

Follow the adventures of SECRET AGENT O-O-HATE in the oldest bulletin of postal Diplomacy.

GRAUSTARK

#95

1965L, 1965Q, 1966AA

26 June 1966

1965L

"Fall 1908"

FRENCH ARMY SURRENDERS IN MILAN

FRANCE (Davidson): A Pie holds; A Apu-Rom;
F Tyr S TURKISH F Ion-Tun.

GERMANY (Clark): A Ber-Mun; A Tyr-Pie;
A Mar S A Tyr-Pie; A Tus-Rom; A Ven S
A Tus-Rom; F Lyo S RUSSIAN F Wes-Tye;
F Norwegian Sea, F North Sea, F Mid,
A Hol, A Ruh, A Bur, & A Gas hold.

RUSSIA (Koning): F Con-Aeg; F Ank-Con;
A Bul S F Ank-Con; A Arm-Ank; A Syr-Arm;
A Gre, F Bar, & F North Atlantic hold;
A Alb S A Gre; A Rum-Ser; A Gal-Bud;
F Wes-Tun; F North Africa S F Wes-Tun.

TURKEY (Swenson): F Ion-Tun; F Nap & A Smy
hold.

Underlined moves are not possible. The French army in Piedmont is annihilated. The High Combatant Powers now control the following supply centers:

FRANCE: Tun. (1)

GERMANY: Bol, Bor, Bre, Den, Edi, Hol, Kio,
Lon, Mar, Mun, Par, Por, Rom, Spa, Tri,
Ven. (16)

RUSSIA: Ank, Bud, Bul, Con, Gre, Liv, Mos,
Nor, Rum, St.P, Ser, Sov, Swe, Vie,
War. (15)

TURKEY: Nap, Smy. (2)

Germany and Russia may each build 2 new units. (Germany could build 3, but one of the home supply centers is occupied.) France and Turkey must each remove one unit. The deadline for those "Winter 1908" moves is SATURDAY 2 JULY 1966.

After publication of GRAUSTARK #93 it was found that England (Latinor) had submitted a "Winter 1901" build, a fleet in Edinburgh. All other players were informed and a new deadline of SATURDAY 2 JULY 1966 set for "Spring 1902" moves in 1966R.

In 1966Q, Don Miller (address on p. 9) replaces John Boardman as Germany.

DIPLMACY DEADLINE SCHEDULE

Postal Diplomacy deadlines in GRAUSTARK for the next three weeks are:

2 July: 1965L (Winter 1908); 1965Q (Winter 1906); 1966Q (Fall 1907); 1966R (Spring 1902).

9 July: 1966AA (Fall 1901).

16 July: 1965L (Spring 1909); 1965Q (Spring 1907); 1966Q (Winter 1907); 1966R (Fall 1902); 1966AA (Winter 1901).

These deadlines, allowing in some cases only 1 week for "Winter" builds, establish a GRAUSTARK schedule which causes no deadlines to fall on the weekend of 4 September. This is the time of the World Science Fiction Convention in Cleveland. The one week allowed for "Winter" moves is an experiment to see whether the games can be expedited to this extent. Since the rulebook does not allow diplomacy before builds and removals, they can be sent in by immediate return air mail.

To expedite the publication of GRAUSTARK, beginning with 9 July all deadlines will be as of Saturday noon. This will make it possible to print and mail GRAUSTARK on Saturday afternoon. Moves may be sent in by mail, telegram, or telephone. Players are encouraged to submit conditional builds and removals with their "Fall" moves, so that "Fall" and "Winter" moves may be published in the same issue of GRAUSTARK.

Earl Thompson announces that if Los Angeles gets the 1967 Westercon, the hotel will furnish, free, a room for Diplomacy. A Diplomacy tourney will be held, as an official part of the Westercon, and the winner will receive a trophy. The 1967 Westercon will be held on Fourth of

(continued on p. 2)

1965Q

"Fall 1906"

HEAVY FIGHTING IN AUSTRIA; NONE AT ALL BY GERMANY

After being dislodged in "Spring 1906", the Russian fleet in Norway retreated to the Barents Sea.

