principal cause of war.

PATRIOTISM is the unprincipled cause of war.

PATRIOTISM is Justin Hunt losing 150 pounds through a strict year-long regimen of diet and exercise so he could join the Marines. When he finally was able to join, he was sent to Iraq, where he was blown up on 6 July 2004.

PATRIOTISM is arresting a Muslim attorney in Oregon for involvement in the train bombings in Madrid, even though he hasn't been out of the United States in over ten years.

PATRIOTISM is getting a prisoner in Iraq to talk by torturing his 16-year-old son.

PATRIOTISM is punishing U. S. Army torturers in Iraq nearly as severely as if they'd taken the base commander's parking place.

PATRIOTISM is John Kerry's statement that "I will be voting to give the President of the United States the authority to use force - if necessary - to disarm Saddam Hussein because I believe that a deadly arsenal of weapons of mass destruction in his hands is a real and grave threat to our security." (9 October 2002)

PATRIOTISM is Secretary of "Defense" Rumsfeld refusing to "address the 'torture' word" with regard to the prisoners in Abu Ghraib.

PATRIOTISM is Rush Limbaugh's claim that what went on in Abu Ghraib as "no different from what happens at the Skull and Bones initiation," referring to a Yale secret society to which both Bush and Kerry belong.

PATRIOTISM is the description of this torture, by a moral monstrosity named Midge Decter, as a "nasty hazing".

PATRIOTISM is the claim by Seisint Inc., creator of the data base and "terrorism scoring system" Matrix, that there are 120,000 suspected terrorists in this country.

PATRIOTISM is charging Staff Sergeant Camilo Mejia with "desertion" because he was so disgusted with what he saw his fellow soldiers doing in Iraq that he refused to report back after a furlough.

PATRIOTISM is forcing prisoners in Iraq to eat out of toilets.

PATRIOTISM is force-feeding Muslim prisoners foods forbidden by their religion.

PATRIOTISM is the rape of a screaming teen-age boy by a U. S. Army translator.

PATRIOTISM is the pictures taken of this rape by a female U. S. soldier.

PATRIOTISM is a memorandum written for "President" Bush by two "Justice" Department attorneys, John C. Yoo and Robert J. Delahunty, which claims that the President has the power to declare that the Geneva Conventions do not apply for particular conflicts.

PATRIOTISM is the carefully orchestrated media attacks on Michael Moore for his film *Fahrenheit 9/11* which reveals the specious grounds on which "President" Bush invaded Iraq. (But this film *did* win the prestigious Golden Palm award at the Cannes Film Festival, which the clearly forthcoming *Rambo IV* is unlikely to do.)

PATRIOTISM is a mob of pro-war Hofstra University students who howled down their 2004 commencement speaker, the author E. L. Doctorow, because he criticized "President" Bush and his war. (At least now we know how to deal with the war-lovers when we come topsides on them, which at the present rate of revelations of their cruelty and bungling should take about six months.)

PATRIOTISM is American troops contemptuously referring to Iraqis as "Hadjis", not realizing that this is a respectful Muslim form of address to men who have made the pilgrimage to Mecca.

PATRIOTISM is the U. S. Army responding to all those photographs of tortured Iraqis by banning the use of cell-phone cameras.

PATRIOTISM is the systematic rape of female Iraqi prisoners by American soldiers, resulting in several pregnancies.

PATRIOTISM is finding a motion detector in a Philadelphia rail yard, pushing the panic button about terrorism, and then finding that it had been placed there by a night worker who was sleeping on the job and wanted a warning system to detect the approach of inspectors.

PATRIOTISM is American soldiers in Iraq riding around on the back of a 70-year-old woman and calling her a "donkey".

PATRIOTISM is the principal cause of war.

RETURN TO COLUMBUS

Last year my son-in-law Dean Earl Wright treated his son of the same name ("Deanie") and me to Origins 2003, the annual four-day gaming convention which has its permanent home in the excellent convention facilities of the Greater Columbus Convention Center. This year it was my treat, so on Wednesday 23 June I took the train to the Baltimore-Washington International Airport station in Maryland, where Dean met me and we drove to his home in Frederick. The next day we left for Columbus.

This time we were a party of four, including my daughter Deirdre's son Michael Perez. I had booked us two adjacent rooms at the Columbus Hyatt, so that the two sixteen-year-olds could come and go on their own schedule without waking the old folks. The hotel and the convention center, together with a food court, are joined by enclosed walkways, though for a few meals we went to some of the excellent restaurants in the vicinity. Unfortunately, an excellent small diner in the nearby North Market had closed since last year, but light meals, or munchies to eat in your room, could be obtained in the North Market's many small shops.

Although I had registered in advance for all four of us, I found that advance program books was sent only to Dean and me. This may have been why the registration forms asked for dates of birth. Presumably Origins felt that only adults were likely to need this information, or to afford various tournament entry fees and sale items. If that is so, this policy really ought to be reconsidered. Besides, we all got revised, on-site program books when we arrived. At Origins 2003 free copies of the Games Quarterly Catalog were given out, but for Origins 2004 they were apparently limited to dealers. At need I was able to consult the copy at the Chaosium booth, but when I returned home I ordered my own copy at \$16.95 from Matthews Simmons Marketing, Suite 16, 80 Garden Center, Broomfield, CO 80020. This is an indispensable reference source for keeping up with the contemporary gaming scene, electronic gaming excepted. And they have recently branched out with *Games Quarterly Magazine*, which should be available @ \$3.95 at gaming stores, or by subscription from the publisher.

