

GRAUSTARK

incorporating RURITANIA and FREDONIA

#89

1965L, 1965Q, 1966G, 1966Q, 1966R

May Day, 1966

1965L

"Spring 1907"

GERMANS TAKE ROME, PARIS

FRANCE (Davidson): F Bre-Mid; F Wes S F
Bre-Mid; A Par-Gas; A Mar-Pie;
A Tun-Apu.

GERMANY (Clark): A Tus-Rom; A Ven S A Tus-
Rom; A Tyr-Pie; F Por-Spa (s. c.);
A Bur-Par; A Gas S A Bur-Par; A Mun-
Bur; A Hol-Pie (sic); F Kie-Hol;
F Eng-Bre; F Lon-North Sea.

RUSSIA (Koning): F Mid S GERMAN F Por-Spa
(s. c.); F North Atlantic S F Mid;
F Liv-Iri; F St.P-Bar; A Mos-Ukr;
F Arm-Ank; A Bul-Con; F Bla S A Bul-
Con; A Rum-Bul; A Sev-Arm; A Alb-Sre;
A Ser S A Alb-Gre.

TURKEY (McCallum, vice Reinsel): F Ion C
FRENCH A Tun-Apu; F Rcm holds;
A Gre-Bul; A Con & F Aeg S A Gre-
Bul; A Smy S A Con.

Underlined moves are not possible.
The French army in Paris retreats to Pic-
ardy, and by previous contingent arrange-
ment the Turkish fleet in Rome retreats to
Naples. The Russian army in Bulgaria is
annihilated.

A deadline of 4 May 1966 was set for
"Fall 1907" moves. On this deadline, the
moves will be sent out to the four survi-
ving players, and the "Winter 1907" chan-
ges called for. These will have a dead-
line of 14 May 1966. The "Fall" and "Win-
ter" moves will be published in GRAUSTARK
#90 on 15 May 1966.

The "Fall 1907" moves for Turkey, like
the "Spring" moves given above, will be
played by John McCallum. Charles Reinsel
will resume play for the "Winter 1907" and
subsequent moves, as he expects to return
to this country by then.

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KNOWABLE #10 - out soon - 25¢ buys
this science-fiction & fantasy fanzine,
(5 issues for \$1.00).

1966R

NEW GAME ATTRACTS NEW PLAYERS

Much to the Gamesmaster's sur-
prise, the new postal Diplomacy game
announced in GRAUSTARK #88 had seven
paid-up entrants within ten days of
being opened. They are:

ENGLAND: James Latimer, 4011 Silver
Hill Road, Washington, D. C. 20023

FRANCE: Donald Berman, 1860 Bedford
Ave., Brooklyn, N. Y. 11225

GERMANY: David Lebling, 3 Rollins
Court, Rockville, Md. 20852

ITALY: William Sullivan, Box 616,
320 Memorial Drive, Cambridge,
Mass. 02139

AUSTRIA-HUNGARY: Richard Uhr, 942
First Court, Brooklyn, N. Y. 11223

RUSSIA: Kenneth Levinson, 1991 Sedg-
wick Ave., Bronx, N. Y. 10453

TURKEY: Margaret Gemignani, 67 Winde-
mere Road, Rochester, N. Y. 14610

Interesting play is expected from
these relative newcomers to postal Dip-
lomacy, whose entries provide evidence
of the growing popularity of this game.
Lebling, Levinson, Sullivan, and Uhr
have never before played postal Diplo-
macy, and the others have only a game
or two apiece under their belts.

The deadline for "Spring 1901"
moves is SATURDAY 14 MAY 1966. The
Diplomacy rules given in the rulebook
apply, as modified for postal play in
GRAUSTARK #55. Any of the above-men-
tioned players who does not have a copy
of that issue should write for it at
once.