James Latimer has joined the game as a stand-by player. His address is given on p. 9, with the addresses of all other postal Diplomacy players currently active in GRAUSTARK games.

ENGLAND (Koning): F Norwegian Sea-Bar; A Norway-St.P; F North Sea-Norway.

FRANCE (Whalen): F Mid holds; A Mar S A Spa; A Spa S A Mar.

GERMANY (Snythe): No moves received. A Bur, A Gas, A Bre, F Eng, F Bal, A Kie, A Sil, & F Swe hold.

ITALY (Borman & Reinstein): A Boh-Vie; A Tyr S A Boh-Vie; A Tri-Bud; F Ion holds; F Tyr S F Ion.

AUSTRIA-HUNGARY (K. Patten): A Ser-Tri; F Alb S A Ser-Tri; A Vie S A Ser-Tri; A Bud S A Vie; A Rum-Gal; A Sev-Ukr; A Mos S ENGLISH A Norway-St.P.

RUSSIA (Swenson): F Bar S A St.P; A St.P S A Ukr-Mos; A Ukr-Mos; A Gal-War.

TURKEY (Kuch): A Gre-Bul; F Con-Aog; F Eas S F Con-Aog; F Aog-Gre.

Underlined moves are not possible. The Italian army in Trieste retreats to Venice, and the Austro-Hungarian army in Vienna is annihilated. The High Combatant Powers now control the following supply centers:

ENGLAND: Edi, Liv, Lon, Nor. (4)

FRANCE: Mar, Por, Spa. (3)

GERMANY: Bol, Bre, Don, Hol, Kie, Mun, Ber, Par, Swe. (9)

ITALY: Nap, Rom, Tun, Von, Vie. (5)

AUSTRIA-HUNGARY: Bud, Rum, Ser, Mos, Sev, Tri. (6)

RUSSIA: St.P, War. (2)

TURKEY: Ank, Bul, Con, Gre, Sny. (5)

England, Germany, and Turkey may each build one new unit. Russia must remove two units. The deadline for these "Winter 1906" moves is SATURDAY 2 JULY 1966. The alternate player, James Latimer, should submit a build move for Germany. If Snythe submits no German build, Latimer's move will be used, and Latimer will take over the play of Germany.

The Gamesmaster wishes to observe that no press releases were submitted for 1965Q, this move. Players are asked to remedy this condition in the interests of a livelier game.

DIPLOMACY DEADLINE SCHEDULE (continued from p. 1)

July weekend. A future issue of GRAUSTARK will carry the decision of the 1966 Western-con on the site of the 1967 meeting.

The attention of Diplomacy players is called again to the Diplomacy conclave which will be held in Youngstown, Ohio, on 1 September 1966, just before the World Science-Fiction Convention in Cleveland. For details write to John Koning (address on p. 9).

As long as they hold out, copies of James Wright's Diplomacy bulletin Bólverk will be distributed with GRAUSTARKS #95 or #96.

Back issues of the following issues of GRAUSTARK are still available: 44, 46, 48-53, 55-58, 60, 63, 64, 66, 67, 71, 72, 74-94. Available back issues of HURITANIA are 28, 30-33, 36, 38-40. Back issues are 10 for \$1.00.

FRANCE BLOCKS GERMAN INVASION ATTEMPT

WIEN (24 January 1901): The unexpected resignation of His Imperial and Royal Majesty, Franz-Josef, caused great stir yesterday. No less stir was created when the expected successor, Prince Ferdinand, was passed over, and the Emperor selected a young cousin, Prince Leopold of Habsburg-Leddenbutten, to succeed him on the Thrones of Austria and Hungary. The Prince, who is best known for having been sitting in the same armchair since the age of four, is known affectionately as "Prince Oblomov" by his friends. Both of them were asked if they expected the new Emperor to effect any innovations after his coronation. "Do you expect a man who hasn't moved from a sitting position in 26 years to innovate?" asked one. Said the other, "Well, he'll move from that damn chair to a throne, no doubt. Yes, and he'll make his tutor, Professor Otto Schrank, Prime Minister."