I spent much of my time looking at items for sale at the exhibitors' booths in Hall D, which, borrowing a usage of science-fiction fandom, I usually referred to as the "Hucksters' Room". I noticed even more European games than last year, and I also found an interesting and significant difference between ("destructive") American and ("constructive") European games. American board games are frequently war games, with destruction and conquest as their aims. But the European games often require players to build up their positions, in competition with one another. Settlers of Catan and its spin-offs are the best-known examples of this, but there are numerous others, including Amon-Re, Attika, Puerto Rico and St. Petersburg. In this latter game, which I first played at Balticon on a set of the original German edition, players compete in building up the new capital city of Tsar Peter I at the beginning of the 18th century. Starting with money-making activities such as mining and timber, players obtain prestige points by building port facilities and cultural centers, and getting influential court personages into their factions. At the end of the game it is prestige points, not money points, which determine the winner.

This major distinction between American and European games is just one of many differences in outlook which seem to have developed in the last 10 or 15 years, and which the *New York Times* has called "the Atlantic Divide". It is also evident in the reluctance which the nations of Europe are showing towards American adventurism in the Middle East, a reluctance which will probably take British and Italian troops out of Iraq when elections in those nations give their peoples a chance to express their opinion about the support of Blair and Berlusconi for Bush's military schemes. Considering that the European Union has a population about 50% greater than the U. S., a larger gross domestic product, and (in 12 of its 25 members) a stronger currency, a diplomatic or economic confrontation by Washington would be unwise. But nobody in Washington seems to comprehend what experiences Europe could have had, that makes war seem an undesirable option.

Some booths conducted play of their new games. At the Wizards of the Coast (WotC) booth I gave a try to Risk: GodStorm, a game designed along the lines of Risk, but setting against one another the ancient Babylonian, Egyptian, Greco-Roman, Keltic, and Norse gods and their worshippers. The game map covers Europe, the Mediterranean basin,

and the Muddle East, and even includes Atlantis, which the rules make it possible to sink. There is an extension of the game into the "Underworld", so that combat can continue there. This game, like Risk itself, makes a good light game, but I was not really impressed by it. I have always regarded Risk as something you would give to a bright eleven-year-old who may not yet be ready for more complex and serious games.

Card games are still popular, and many new ones were presented in the Hucksters' Room. In many of them the cards do double duty in collectible card games (CCGs). In a few cases, cards were handed out at their publishers' booths, which gave me the idea for the cover of this issue. The "Hare E. Potter" card is from a booster deck for Playroom Entertainment's Killer Bunnies game. I acquired the Royal Scots Greys (from Columbia's Napoléonic CCG Eagles) and Babylon 5 cards (from Precedence Publishing) as samples at earlier science-fiction or gaming cons. The Jack of Stars is from a five-suit deck of cards from Archangel Entertainment, an apparently defunct firm.

The card featuring Sergio Aragonés' character Groo the Wanderer is from his 1997 Groo: The Game, which like the European games cited above requires players to build up their cities. However, by playing the Groo card on a rival, you can always be certain that something will be wrecked. (This game also seems to be out of print.)

Three of the cards on the front cover come from Looney Labs games. Fluxx is the game where you can change the rules by playing a card. The other two come from their enjoyable time travel game, Chrononauts, of which more later. The Louis XVI card comes from Guillotine (WotC), in which players are rival executioners out to get a head. The Aphrodite card is from Phil Foglio's XXXenophile: The Card Game, inspired by his highly XXX-rated comic book. This game seems to be out of print, nor have we seen another issue of the comic book since Foglio got involved in Cheapass Games, and in his *Buck Godot* and *Girl Genius* comic book series. Cheapass Games did have a booth at Origins 2004.

On page 2, the *USS Washington* and *IJN Kirishima* come from an out of print Avalon-Hill game called Naval War. These two battleships were used because they fought the only battleship duel of World War II, on 15 November 1942 off Guadalcanal. The *Kirishima* was sunk.

The remaining cards on page 2 come from Columbia's Dixie series of CCGs. There are three decks, for the battles of First Bull Run, Shiloh, and Gettysburg. As with WotC's Magic: The Gathering (M:TG), the first CCG, a deck would contain randomly selected cards from a much larger complete set. Naturally I had to include the card for the 1st Minnesota Infantry, in which Private Charles Boardman served. The 82nd New York was brigaded with the 1st Minnesota from the beginning of the Slaveholders' Rebellion, and shared with them the repulse of a much larger force of Alabamans on the second day of the Battle of Gettysburg.

As in 2003, Looney Labs had an entire room for the display and play of their ingenious games. This year they brought out something I had thought impossible - an expansion deck for their time-travel game Chrononauts. This deck, Early American Chrononauts, is equal in size to the original one, with 32 linchpin or ripplepoint cards dating from 1770 to 1916. (As you can see, there is some overlap with the original deck, which runs from 1865 to 1999.) In the War of 1812 there is an alternative in which U. S. troops win the Battle of Bladensburg and prevent the burning of Washington, unlikely as that may sound. (In actual history, there happened what usually happens when regulars fight militia. General Ross, the British commander, was killed in a skirmish a few days later, but his heirs got an augmentation to his arms of an American flag with a broken staff, and I dare say he deserved it.)