(continued on p. 3)

1965Q

"Spring 1905"

AUSTRO-HUNGARIANS TAKE MOSCOW, ENCIRCLE RUSSIANS

ENGLAND (Koning): A Lon-Hol; F North Sea C A Lon-Hol; F Edi S F North Sea.FRANCE (Whalen): F Spa-Mid; F Lyo-Spa; A Mar-Bur; A Gas S A Mar-Bur.GERMANY (Smythe): A Mun S A Bur; A Bur S ITALIAN A Pie-Mar; A Pic-Bre; A Par S
A Pic-Bre; F Den-North Sea; F Eng S F Den-North Sea; A Kie-Hol.ITALY (Berman & Reinstein): F Tyr S F Ion; F Ion S AUSTRO-HUNGARIAN F Alb-Gre;
A Pie-Tyr; A Ven S A Pie-Tyr.AUSTRIA-HUNGARY (K. Pattee): A Ukr-Mos; A Sev S A Ukr-Mos; F Alb-Gre; A Rum-Bul;
A Scr-Bud; A Vie-Bud.RUSSIA (McCallum, vice Reinsel): A War-Ukr; A Gal & A Mos S A War-Ukr; F Swe &
F Norway hold.TURKEY (Kuch): A Gre-Ser; A Bul S A Gre-Ser; F Con S A Bul; F Eas-Ion;
F Acg S F Ion.

Underlined moves are not possible. The Russian army in Moscow must retreat to either Warsaw, Livonia, or St. Petersburg. The Russian player is asked to submit this retreat with his "Fall 1905" moves. Other players may make their "Fall 1905" moves conditional on the direction of the Russian retreat. THE DEADLINE FOR "FALL 1905" MOVES IS SATURDAY 14 MAY 1966.

LONDON (DWE): The English Government disclaims all guilt in connection with the recent clash between British and German warships in the North Sea. Having been convicted in Spring 1904 of sinking German warships off the coast of Scandinavia when the English had in fact seen no German vessels for months, we thought it only just that we go out and commit the crime for which the Germans had already begun to punish us. Or doesn't the enlightened German "Prince" believe in "double jeopardy"?

To our south the French are already reaping the harvest of their trust in the perfidious Germans. We English, of course, deserve our punishment, for our real crime is in trusting one who has sold us down the river so many times before. But who will be next? Do the Russians really think that the brief peace they have bought will last? Do the Italians think the only ones who die on French soil will be the French? Do the Austrians think that the wolf will stay from their door forever?

Come now, Europeans! The German Emperor, Johann Smythe, once described King John of England as gullible, but are all of you as foolish?

PRESS RELEASE - 1965L

CONSTANTINOPLE: Turkey will fight to the end. The "Mad Russian" must be stopped. Awake Germany before it is too late!

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Another postal Diplomacy game is now in process of organization in GRAUSTARK. The entry fee of \$3.00 entitles you to receive GRAUSTARK as long as the game lasts - by air mail as long as you are an active player, if time is saved thereby. This new game will begin as soon as 7 paid-up entries are received by the Gamesmaster - John Boardman, 592 16th St., Brooklyn, N. Y. 11218.

See p. 6 for GRAUSTARK's subscription policy, and p. 9 for rulebooks, maps, and back issues.

1966G

"Fall-Winter 1907"

ITALY VICTORIOUS, OTHER POWERS CONCEDE

ENGLAND (Salamo): F Cly-Liv; F Norwegian Sea-North Sea.FRANCE (Aita): F Hel-Den; F North Sea S F Hel-Den; A Kie-Ber; A Ruh-Kie; A Bur-Ruh; A Gas holds; F Lyo S F Wes; F Wes S F Lyo; F Spa S F Lyo.GERMANY (Boardman): F Ber-Kie; A Den S F Ber-Kie; A Mun & F Bal S F Ber-Kie.ITALY (Berman): F Sev-Bla; A Rum-Sev; A Bud-Rum; A Tyr & A Boh S GERMAN A Mun;
A War holds; A Gal S A War; F Tus-Lyo; F Tyr-Wes; F Tun S F Tyr-Wes.RUSSIA (Sadowsky): A St.P-Mos; F Norway-Norwegian Sea; A Pru & A Sil S FRENCH
A Kie-Ber.

