

GRAUSTARK

13
March
1966

#84 "Spring 1912"(1965A); "Fall-Winter 1903, Spring 1904"(1966G)

1965A

TURKISH PLOTS AFOOT IN BALKANS

ENGLAND: F Mid, A Bel, & A St.P hold; F North Atlantic S F Mid;
F Bot S F St.P; F Bal S GERMAN A Kie; F Den S GERMAN A Kie;
F North Sea S A Bel.

FRANCE: F Por S ENGLISH F Mid.

GERMANY: A Hol S ENGLISH A Bel; A Kie holds.

RUSSIA: A Pic-Bel; A Ruh S A Pic-Bel; A Mun-Kie; A Ber S A Mun-Kie;
A Sil S A Ber; F Pru-Bal; A Mos-St.P; A Liv S A Mos-St.P;
A War S A Liv.

TURKEY: F Con-Bla; A Bul-Rum; A Ven-Tri; F Ion-Adr; F Tun-Ion;
A Smy-Arm; F North Africa-Mid; F Wes & F Spa S F North
Africa-Mid; F Lyo S F Spa; A Gas & A Par S A Bur; A Bre-Pic;
A Bur S A RUSSIAN A Pic-Bel.

Underlined moves are not possible. The deadline for "Fall 1912" moves is SATURDAY 26 MARCH 1966.

GRAUSTARK is published at 10 issues for \$1.00 by John Boardman, 592 16th Street, Brooklyn, N. Y. 11218. Back issues of the following postal Diplomacy bulletins are available from the same address at the same price:

GRAUSTARK: 44, 46, 48-53, 55-58, 60, 63, 64, 66, 67, 71, 72, 74-83.

RURITANIA: 28, 30-33, 35, 36, 38, 39. RURITANIA #40 will be published on 20 March 1966.

The dates announced in GRAUSTARK #83, p. 5, for the next few issues of GRAUSTARK are dates of publication rather than deadline dates. Moves are due on the dates preceding publication dates.

Players are reminded that GRAUSTARK and RURITANIA games are conducted according to the rules stated in the rulebook and in GRAUSTARK #55. The Gamesmaster takes the position that when there is a conflict between the printed rules of Diplomacy and a military situation claimed to be historically reasonable, the rules shall take precedence. For example, support given by a German army in Munich to a German army in Berlin is invalid if the Munich army is attacked from Silesia, despite the fact that in practice the Munich army might be able to still deliver such support. And an Italian move A Ven-Tri could still stand off an Austro-Hungarian move A Bud-Tri even though the Italian unit were attacked from Tyrolia with support from Piedmont and forced to retreat to Rome. Unlikely though this may sound in practice, it is in accord with the game's rules. Also, a fleet which is attacked but not dislodged is still permitted to convoy an army if the army is otherwise capable of landing on its intended destination. Convoyed retreats or supports are not permitted.

"LET'S PLAY WAR! BANG-BANG! YOU'RE DEAD! NOW WHAT'LL WE PLAY?"

The controversy over war toys for children, discussed in earlier issues of GRAUSTARK, has risen again in connection with a toy fair currently in progress in New York City. Members of Parents for Responsibility in the Toy Industry have picketed the fair, contending that war toys condition children towards pro-war attitudes. "Toys influence children's attitudes," said a spokeswoman for the group. "Children who have learned to glorify violence are much more likely to unleash it when they grow up." The PRTI plans to counteract this tendency by instituting a "Dove of Good Practice Award" to manufacturers of constructive toys.

Toy manufacturers defend themselves from these charges by pointing out that they merely provide duplicates of the adult world for children's imitative play. Jerome M. Fryer, president of the Toy Manufacturers of the USA, replied, "Toys don't create wars. Wars create war toys." Another manufacturer, observing that no war toys are permitted in the Soviet Union, said, "If they've eliminated war toys for children, have they eliminated aggression?"

This last remark, by Lionel Weintraub of Ideal Toys, unwittingly supports the PRTI position. At present the Soviet Union is pursuing a less aggressive policy in international affairs than is any other major power.

Hasbro, producer of the "GI Joe" doll, is now bringing out a set of "Action Soldiers of the World". It includes a "German Storm Trooper", billed as the "Pride of the German Army". Actually, the Storm Troopers were not an arm of the military, but a gang of hoodlums who served as Nazi shock troops in street violence and vandalism.

Amsco Industries is endeavoring to meet the PRTI criticism by asking for suggestions for peace toys. Early contributions in a contest for a \$1000 prize are a Peace Corps kit, a dove which coos "Peace" in several languages, a group of dolls in national dress, which may be joined together by their hands to demonstrate international solidarity, and, according to an article by Richard Montague in today's New York Post, "a board game in which skilled diplomacy is the key to victory".

THE DIPLOMATIC POUCH

JAMES WRIGHT, 1605 Thayer, Richland, Wash. 99352:
Praise Othubhu and the Elder Ones, Crom, or whatever, but it seems that Diplomacy may be coming back to Richland. I am planning an omnibus journal of the two major Diplomacy games Richland has played, to be called the Compleat Diplomatk Chronicles. The games will be written up with all the moves and rulings alongside a historical account of the war. The latter is something which we have conceived, being alternate history fans amongst us, and have thought about carrying out for some time. The two games have been chosen because I feel they are definitive Diplomacy games. One is the infamous Plan Z game (the ultimate in Diplomatic evility, towering over Harness' performance in Witdip) the other is a game

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1966G

BRITANNIA RULES THE WAVES, BUT NOT MUCH ELSE

FONTAINBLEU (Winter 1902): In answer to the English peace offers, the Kingdom of France offers the following terms:

1. As compensation for Beagle records smuggled into France, England must immediately cede Liverpool.
2. Thereafter England will cede France one supply center per year.
3. These will be obtained by driving the Russian horde east.
4. Dishanded English soldiers may keep their sidearms and horses for spring planting.