Other possible alternate events are help from the Dutch rather than the French in securing our independence, and the purchase of Louisiana not by the United States but by the Russian Empire! In another possible outcome, the Confederates establish their independence and purchase Cuba from Spain, but then are reconquered in a Second Civil War (1898-1904) which replaces the Spanish-American War.

There are also several new character cards, each with its assigned mission, and several new artifact cards. These include Franklin's kite, Marie Antoinette's cake, Napoléon's napoléon, a breeding pair of dodo birds, and the original golden calf. Then there are seven cards in a new category, "gadget". These are similar to artifacts in some respects, and different in others.

And the two Chrononauts games can be combined in "ÜberChrononauts". A tableau of

64 cards is laid out in chronological order from 1770 to 1999, and then *all three* victory conditions, and not just any one of them, must be met in order to win. I am not sure that this is feasible, and might suggest that only one of the three need be met for a shorter and better game. I have never yet seen a player win a Chrononauts game by patching up so many paradoxes that he or she had ten cards in the hand.

Another excellent time-travel game, whose praises I wrote up in Graustark #718 in 2001, is Steve Jackson Games' Dino Hunt, in which players travel back in time to bring back live dinosaurs and other Mesozoic beasts. I went to Origins 2004 with the intent of buying more expansion sets, but was disappointed to find that their otherwise well-stocked booth did not carry this game this year.

Looney Labs seems to have taken up another cause - the legalization of marijuana. Or so we can infer from a flier advertising "Stoner Fluxx", "a marijuana-themed version of the popular card game Fluxx". It is "not meant for children or people with closed minds". The precedent, of course, is alcohol prohibition, which accomplished nothing except numerous murders and jailings, and failed so completely that it had to be abandoned, to general rejoicing, in only 14 years.

It should not be supposed that all "constructive" games are European. Blood & Cardstock Games' Showbiz Shuffle challenges players to put together a hit movie in any one of the categories "Action", "Drama", "Family", "Romance", or "Specialty". ("Specialty" is illustrated with a rampaging reptilian monster, which should give you the idea.) The cards you may have to work with include "Tough Guy", "Grande Dame", "Punk Chick", or "Director's Nephew". And you can add to your score with "Holiday Theme" or "Cult Classic", or retard another producer's progress with "Drug Problem" or "Blackballed".

A parody of this concept appeared in a new, and obviously cheaply produced, game that I found in a room in which relatively simple games were laid out for the use of new gamers. In this game your job is to produce a perfectly dreadful film for which the term "B movie" would be a promotion. At the end, the film with the worst reviews wins. Unfortunately, I misplaced the notebook in which I wrote down the name and manufacturer of this game, and would appreciate help from any reader who was there or who has encountered a game of this description.

At both Balticon and Origins I was impressed by the way in which, 67 years after his death, H. P. Lovecraft is still a living presence. Stories are still being written about the supernatural entities he invented for his fiction, and RPGs are set in his "Cthulhu mythos". Chaosium (see Greg Stafford's entry in the Graustark Directory) has not only published quite a few Lovecraftian RPG scenarios, but has also brought out a reference work that links them with the works of Lovecraft and the other fantasy authors of his circle, or who have followed in his footsteps. This is *The Encyclopedia Cthulhiana* (2nd edition, ed. Daniel Harms, 1998, Chaosium; \$18), named for Lovecraft's most renowned monster. (Cthulhu is so big and mean that he could eat Godzilla sushi.)

Also at Origins I found a copy of *Shoggoth on the Roof*, a hilarious parody of the popular musical *Fiddler on the Roof*, set in Arkham, MA in the 1920s. This parody has been around for some time, but this copy did not give the name of the author and publisher, probably because plagiarism lawsuits are from time to time thrust at parodies. The gimmick is that Dr. Henry Armitage, the librarian of Miskatonic University and a major foe of the Lovecraftian monstrosities, has three marriageable daughters. He hopes the eldest will marry an eligible young man from an old, rich family, who is also a deeply learned scholar - Wilbur Whately. (See Lovecraft's *The Dunwich Horror* for details.) Sometimes one of the musical's characters is killed, but don't worry - another Lovecraft character on the scene is *Herbert West, Reanimator*.

In the 1960s gaming fans were amused by Douglas Malewicki's game Nuclear War, a satirical card game which used missile and warhead cards to blow up population cards, and could only leave players with the belief that a nuclear war would not be a good idea. Later, Nuclear War was acquired by Flying Buffalo, an Arizona gaming firm headed by Rick Loomis; see his entry in the Graustark Directory for his address. Numerous expansion kits were published as politicians kept on with the belief that lots and lots of nuclear weapons were somehow a good idea. So now we have booster packs, Nuclear Escalation, Nuclear Proliferation, and the latest - Weapons of Mass Destruction. This game, introduced at Origins 2004, pokes fun at both sides of Bush War II. We see a shaggy ex-dictator being hauled out of his "spider hole", and also satire based on the

total failure of any efforts to find "weapons of mass destruction", even allowing for the comic-opera claim of Senator Lieberman (D-CT) that Saddam Hussein himself is a "weapon of mass destruction".