Underlined moves are not possible. The French fleet in the Western Mediterranean retreats to the Mid-Atlantic. The High Combatant Powers now control the following supply centers:

ENGLAND: Edi, Liv. (2)

FRANCE: Bel, Bre, Hol, Kie, Lon, Mar, Par,
Por, Spa. (9)

GERMANY: Ber, Den, Mun. (3)

ITALY: Bud, Gre, Nap, Rcm, Rum, Ser,
Sev, Tri, Tun, Ven, Vie, War. (12)

RUSSIA: Mos, Nor, St.P, Swe. (4)

Germany removes the army in Denmark, and Italy builds an army in Venice and a fleet in Naples. At this point the players decided to concede victory to Don Berman, playing Italy.

ROSTOCK: Following the conclusion of a European peace treaty, the former Imperial Family boarded the merchant ship Rosteimer to return to the Squiji Islands. "I had expected to go back in der Imperial Yacht," ex-Kaiser Max III told an American reporter, "but der new Republic has ge-confiscated it. So ve take dis tub, vich shouldt get dere in fife or six months."

Accompanying Kaiser Max, himself once a captain in the merchant marine, were the ex-Empress and his stepsons, Johann and Friedrich. The former Prime Minister, once a Squiji remittance-man, was with them.

"I also am looking forwardt to der peaceful islands," he said. "Der only drawback iss, dot ve godt to take back also dose brats. But ve haif no choice. It vas part uff der peace treaty dot ve get dem out uff Europe!"

The former princes, the subject of the ex-Prime Ministers' complaint, were nowhere to be seen. However, as the Rosteimer steamed out of the harbor, a loud explosion from the engine room announced their presence on board. The pilot later reported that Johann and Friedrich had placed several large fire-crackers in the coal hopper. As the ship steamed out of sight, the possessors of telescopes could see the deposed Kaiser and his Prime Minister standing on the fore-deck, cheerfully preparing to keelhaul the boys.

1966R (continued from p. 1)

Since so many people have indicated interest in playing in a GRAUSTARK game, the lists will remain open for another game. The next seven paid-up entries to come in will be assigned to a second new game. The entry fee is \$3.00, and entitles the player to receive GRAUSTARK by air mail (if time is saved thereby) for as long as he is active in the game, and by surface mail thereafter. The next two players to sign up, after these seven, will become alternates in these two games, and will take over if a player drops out.

New postal Diplomacy players who were already GRAUSTARK subscribers should see the announcement on p. 6.

COMPLETED POSTAL DIPLOMACY GAMES - II

1965I: Of the many games under Charles Brannan's supervision, this was the first to be completed. (In his notation it is 1965KJ.) It is also the fastest-paced game ever to have been played - "a game of the wolves" in its Gamesmaster's terminology. Deadlines were supposed to be 9 days apart, with Winter builds to be included with Fall moves. Thus accelerated, the game took 11 months to complete.

Play in this game was plagued continually by missed moves. Jack Harness as Turkey sent in no moves whatsoever, yet managed to survive till the end of the game. (Incredibly, the Reinsel rating system will award him one point for this feat.) Roland Tzudiker as England was less fortunate, missing every move from "Spring 1904" and being eliminated a few years later.

The position of Conrad von Metzke's Austria-Hungary looked promising for a while, but when Italy occupied Trieste, the Dual Monarchy had to keep its other two supply centers occupied and thus could not raise new units from its eastern conquests. Germany and Russia cooperated to quash the Austro-Hungarian threat. In the Fall of 1900 Germany and Italy broke with each other, and from then on out contested the control of Europe. Italy, faced with weaker antagonists in the South than Germany had in the North, attained 17 supply centers by the Fall of 1910. The annihilation of a German army in "Spring 1911" gave Italy an absolute majority, and victory.