By order of Old Granddad Bourbon, Prince of Belgium, King of France, Portugal, and Spain.

BERLIN (5 January 1903): The Prime Minister of the 2¹/₂th Reich announced today that, since a state of war now exists between the German and British Empires, the British Ambassador, Lord Calvert the Fifth, has been sent back to his own country. Despite the state of war, the government of the 2¹/₂th Reich will provide the former ambassador with transportation. A German fleet has been detailed to land him in Edinburgh.

BERLIN (6 January 1903): Kaiser Max III revealed that the failure of the Second Army to occupy Vienna was due to a prank perpetrated by his stepsons, Prince Johann and Prince Friedrich. They removed the Emperor's message of confirmation from a diplomatic pouch addressed to Rome, and substituted an order for an anchovy pizza. "Their case," said the Emperor sardonically, "has been turned over to a non-commissioned officer, a certain Corporal Punishment."

"Fall 1903"

ENGLAND: F Eng-Bel; F Hol S F Eng-Bel; F Iri-Liv.

FRANCE: A Bel holds; F Bre-Eng; F Mid S F Bre-Eng; F Wal-Liv;
F North Atlantic S F Wal-Liv; A Gas-Bur.

GERMANY: F Bal-Den; F Hel-Hol; F North Sea-Edi; A Gal-Bud; A Liv-War.

ITALY: A Tyr-Mun; A Vie S GERMAN A Gal-Bud; A Ven-Tri; A Tun-Alb;
F Ion C A Tun-Alb; F Nap S F Ion.

AUSTRIA-HUNGARY: F Gre S RUSSIAN F Aeg-Ion; A Boh-Mun; A Bud-Gal.

RUSSIA: F Swe-Den; F Aeg-Ion; A War holds; A St.P-Mos; A Norway-St.P; A Rum S AUSTRO-HUNGARIAN A Bud-Gal.

The High Combatant Powers now control the following supply centers:

ENGLAND: Hol, Lon, Nor. (3)

FRANCE: Bel, Bre, Liv, Mar, Par,
Por, Spa. (7)

GERMANY: Ber, Den, Edi, Kie,
Mun. (5)

ITALY: Nap, Rom, Tri, Tun,
Ven, Vie. (6)

AUSTRIA-HUNGARY: Bud, Gre,
Ser. (3)

RUSSIA: Mos, Rum, St.P, Sev,
Swe, War. (6)

In "Winter 1903", France builds an army in Brest.

"Spring 1904"

ENGLAND: F North Sea-Hol; F Hol-Den; F Iri-Wal.

FRANCE: A Bel holds; A Bur S A Bel; A Bre-Wal; F Eng C A Bre-Wal;
F Liv S A Bre-Wal; F North Atlantic-Iri; F Mid S F North
Atlantic-Iri.

GERMANY: A Gal-Boh; A Liv-Swe; F Bal C A Liv-Swe; F Edi-North Sea;
F Hel-Kie.

ITALY: A Vie-Bud; A Tyr-Vie; A Tri S A Vie-Bud; A Alb-Ser;
F Ion holds; F Nap S F Ion.

AUSTRIA-HUNGARY: A Boh-Sil; A Bud holds; F Gre holds.

RUSSIA: F Swe-Den; A Mos-Liv; A St. P & A War S A Mos-Liv; A Rum
holds; F Aeg S AUSTRO-HUNGARIAN F Gre.

Underlined moves are not possible. The English fleet in the Irish Sea is annihilated, and the Austro-Hungarian army in Budapest retreats to Galicia.

HAMBURG (8 June 1904): Kaiser Max III and the Prime Minister arrived in person to greet the first shipment of Scotch whisky sent by occupation forces in Edinburgh. Despite the rumored presence of English pirate ships in the North Sea and Holland, the shipments are expected to come in regularly. The Emperor personally took charge of the first case to be unloaded, and immediately went into a private session with the Prime Minister and cabinet to confer about German occupation policy in England. Reporters were unable immediately to ascertain what decisions were reached at the meeting, as the only message sent out by the conferees was a request for ice cubes and a pinochle deck.

THE DIPLOMATIC POUCH (continued from p. 2)

that lasted around 1915 or so, and presenting the game as a whole, showing its best points and worst points. Both games were fairly rich in propaganda (some of it quite good) and this will be printed also, as an essential element of the game. I don't know if I'll get this out before next summer, but it shall be. I hope the CDC will be able to serve as a manual of sorts, for the games provide much for study. I also hope this will encourage others to publish complete games for study and entertainment purposes.

JOHN KONING, 318 S. Belle Vista, Youngstown, Ohio 44509:
One of the Scarborough games - possibly the one I'll publish in sTab #9 this weekend - was let go in 1905. It was a six man game, played with Turkey excluded. It shaped up pretty much as a team game, with the two three-country blocs that formed in 1901 holding steady. At finish Germany had been eliminated from the France-Germany-Italy team, and Austria was reduced to one on the England-Russia-Austria side. Each team controlled 15 supply centers. I'd like to see it played out, and if another player could be found would take him in - or would run the game, starting in "Winter 1905", for two players who are interested. ((Anyone interested in this should write to Koning.))