One of the most popular new games at Origins was WizKids' Pirates of the Spanish Main. It begins as a CCG, but then ship parts can be punched out of the cards and put together. They can also be taken apart; if the enemy blows off your mizzenmast, you have to remove the appropriate part from your ship before continuing. These cards were so popular that WizKids eventually had to limit them to one to a customer. Dean had taken a fancy to this game, so this limitation was no problem for him. Deanie, Michael, and I each stood in line to get him another ship.

Michael and Deanie had a great time at Origins. Their room adjoined ours with its food supplies, but they could come and go at their own schedule. At various times I would pass by as they were playing computer games, which appeal to their age group more than board games do. Occasionally they would drop around to pick up \$20 each from Dean or me as walking-around money, and then disappear into the exhibits or gaming rooms again.

War gamers will be happy to hear that some of the classics of the 1970s and 1980s will be coming back into print. West End Games, publishers of Pax Britannica, Imperium Romanum, and the story-telling board game Arabian Nights, is apparently being acquired, after several years of dormancy, by Purgatory Publishing, with which it shared a booth in the Hucksters' Room. This is apparently so recent that neither firm got into the Games Quarterly Catalog under their present addresses, and the only one I can give you is from a card I got at that booth: "Nikola Vrtis, D6 Line Editor, <nikki.vrtis@westendgames.com>; <<http://www.westendgames.com>>".

I fear that I cannot even give you this much information about the second edition of Empires of the Middle Ages, once an SPI game, for which I wrote the postal rules. Bill Watkins has sent me the rules of this new edition, but they do not include the publisher's name or its price, which I have heard elsewhere as \$100.

Although I did not see him at Origins 2004, I did get the new address of Mike Young of Interactivities Ink, designer of the game Hamlet which I strongly recommended in my report of Origins 2003. It is 1639 Irvin Street, Vienna, VA 22182.

At Origins 2003 there was a tournament of the new computer game America's Army, designed and distributed at taxpayers' expense to stimulate enlistments by letting players know what it is like to be a military "first-person shooter". There hasn't been a fragment of information in the media as to whether this game was significant in promoting enlistments, but there was not so much as a mention of it in the program for Origins 2004, and I strongly suspect that it has been a failure in accomplishing the army's purposes for it. However, in the past year several other first-person shooter games have come on the market, and I expect to be able to comment on them in future issues.

However, Origins 2004 did include an "Origins War College", at which professional game designers, and instructors at military academies, conducted seminars on their specialties. The theme for this year's War College Theme Project was not Bush War II, which must be getting increasingly embarrassing for tabletop Rambos, but the Japanese attack on Pearl Harbor, which lies safely in the past and makes it easy to identify the Good Guys and the Bad Guys. However, the War College planners may have overlooked the fact that the attack on Pearl Harbor was "pre-emptive", designed to make it impossible for the United States to interfere with Japanese military and economic plans for the western Pacific. Its outcome, including the eventual fate of Prime Minister/General Tojo, does not exactly endorse the reasons given by Bush the Son for his own pre-emptive attack.

As always, there was a Diplomacy tournament which ran five boards for three rounds, competently managed by Dan Mathias. I was able to sign up him and Paul Koch, one of the tournament players, for the new postal game in Graustark. See the next issue of Graustark for details.

I briefly ran into John Prados, who thirty years ago was a game designer for SPI, and congratulated him on his prolific literary output. Books written or co-edited by him include *The Hidden History of the Vietnam War*, *Inside the Pentagon Papers*, and

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 starting in Graustark.

T: trade copy

C: complimentary copy for a gamer

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

U: uncomplimentary copy

This directory is accurate to the date of 16 August 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.