E - Roland Tzudiker. (out F08)
F - Earl Thompson (out F07)
G - John Koning
I - John Smythe (won S11)

A - Conrad von Metzke
R - Derek Nelson
T - Jack Harness
Gamesmaster - Charles Brannan

	00	01	02	03	04	05	06	07	08	09	10	
E	3	4	3	3	2	1	1	1				See GRAUSTARK #87 for the key to this diagram, which gives the number of supply centers controlled by each power at the end of each game year. An asterisk represents a supply center for which a build was not or could not be made.
F	3	6	5	5	3	1	1					
G	3	5	6	6	7	9*	7	8	9	11	10	
I	3	4	4	4	5	7	9	10	13	15	17	
A	3	5	7	8	8	7	9**	8**	6*	4*	2	
R	4	6	6	5	7	8	6	6	5*	4	4	
T	3	3	3	3	2	1	1	1	1	1	1	

1965NT: See GRAUSTARK #88 for the conditions under which this team Diplomacy game was ended. The Lafayette Tactics Alliance had a superior position when, in "Fall 1905", they neglected to submit moves and thus were placed at a 16-14 disadvantage in supply centers. Oddly enough, 12 of the 16 supply centers of the Youngstown University Diplomacy Club were in English hands at the end of the game. Despite the greater experience of the YUDC players, it is the Gamesmaster's opinion that the LTA would have won had they kept up play regularly.

	00	01	02	03	04	05		00	01	02	03	04	05	
E	3	4	6	7	9	12								Youngstown University Diplomacy Club
G	3	5	5	3	3	3	team	9	13	15	13	13	16	E - Ovilla Pattee
I	3	4	4	3	1	1								G - John Koning, Capt.
F	3	5	5	5	4	2								I - Kim Pattee
A	3	4	4	6	6	6	team	10	14	14	16	16	14	Lafayette Tactics Association
R	4	5	5	5	6	6								F - Brian Bailly
Gamesmaster - John Boardman														A - Anders Swanson
														R - Robert Adams

1966G: This game probably qualifies as a postal game, though the moves were placed in a desk drawer rather than in a mailbox. The game was played among six physicists at Brooklyn College. In the beginning an alliance among France, Italy, and Germany pressed back the other powers, but a good resistance by England, and excessive German concern with Russia, led to Italy obtaining the upper hand. By 1907 the other players conceded the victory to Don Berman, playing Italy.

	00	01	02	03	04	05	06	07
E - Gregory Salamo	E 3	4	4	3	3*	2	2	2
F - Michael Aita	F 3	5	6	7	8	9	9	9
G - John Boardman	G 3	5	5	5	5	5	4	3
I - Donald Berman (won FO7)	I 3	4	6	6	9	9	10	12
A - Larry Reinstein (out FO4)	A 3	2	3	3	1			
R - Mark Sadowsky	R 4	5	6	6	4	5	5	4
no Gamesmaster								

WELL, I HAD THIS IDEA FOR A RATING SYSTEM, SEE...

This rating system is not intended for official use in GRAUSTARK. It is being put forth as a suggestion, on which other players are invited to attempt to improve. The basic unit is the "center-year". A player is credited for one "center-year" for each game year that he holds a supply center. The count of "center-years" is begun in "Fall 1901". Thus, for example, in the above game (1966G), Michael Aita's rating in center-years is 5 plus 6 plus 7 plus 8 plus 9 plus 9 plus 9, or 53.

In this list, team games are omitted, and only completed games are included. A country which changes hands is credited to each of its successive players during the years in which he was in charge. (This makes people more interested in picking up abandoned countries.)

John Smythe **	235	Michael Aita	53
Derek Nelson *	220	Fred Lerner	46
Dian Pelz	186	Jock Root	45
Bruce Polz *	176	Stuart Keshner	40
James MacKenzie *	138	John Boardman	36
John Koning	128	John Davey	36
Charles Wells *	114	Mark Sadowsky	35
Earl Thompson	110	James Sanders	32
Allan Calhmer	99	Dick Schultz	25
Charles Brannan	81	Gregory Salamo	20
Roland Tzudiker	69	Jack Harness	17
Robert Lake	68	James Thomas	16
Conrad von Metzke	64	Thomas Bulmer	13
Bill Christian	59	Phil Castora	10
Donald Berman *	56	Larry Reinstein	9
James Goldman	56	Paul Harley	7
John McCallum	54	Dave McDaniel	5

Asterisks indicate game winners. Perhaps it might be advisable to give a bonus to game winners, since on the above ratings Bruce Polz, the winner of 1963B, places lower than Dian Pelz, and Donald Berman, winner of 1966G, is only three points ahead of one of the other players in that game. However, there can be no doubt that the leader of the above tabulation is the best postal Diplomacy player active, and that the other high rankers deserve their places also.

SUBSCRIPTION POLICY FOR PLAYERS

Several of the new entrants in 1966R (see p. 1) are already GRAUSTARK subscribers, with parts of their subscriptions still to run. As players, they are also entitled to receive GRAUSTARK as long as 1966R lasts. This means that, when the game is over, their paid subscriptions will be continued past the end of the game until they have received all the issues they paid for. This policy was also followed with regard to entrants in previous GRAUSTARK games. Those people who are entitled to copies of GRAUSTARK past the expiration of the game in which they are now entered, are listed at the right with the number of issues to which they are entitled. This policy will also be followed in the new GRAUSTARK game presently in process of formation.

Frank Clark	7
Margaret Gemignani	2
David Lebling	10
Derek Nelson	6
Anders Swenson	5

GRAUSTARK is exchanged on an all-for-all basis with other postal Diplomacy and related publications. Most other Gamesmasters also exchange on this basis, though one or two refuse trades and insist on paid subscriptions from all readers.

GRAUSTARK goes by the quickest possible postal method (first class air or surface mail) to all players currently active in a GRAUSTARK game. People who have been eliminated from a game, or who resigned or have been dropped, will continue to receive GRAUSTARK by first-class surface mail until the conclusion of the game or of their subscription, whichever is latest. Since all 1966R players live in the East, they will receive GRAUSTARK by surface mail. (See GRAUSTARK #75, p. 3.)

The key in the upper right hand of the address label indicates why you are getting each issue of GRAUSTARK. "L", "Q", and "R" designate players in 1965L, 1965Q, and 1966R respectively. "X" is a copy exchanged with another Gamesmaster, "C" indicates a complimentary copy, and "S" means a sample copy with an offer to subscribe. Subscriptions to GRAUSTARK are 10 issues for \$1.00. The entry fee for the game currently being organized is \$3.00.

THE DIPLOMATIC POUCH

DONALD L. MILLER, 12315 Judson Road, Wheaton, Md. 20906: Thanks for the excellent coverage of postal games in progress and the synopsis of completed games which appeared in GRAUSTARK #87. It was most enlightening, and will prove most valuable for future reference. You are doing an excellent job of covering the field of postal Diplomacy in GRAUSTARK.

...Concerning the Diplomania controversy as discussed in Brobdingnag #32 - I am fully in accord that the present rulebook needs a drastic overhauling - but I am not sure that enough games have been played at this point to insure that the rewritten rules will be stated in such a way as to adequately cover all of the possible situations so that gamesmasters will not have to occasionally resort to their own judgement in complex situations. I would like a compilation of all rules and precedents adopted in the postal games played thus far, along with some sort of analysis of the effects of these various rules and precedents on the actual play of the game. I would also like to see some experimentation (with the convoy rules in particular), to test out a few of the alternatives to the present rules.

Of course, even with a revised rulebook, there will be variants played - this is so with any game. Some of these variants will be so slight that they will be virtually indistinguishable from a "regular" game of Diplomacy - in fact, some of the games played under the variant rules may be played entirely under the rules in the rulebook, with the variant rules never being used.

There are two main types of game-players - those who play games for "fun", and those who play for personal gain and/or prestige. Setting up a rating system, etc., is fine for the latter group - but the former can do without it.

It is argued that realism, per se, should not be the primary reason for choosing

one interpretation of the rules over another. Well, for some of those players who play for "fun", realism is the element which makes the game "fun", and therefore, for them, would be a valid reason, if not the only reason, for choosing one rule-interpretation over another. For others, the rule-interpretations which produce the most challenging game would be the ones making the game the most "fun" - for others, simplicity might be synonymous with "fun" - and so it goes.

When you come right down to it, of course, even personal gain or prestige might be said to provide the "fun". In other words, we all play games for "fun", but the things which make those games "fun" vary from person to person.