- Stephen Agar (T), 4 Cedar Gardens, Brighton BN1 6YD, ENGLAND; 01273-562430;
<stephen@stephenagar.com>
- Hank Alme (2002D-TS, N), 506 Paige Loop, Los Alamos, NM 87544; 503-672-0883;
<almehj@alumni.rice.edu>
- Thom Anderson (R), #5-D, 10 Park Terrace East, New York, NY 10034
- Ruth Berman (R), 2809 Drew Ave. South, Minneapolis, MN 55416-4209
- John R. Biehl (2001Bea04-J, N), #8, 11530 84th Avenue, Delta, BC V4C 2M1, CANADA
- Mark Blackman (R), Apt. 4A, 1745 E. 18th St., Brooklyn, NY 11229
- Paul & Meg Bolduc (T), 203 Devon Court, Ft. Walton Beach, FL 32547-3110; 850-863-9081;
<Prbolduc@aol.com>; <bolduc@eglin.af.com>
- Richard Bourgeois (2002A-G), 786 Myrtle Avenue, Albany, NY 12208-2659; 518-437-9917
- Anne Braude (R), 5316 W. Port au Prince Lane, Glendale, AZ 85306-3440
- Colin Bruce (763, N), 22 Alliance Court, Hills Avenue, Cambridge CB1 7XE, ENGLAND
- Jim Burgess (T), 664 Smith St., Providence, RI 02908-4327; 401-351-5287; <burgess@world.std.com>; web page <<http://devel.diplom.org/DipPouch/Postal/Zines/TAP/index.html>>
- Brian Burley (C), 23 Reynolds Place, Harrison, NJ 07029
- Allan B. Calhamer (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
- Columbia Games Inc. (C), P. O. Box 3457, Blaine, WA 98231
- Jim Dapkus (760), W6575 Dakota Ave., Westfield, WI 53964
- Jim Dunnigan (C), 328 W. 19th St., New York, NY 10011
- Paul Evans (T), 180 Aylsham Dr., Ickenham, Uxbridge, Middlesex UB10 8UF, ENGLAND
- Mark Fassio (U), 276 Yates Lane, Pendleton, KY 40055-7751
- Sue Feder (R), Historical Mystery Appreciation Society, 3 Goucher Woods Court, Towson, MD 21286; fax 410-847-9303; <monkshould@home.com>; <<http://members.home.net/monkshould>>
- Gary Floyd (2001Bea04-H), 60 Gaston Street, Medford, MA 02155; 781-391-2658
- Jim Grose (2002D-R, 757), Apt. 210, 110 Forward Ave., Ottawa, Ontario K1Y 4S9, CANADA;
613-728-8493; <JimGr@aof.com>
- Chris Hassler (T), 2000 S. Armour Court, La Habra, CA 90631; 562-690-7827; fax 562-690-7827; <chassler@adelphia.com>
- Sharon Heap (C), P. O. Box 7002, Endicott, NY 13761-7002
- Raymond & Faith Heuer (C), 2nd floor, 9 Beacon Terrace, Keansburg, NJ 07734-1914
- Tom Howell (T), 365 Storm King Road, Port Angeles, WA 98363; 360-928-9698;
<off-the-shelf@olympus.net>; 360-928-9698
- Harley Jordan (2002A-T), 109 Sunnyside Dr., Rochester, NY 14623; 585-475-9832;
- Susan Keaveny (R), 1030 Tyrus Court, North Merrick, NY 11566-1035
- Paul D. Kenny (T), 23 E. Coulter Ave., Collingswood, NJ 08108-1208; 856-869-3160;
<<http://www.net-gate.com/~pdKenny>>; <pdkenny@net-gate.com>
- Paul Koch (N), 24920 Fairmount Drive, Dearborn, MI 48124; 313-274-6579
- Andy Lischett (2002D-FS, T), 2402 Ridgeland Ave., Berwyn, IL 60402

Rick Loomis (C), Flying Buffalo, Inc., P. O. Box 1467, Scottsdale, AZ 85252
 Michael Lowrey (C), 6903 Kentucky Derby Drive, Charlotte, NC 28215-6507; 704-569-4269
 Joseph T. Major (C), 1409 Christy Ave., Louisville, KY 40204-2040
 Harry Manogg (C), Apt. 608, 108 Kilmarnock St., Boston, MA 02215
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 <Westfront@hotmail.com>
 Brent McKee (T), 901 Avenue T South, Saskatoon, Saskatchewan S71 3B9, CANADA;
 306-382-0710; <ad013@sfn.saskatoon.sk.ca>; <bmckee@the.link.ca>
 Dan McKinsey (2002A-R), 33 Belmont St., Hamden, CT 06517; 203-288-2736;
 <daniel.mckinsey@yale.edu>
 Paul J. Milewski (757), 7 Mallard Drive, Amelia, OH 45102-2148; 513-752-2411
 David Millians (T), Paideia School, 1509 Ponce de Leon Ave., Atlanta, GA 30307
 Maggie Montgomery (R), Apt. 819, 325 W. 45th St., New York, NY 10036
 Brendan Mooney (2001Bea04-TS, N), 423 Lenox Ave., Westfield, NJ 07090; 908-654-0527;
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 Michael Neal (2001Bea04), P. O. Box 52071, New Orleans, LA 70152-2071;
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 Joel Peacher (758), 507 E. 2nd St., Rolla, MO 65401
 Michael P. Quirk (2001Bea04-R; 2002D-GS), Apt. 10, 2750 Brittany Terrace, Manhattan, KS
 66502; 785-587-0872
 Phil Reynolds (T), 2896 Oak St., Sarasota, FL 34237; 813-953-6952; <preyno@yahoo.com>
 Roberta Rogow (R), 1755-A Manor Drive, Irvington, NJ 07111
 Bruce Schneier (C), Counterpane Systems, 101 E. Minnehaha Parkway, Minneapolis, MN 55419
 Greg Stafford (C), Chaosium Inc., #423, 895 B Street, Hayward, CA 94541-5107; 510-583-
 1000; fax 510-583-1101
 David Stone (2002A), 154 Cardinal Drive CSL, North Vernon, IN 47265
 Sigourney Street (2002A-F), P. O. Box 1235, Boston, MA 02130-0011
 Gary Tesser (R), #5-A, 2455 Haring St., Brooklyn, NY 11235
 Eric Verheiden (2002D-IS, 767), 1805 Vista del Oro, Fullerton, CA 92831-1331; <everheid
 @adelphia.net>
 Brenton Verploeg (799), 1980 Tigertail Ave., Coconut Grove, FL 33133
 Conrad von Metzke (C), 4374 Donald Ave., San Diego, CA 92117-3813; 858-270-8313;
 <metzke@san.rr.com>
 William Watkins (2001Bea04-BS, 2002A-A), 918 Bogert Road, River Edge, NJ 07661;
 201-265-9194; <watkins.bill@verizon.net>
 Stephen T. Whitmore (C), 350 Old Paper Mill Road, Newark, DE 19711; 302-368-1127
 Fred Wiedemeyer (2002A, 2002D-ES, N), Box 92010, Meadowbrook RPO, Edmonton, Alberta T6T
 1N1, CANADA; 780-465-6432; cell 780-497-8283; <wiedem@planet.eon.net>
 W. Andrew York (767), P. O. Box 201117, Austin, TX 78720-1117; <wandrew@compuserve.com>