In Diplomania, we are not only experimenting with various rules and forms of Diplomacy, we are also trying to make the games as enjoyable as possible for the players involved. We naturally have to have a set of rules to start with, so we set up the Diplomania "ground rules", which, except for rule #9, are essentially the same as those used by most of the other gamesmasters. The players are asked to vote on rule #9 before each game starts. We also consult with the players at any time a controversial decision is called for during the play of the game.

((Rule #9, as printed in Diplomania #6, is: "Although a player may establish possession of a supply center by occupying it on a Fall move, he may remove a supply center from enemy possession by occupying it on a Spring move. The only exception to this is that the player who occupied the center on the Spring move may state, in writing to the Gamesmaster (for publication) that he is just passing through and will allow the other player to maintain possession of the center. If he moves out on the Fall move, possession would then revert to the player who owned the center on the previous Fall; however, if he failed to make the required statement, the center would become 'open', under the possession of neither player." This rule is in flat contradiction to the Diplomacy rulebook's stipulation on how a supply center is taken from one player by another. In addition, it introduces an unnecessary complication into the play of Diplomacy, particularly of postal Diplomacy.))

What I am trying to say here is that Diplomania is the "playground" of postal Diplomacy. We are trying to be as liberal as possible in our rules, deadlines, and the like, and still be fair to the players. A good course for would-be players to follow is to enter a Diplomania game if you want to play Diplomacy and enjoy it, and aren't too concerned about becoming Diplomacy champion of the world - but if you do want to become the #1 Diplomacy player, you can find plenty of willing Gamesmasters in the other Diplomacy 'zines which dot the scene. If we get 7 deadly serious players who want to play a deadly serious game, we will be glad to accommodate them in a deadly serious game - but we would not enjoy presiding over the arguments, bitterness, broken friendships and disputes which so often attend one of these deadly serious games.

After all, Diplomacy is a game, and thus is a means to an end (intellectual stimulation and recreation), and not the end in itself. Some of the players who enter Diplomacy games forget this, as we have seen from our own experience with postal Diplomacy. Diplomania hopes to prove that Diplomacy can be fun, and not just a means of reinforcing one's delusions of personal grandeur.

((Most postal Diplomacy Gamesmasters either print their own rules, or state whose postal rules they do use. The postal Diplomacy rules printed in GRAUSTARK #55, and followed in GRAUSTARK games, deal entirely with the postal play of the game. There is no attempt in GRAUSTARK, as there is in some bulletins, to attempt to clarify or change Diplomacy rules from the rulebook, which seem obscure. The only changes which ought to be made in the rulebook rules are those necessitated by the postal play of the game. This is why I oppose not only the Diplomania rule #9, but also the innovation introduced by Charles Brannan in the Wild 'n' Woolly games. The

This is

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

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rulebook states that a game is won when one player obtains a majority of all the units on the board. Brannan has altered this to give the victory to the first player to hold 18 supply centers at the end of a Fall move. Thus, in 1965I, John Smythe's Italy won in "Spring 1911" when he annihilated a German army, thus reducing the total of enemy units to 16 by comparison with his own 17. Brannan cannot very well make arbitrary changes in the rules, which are copyrighted by Allan Calhmer. Thus, despite Brannan's ruling in Wild 'n' Woolly #50, Smythe has already won the game.)

DAVID LEBLING, 3 Rollins Court, Rockville, Md. 20852: I am very sad to see that no one would take over for the LTA in 1965NT. I think the trouble with team games is that the fun of stabbing someone who trusted you is eliminated, and along with it goes diplomacy, and for all practical purposes, press releases.

((Not necessarily. The LTA contributed all the press releases except the "Try-pheme" ones, which I wrote myself. Now if they had only sent in moves as well as press releases...))

The experimental games, on the other hand, are, in my opinion, a real boon to the game: If enough people want to try out a weird variation; they can, and it gets it out of their system. If not, and they want more, it's possible that there is a viable offshoot of the parent game. I can't see those people who are against the variants. After all, the point of the game is to enjoy yourself, and if you discover something that will make the game more enjoyable to you, more power to you.

If people object to them that strenuously, it might be a good idea to stick a little "e" or "v" after the designation, to indicate the variant quality of the game.

JOHN McCALLUM, "A" Quarters, S. E. S., Ralston, Alberta: It seems to me that every transfer of editorship, except those by mutual consent like the Smytho-Koning change, has resulted in a certain amount of ill feeling....It seems to me that there would be less ill-will if this sort of thing were done by an impersonal agency. Of course, it would have to act through an individual, presumably the secretary, but, as he wouldn't be the person who would eventually publish the defaulting journal there might be less friction.

Notice that game fees are going up. \$5 is now the standard rate, more or less. (Wild 'n' Woolly \$6 next month.) A player puts up this money and invests in addition a great deal in the way of emotional involvement, especially in his first or second game, and then has absolutely no guarantee that the game will be played out to a finish. The editor can abandon it at any time, and the player has no recourse. So it does seem to me that some sort of standard machinery for taking over of defaulted games would be very much in order.

No doubt there would go up a howl that this takes away an editor's autonomy: He would have to answer to the Association if an issue was more than 2 or 3 weeks late, say; and the implied responsibility to an authority would not be pleasant. Let us note, however, that all of us make use of the publicity granted by the rest in order to recruit players for our games; to return the favor, and grant to those same others the right of investigating if we fail to publish as promised, seems to me only a fair exchange. (Of course, GRAUSTARK, which everyone reads, doesn't gain anything by the mutual publicity which we give each other, but all the rest of us do.

...There might be a few supplementary benefits. Listing of games would be more regular if there were a central organization to which every one would be expected to send copies of their 'zines. The first Games Bureau games, for example, actually started before 1965P and 1965Q, though listed after them. The current Big Brother game had its playing list out before the end of February and so should be listed ahead of some that are now identified. (I know this isn't your fault. I don't understand the mentality of editors who neglect to send you copies.)

By the way, aren't there enough John's around the Diplomacy world, without your adding 7 fictitious ones on 1966J?

((I have tried to maintain GRAUSTARK as a sort of central clearinghouse of postal Diplomacy, listing the players of all postal Diplomacy games and tabulating their results as they are completed. Although almost no other Gamesmasters have taken up this notation, preferring their own. I believe that it is useful in enabling players to have a common reference when discussing games. This will become increasingly important as more games are completed and used for reference. A table in GRAUSTARK #87 refers my notation to the Gamesmasters'.

((The fact that games begun earlier got later notations stems, of course, from my late receipt of the newsletters reporting them. In particular, Charles Reinsel refuses to trade Big Brother with other publishers, and insists on a cash subscription. Therefore, I did not know that the first Big Brother game had started until one of the players sent me a player-list, which appears in GRAUSTARK #88. As for Reinsel's mentality, as well as his morality, all that needs to be said about it can be summed up in the fact that he supports the American invasion of Vietnam.

((However, I do trade with other Gamesmasters. I now have a complete file of postal Diplomacy bulletins - the only one in existence, I should imagine.

((Postal Diplomacy has Johns enough, but the Charleses are rapidly catching up. The 7 unknown players in 1966J are listed as "John Doe" in its translations into the languages of the High Combatant Powers: the local equivalent of "John" plus the local word for a female cervino.))

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GRAUSTARK is published by John Boardman, 592 16th Street, Brooklyn, N. Y. 11218. Subscriptions are 10 issues for \$1. Numerous back issues are available at the same rate; write for details. Also for sale: Diplomacy rule books, \$1.00; maps, 4¢ each.

NOTE: To the list at the upper right side of p. 6 should be added:

James Latimer 16

1966Q

"Spring 1901"

RUSSIAN TROOPS TAKE LEMBERG; FRANCE AND ENGLAND ALSO CLASH

A second postal Diplomacy game has been begun in Room 1158 Ingersoll at Brooklyn College. The six players who participated in 1966G have been joined by Steve Jacobs, 1455 49th St., Brooklyn 11219, N. Y. (GE 6-7372). (Names and addresses of other players, with their telephone numbers, appear in GRAUSTARK #82.)

ENGLAND (Jacobs): F Lon-Eng; F Edi-North Sea; A Liv-Yor.