THE MINISTRY OF MISCELLANY (continued from p. 4)

*

"Justin Hunt, a young man from Wildomar, Calif., about 75 miles east of Los Angeles, was determined to join the Marines. When recruiters pointed out that he was grossly overweight, he spent a year losing more than 150 pounds. Then he signed up and was promptly sent to Iraq, where he was killed last Tuesday in an explosion. He was 22." - Bob Herbert, *New York Times*, 12 July 2004

The definition of the word "idiot" has just reached new depths.

*

Despite what you may be reading in the pro-war media, the United States of America is not presently in a state of war, as defined by the Constitution, with any other nation. However, "President" Bush did get an "authorization" through Congress, which he believes entitles him to use troops in Afghanistan and Iraq. Most members of Congress voted for this "authorization". (Senators Kerry, Edwards, Clyndon, and Schumer were among them.) The dissenting votes came mainly from the representatives of urban districts, most of them liberal Democrats. I am happy to be able to say that Represen-

tative Major R. Owens, from the district in which I live, voted against this so-called "authorization" and the infamous "USA PATRIOT Act".

And who says there is no justice in the world? On 8 August 2004, Helen Kennedy reported in the *New York Daily News* that "kids from rural areas are dying in Iraq at twice the rate of those from metropolitan areas."

*

What eventually becomes of the soldiers' souvenirs I cited in the last issue is indicated in an incident reported by the late Dr. William R. Maples, in his and Michael Browning's book *Dead Men Do Tell Tales* (1994, Doubleday, NY). This collection of events from his long career in forensic anthropology includes an incident from his student days in Texas, when his professor handed him a human cranium and asked him what information he could obtain from it. The skull, without a jawbone, had been found in a local lake, attached to a rock that had been tied to the cheekbone.

Maples identified it as male and East Asian ('Mongoloid'), probably Japanese. His professor called his attention to other details. The outside of the cranial vault had been scorched, possibly in battle. The rock had been tied directly to the cheekbone, indicating that the bones were already defleshed. Some of the teeth had fallen out, and been glued back in. "The skull before us was almost certainly a World War II trophy skull that some serviceman brought back from the Pacific Theater." Decades later, he or his heirs decided to get rid of it but realized you cannot just leave a human skull out for a trash pickup. So they sunk it in a lake.

"I am certain," Maples concluded, "that somewhere in Japan today, there is a family wondering what became of an uncle, a father, a long-lost relative who marched off to war more than half a century ago. They will never know. And the Japanese man whose skull this was, how could he have dreamed that, after great and fiery battles in the middle of the vast Pacific, the bony vessel enclosing his dreaming brain was destined to end up tied to a rock and drowned in a cool American lake, then fished up onto a bright laboratory table at the University of Texas?"

Maples did not inform us what disposition was made of the skull. It probably should have been delivered to the nearest Japanese consulate, for whatever treatment the Japanese deem appropriate for the remains of their dead. After all, the victory of America and its allies over Japan was so overwhelming that cheap bragging of this sort is unnecessary. Our national emblem is not the turkey-cock but the eagle.

As for the photographs and videotapes taken in Iraq by Americans who delight in humiliating their prisoners, these properly belong in the same Washington archives that contain similar photographs and films taken by Nazis in the concentration camps, for study by qualified scholars only. However, it is in practice highly unlikely that any such thing will be done.

*

Dr. Maples described another aftermath of a war, his work in identifying the remains of American servicemen from Asian theaters of war. While describing his experiences, he deals with rumors that remain persistent despite the fact that everyone who examines them seriously rejects them - the famous "MIAs" (missing in action), now "superseded by the more correct expression 'unaccounted for'...[T]his question has paralyzed American foreign policy toward Vietnam...While only about 2200 men are still listed as unaccounted for from the Vietnam War, as opposed to 78,750 unaccounted for from World War II and 8,170 from the Korean War, it is the vanished soldiers of Vietnam who...rob many of us of our reason today, long after the last guns have fallen silent.

"Extraordinary legends have flourished over the years. There is said to be a warehouse somewhere in Hanoi, filled to the ceiling with the bones of U. S. servicemen, which are doled out one by one by the Vietnamese authorities in return for 'concessions' on the part of the United States. There is a widespread and fantastic belief that the United States government itself, to cover up its incompetence in failing to win the release of all American prisoners of war in 1973, has made an unholy alliance with Vietnam to hide the 'truth' from the American public, i. e., that there are still Americans alive in prison camps in Southeast Asia, held hostage to Oriental malice.

"...There have even been video arcade games in which, for a succession of quarters, you could rescue these trapped Americans and be a hero. Confidence tricksters

CONCESSION BID FAILS; JAPANESE TROOPS DON'T

BRITAIN (Watkins): A Ass-Tib; A Yun-Ass; A May holds; A U. Bur-Ben.

HOLLAND (Floyd): No moves received. F GOM, F Cey, F SIO, A Ran, F BOB, F EIO, and A Ban hold; F WIO dislodged and annihilated.

JAPAN (Biehl): A Sik S BRITISH A Ass-Tib; A Chu & A Mon S A Sik; A Lan S A Sik; A Can-Ton; A Nan-Can; F HK S A Nan-Can; F SCS-Sul.S; A N.Sam-Cam; A Irk-Kra; A Mac-Sha; A Pek S A Mon; A Sha-Nan; F SOJ-YS; F YS-ECS; F ECS-SCS; F UP-MP; F GOS-Sun.S; F Sun.S-TS; F Cam-GOS; F TS-New; A Kyo holds.

RUSSIA (Quirk): A Uru S A Kag; A Kag S A Uru; A Kra S A Uru; A Omsk S A Kra; A Ore-Tas.

TURKEY (Mooney): A Mys & A Hyd S F Mad; F GOA-WIO; F Mad & F Ara.S S F GOA-WIO; A Kar-Pun; F PG S F Ara.S; A Ben S A Tib; A Tib S A Ben; A Luc & A Nep S A Ben; F RS-GOA; A Bom & A Nag S A Hyd; F Aden S F RS-GOA; A Del holds.

Underlined moves are not possible. The Turkish A Tib is dislodged and annihilated. The High Combatant Powers now control the following supply centers. Each Power's starting colonies (home supply centers) are listed in italics. New units may be built only in these.

BRITAIN: Ass, Mal, May, U. Bur. (4)

HOLLAND: Ban, Bor, Cey, Java, Ran, Sar, Sin, Sum. (8)

JAPAN: Ann, Can, Cebu, Chu, Coc, Dav, For, Fus, HK, Kyo, Kyu, Mac, Mna, Mon, New, Ota, P. Art, Pek, Sak, Seo, Sha, Sik, Tok, Ton, Vla. (25)

RUSSIA: Kag, Mos, Ode, Omsk, Tas. (5)

TURKEY: Ade, Ang, Bag, Ben, Bom, Con, Del, Egy, Kam, Kar, Mad, Per, Rum, Shi, Sud, Tab. (16)

Japan may build three new units, and Turkey and Holland may each build one. The deadline for these "1921" orders is NOON, FRIDAY 23 SEPTEMBER 2004. The vote on a concession to Japan fails of unanimity. There is a counter-proposal for a draw. Players should send in their votes on this proposal with the "1921" orders. Paul Milewski should send in stand-by orders for Holland. (See p. 11 for his address.) He should also send in a vote on the draw proposal, in case Gary Floyd is not heard from.

TURKEY to HOLLAND and BRITAIN: Are you going to concede to Japan? He owes his position to your play as much as his own. Vote for the draw and see if he is willing to share the finals with his faithful allies.

2002D

"Winter 1904"

After mailing out the last issue, I discovered that I should not have called upon Gary Floyd as a stand-by for Turkey because he has already played as a stand-by in this game. I was set to ask John Biehl for stand-by "Spring 1905" orders when Hank Alme, the present player of Turkey, wrote apologizing for missing the "Fall 1904" moves, and sent in "Spring 1905" moves. So all is well.

ENGLAND (Wiedemeyer): Builds A Edi.

ITALY (Verheiden): Builds F Rom.

The deadline for "Spring 1905" moves is NOON, FRIDAY 24 SEPTEMBER 2004.

RUSSIA to GERMANY: Your 'advance' on the eastern front just ground to a halt.

WHEN DO YOU EXPIRE?

The subscriptions of the following readers expire with the indicated issues of Graustark. For information on extending your subscription, see p. 3.

757 - Jim Grose

Paul Milewski

758 - Joel Peacher

760 - Jim Dapkus

763 - Colin Bruce

767 - Eric Verheiden

W. Andrew York

799 - Brenton Verploeg

2002A

GERMANY FIGHTS THREE-FRONT WAR

Following "Fall 1908" moves Germany retreated A Bur-Ruh. In "Winter 1908" Germany built A Ber.

FRANCE (Street): F Iri-Wal; F Lon S F Iri-Wal; F NAT-Cly; A Pic-Bel; F Eng S A Pic-Bel; A Bur S A Pic-Bel; A Par-Pic; A Mar S A Bur.

GERMANY (Bourgeois): A Liv-Wal; F Yor S RUSSIAN F Nth; A Ruh-Bur; A Mun & A Bel S A Ruh-Bur; A Sil & A Kie S A Mun; A Ber S A Sil.

AUSTRIA-HUNGARY (Watkins): A Tyr-Mun; A Ven holds; A Boh S A Tyr-Mun; F Gre-Alb; A Vie S A Boh; A Bud & A Ukr S TURKISH A Gal.

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

TURKEY (Jordan): A Sev & A Gal S AUSTRO-HUNGARIAN A Ukr; F Bla holds; F Aeg-Ion; F Wes-Mid; F Mid-NAT.

Underlined moves are not possible. Germany retreats A Bel-Hol. The deadline for "Fall 1909" orders NOON, FRIDAY 17 SEPTEMBER 2004.

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.