FRANCE (Sadowsky): F Bre-Eng; A Mar-Pie; A Par-Bur.

GERMANY (Boardman): F Kie-Hol; A Ber-Kie; A Mun-Tyr.

ITALY (Reinstein): A Ven-Pie; A Rom-Tus; F Nap-Ion.

AUSTRIA-HUNGARY (Salano): F Tri-Alb; A Bud-Ser; A Vie-Tri.

RUSSIA (Aita): A War-Gal; A Mos-Ukr; F Sev-Bla; F St.P-Bot.

TURKEY (Berman): A Con-Bul; A Smy-Arm; F Ank-Bla.

Underlined moves are not possible. Like 1966G, this game will be played at the rate of two moves per week. Moves are made in 1158 Ingersoll at 7 PM each Tuesday and Thursday. If the game is not completed by the end of the academic year, it will be concluded in postal play.

ST. PETERSBURG: Russia will not stand for the rape of Serbia! We will defend down to the last Rumanian!

MUNICH: Surrounded by his adherents in the Munich beerhall where the Hohenzollern dynasty was overthrown last Oktoberfest, the new Kaiser, Max III, promised to remove the capital of the 2 $\frac{1}{2}$ th Reich here from Berlin. ("The schnapps is just as good, and the beer is better," he is said to have observed to the Prime Minister.) Prior to his elevation to the throne, Max III, once a captain in the merchant marine, was German consul at the Squiji Islands.

ROSTER ADDITIONS

1965M - Conrad von Metzke, Costaguana (II)

- E - Phil Castora (res Sol)
- F - Bernie Kling (out FO3)
- F - Charles Wells
- G - John McCallum
- I - Robert Oline (res S04)
- John Boardman
- A - Lon Atkins
- R - Charles Reinsel
- T - Terry Houston

(This corrects various earlier progress reports on this game.)

1965R - E - Lon Atkins (res S06)
Mark Swings

1966H - Charles Brannan, Wild 'n' Wooly

This game, 1966KM in Brannan's notation, has been cancelled for reasons explained in Wild 'n' Wooly #51. Many of its players were relocated in a new game, which is designated "1966KN". In Graustark the notation "1966H" will be retained for this new game, whose players are:

- E - Derek Nelson
- F - Leonard Garland
- G - Ken Davidson
- I - Roland Tzudiker
- A - Ken Fletcher
- R - James Dygert
- T - Margaret Gemignani

1966N - Robert Ward, Marsovia

- E - Conrad von Metzke
- F - Dan Barrows
- G - Roland Tzudiker
- I - Anders Swenson
- A - Arthur Canfil
- R - James Latimer
- T - Charles Brannan

GRAUSTARK #89

John Boardman
592 16th Street
Brooklyn, N. Y. 11218
U. S. A.

The code on the upper right corner of the address label is explained on p. 6.

MOPSE IS BETTER THAN REMORSE!

1966O - Conrad von Metzke, Costaguana

- E - Rodney Walkor (IV)
- F - Charles Turner
- G - Bernie Kling
- I - Dennis Frisch
- A - Jerry Tenney
- R - Al Goggins
- T - Michael Hillen

1966P - E. J. Revillagigedo, Caramba

- E - Carlos Jimenez
- F - Carlos Morales
- G - Adalberto Moreno
- I - Francisco Urrutia
- A - Tomas de Silva
- R - Martin de Podo
- T - Humberto Martinez

1966Q - no gamesmaster, Graustark

- E - Steve Jacobs
- F - Mark Sadowsky
- G - John Boardman
- I - Larry Reinstein
- A - Gregory Salamo
- R - Michael Aita
- T - Donald Berman

1966R - John Boardman, Graustark

- E - James Latimer
- F - Donald Berman
- G - David Lebling
- I - William Sullivan
- A - Richard Uhr
- R - Kenneth Levinson
- T - Margaret Gemignani

Caramba (see 1966P, above) is the first Spanish-language Diplomacy bulletin. Those interested should send \$1 to its gamesmaster, c/o C. F. von Metzke, Box 192, Jamul, Calif. 92035.



FIRST CLASS MAIL

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