THE MINISTRY OF MISCELLANY (continued from p. 12)

have preyed on survivors and their families, eliciting thousands of dollars in contributions, to pay for 'reconnaissance and rescue missions' which somehow always fail by a hair's breadth to save any lost Americans." Readers may recall how the right-wing thug Bo Gritz conned William Shatner out of thousands of dollars with stories like this.

There have been two studies of the "MIA" mythology and its unscrupulous perpetrators:

H. Bruce Franklin, *MIA, or, Mythmaking in America: How and why belief in live POWs has obsessed a nation* (1992, Lawrence Hill Books, Brooklyn; \$18)
 Susan Katz Keating, *Prisoners of Hope* (1994, Random House, NY; \$23)

Franklin's book deals with the political effects of this mythology, and Keating's with the effects on its individual victims. Both identify the con artists responsible for perpetrating this belief. And while Franklin was opposed to the war while Keating supported it, they come to quite similar conclusions about the origins, purposes, and effects of these claims.

For my own part, I have no problem with the concept that if you kill people and get caught, you get thrown into prison.

However, the American invasion of Vietnam, which came to an ignominious end in 1974, seems to have become the biggest issue of the current political campaign. But George W. Bush and his point men Karl Rove, Benjamin Ginsburg, and the Swift Boat Veterans for Truth, have made their case. They have persuaded me that John Forbes Kerry is a Vietnam veteran. I did not spend ten years opposing that war, so that I could vote for one of the people who made it possible.

Next week the Republican National Convention comes to town. These used to be quite exciting affairs, but now a national political convention is merely the coronation of a candidate already chosen much earlier in the year by a small number of expensive caucuses and primary election campaigns in a few unrepresentative states. It has been 52 years since a convention went to more than one ballot to nominate a president, and we certainly will never see such a thing again.

New York City's law enforcement agencies have panicked, and Manhattan is flooded with police, "security" cameras, holding pens for anti-war demonstrations, and other preparations for suppressing the public. The Republican president, governor, and mayor clearly feel that films of "illegal" demonstrations being shot down in the streets of Manhattan will generate votes for Bush out in what Dave Barry has called "flat Protestant states". However, I am reminded of an anti-war demonstration that took place on the Brooklyn College campus in the 1960s. On the next day of classes, the campus was pullulating with police. On that same day, three gunmen hit the biggest department store in Brooklyn for a payroll of over a third of a million dollars. Who was going to stop them?

The same thing is still going on. On 4 August 2004, while both halves of the two-headed Bushkerry war monster were in Davenport, Iowa, three banks were robbed by hold-up men who coordinated their attacks to avoid the large details of police protecting the candidates from somebody or other.

Some Brooklyn science-fiction and gaming fans remember Bruce Schneier as a bright and intellectually active high school student. But that was a good many years ago, and now he is a consultant on security technology, working in Minneapolis, and author of several books on this topic. But he maintains his interest in his earlier hobbies, and is a *Graustark* reader.

He had an interesting and hard-hitting article in *Newsday* of 25 August 2004 about the federal government's secret "no-fly list", which he quite accurately characterizes as "a list of suspected terrorists so dangerous that we can't ever let them fly, yet so innocent that we can't arrest them - even under the draconian provisions of the Patriot Act." Nobody even knows where this "no-fly" list originated. No legislation authorizing it, nor agency that drew it up, has ever been identified. Apparently the "no-fly" list just sprouted in airport security offices, where it is followed scrupulously by the two-legged pit bulls who apparently have the absolute and final authority on who is allowed to get on an airplane. The list has never been made public, and there is no way to determine whether your name is on it or how it can be removed, or who put it there or why.

And so it has been used to keep Senator Edward Kennedy (D-MA) off airplanes, although none of his many political enemies have yet told us how national security is thereby enhanced. It lists a Rochester businessman named Azif Iqbal, who happens to have the same name as a man now in custody at Guantánamo Bay. It includes the actor

David Nelson, the surviving son of Ozzie and Harriet Nelson. And it has not resulted in the arrest of any terrorists, anywhere.

So far, no rebuttal to this article has appeared in *Newsday*, even in its letter column. Nor do I expect to hear one from any Graustark reader.

RETURN TO COLUMBUS (continued from p. 9)

Combined Fleet Decoded: The Secret History of American Intelligence and the Japanese Navy in World War II.

RPGs, particularly Dungeons & Dragons, were the subject not only of serious gaming but also of parodies and satires. Steve Jackson Games' popular Munchkin series was in evidence everywhere. There are also comic books with their own takes on RPGing: *Dork Tower*, *The Nodwick Chronicles*, and *P. S. 238*, all published and/or distributed by Dork Storm Press, P. O. Box 45063, Madison, WI 53744. (The hapless Nodwick is the indispensable member of a dungeon expedition - neither warrior nor mage nor cleric but a humble and expendable henchman. I will discuss these in more detail in "I'll See You in the Funny Papers", my column on comic art in my other fanzine, *Dagon*.)

Laden with our purchases, we headed home on Sunday afternoon. We all have every intention of going to Origins 2006.

* * *

GRAUSTARK #757

John Boardman
234 East 19th Street
Brooklyn, NY 11226-5302

- () - You may be interested in an item on p. ____.
- () - Sample copy.
- () - Your subscription expires with this issue.
- () - Your subscription expires with the next issue.
- () - You missed your most recent move in _____. See p. ____.
- () - A stand-by move is needed from you in _____. See p. ____.



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