WIEN (21 March 1901): Showing unexpected energy today, Emperor Leopold XI (and King Leopold III of Hungary) read a two-minute statement in which he declared war on Serbia, Albania, Rumania, Bulgaria, Greece, Turkey, Persia, Egypt, and Grand Fenwick. "I had a dream and an angel told me to do it," said His Majesty, stuffing a little more hashish into his pipe.

BELGRADE (25 March 1901): Led by the Budapest String Quartet playing the music of Schubert, Brahms, Beethoven, and Tchaikovsky (!) the Austrian Army Awfully Array'd marched into Belgrade (after besieging it, of course) today. The seizure of the city was calm and without bloodshed. The only incident of disorder occurred when an obscure Corporal named Schickelgruber danced a jig in the town square. He was arrested and thrown into prison, where he is reportedly writing a book. In other military action, the Austrian fleet sailed into Valona harbor today and obtained the surrender of the Albanian government. The Emperor Leopold XI and III, smoking furiously, gleefully poked pins in his war map.

ENGLAND (Dygart): F Lon-North Sea; F Edi-Norwegian Sea; A Liv-Edi.

FRANCE (Smythe): A Par-Pic; A Mar-Bur; F Bre-Mid.

GERMANY (Latimer): F Kie-Den; A Ber-Kie; A Mun-Bur.

ITALY (Aita): A Ven-Pie; A Rom-Apu; F Nap-Ion.

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

RUSSIA (Lake): F Sev-Rum; A War-Pru; A Mos-War; F St.P-Bot.

TURKEY (E. Thompson): A Con-Bul; F Ank-Con; A Smy-Ank.

Underlined moves are not possible. The deadline for "Fall 1901" moves is SATURDAY 9 JULY 1966 at NOON (see p. 1).

A stand-by player has joined 1966AA, and will take over as provided in GRAUSTARK #67, p. 2, if any of the present players misses a move. The stand-by is Charles Turner, 24 Boyd Court, Pleasant Hill, Calif. 94523.

PARIS (18 May 1901): The French Republic announced a general mobilization of its armed forces. All land and sea units are to prepare for the defense of the homeland. And as a personal note to Germany: "Do not hold to the half truths of your honored Clausewitz. To be sure, the pit of the stomach of the French monarchy is between Paris and Brussels, but the stomach is corseted in steel."

PARIS (21 May 1901): The French Republic and the United Kingdom of Great Britain and Ireland signed a treaty of non-aggression and mutual assistance early this morning. The Montreaux Convention is an attempt by both powers to ensure their sovereignty against the depredations of the despots of the East.

THE ADVENTURES OF SECRET AGENT O-O-HATE

Chapter III

Clark Gunsel, Secret Agent S-O-Hate, looked warily about as he walked into the Library of Congress. Buried in the vaults of this building, he knew, were hundreds of thousands of books inimical to everything that America stands for. Over a decade ago, the faceless keepers of these archives of evil arrogantly denied the demand of Representative Velde that they turn over to him a list of their subversive texts. Now Velde was gone, and McCarthy was gone, but the evil works of Marx and Thoreau, of Lenin and Muste, still spread their poisons of pacifism and defeatism into the minds of their readers.

"Oh, Mr. Gunsel!"

O-O-Hate looked up from the card catalog tray, to see a librarian bearing down on him. Someone had discerned his secret identity as Clark Gunsel, mild-mannered comic-book collector.

"Mr. Gunsel, may I try again to persuade you to bequeathe your superb collection of comic books to the Library of Congress?"

O-O-Hate looked about him, and saw that they were unobserved. Quickly he took out what appeared to be a ball-point pen, and cut the librarian down in a jet of napalm.

"O-O-Hate isn't quite ready to bequeathe anything yet, pacifist dog!" he muttered. Then, patting the napalm thrower, "The Green Berets may be a new strip, but they've sure got some good ideas in it."

Quickly, efficiently, O-O-Hate sought out the books he needed. All day he worked, putting together evidence on the bearded peacenik and racial agitator Abraham Lincoln, and on the workings of the conspiracy which had put a memorial to him among America's shrines. As the evidence piled up, he first was startled, then astonished, then shocked. Finally, a sheaf of notes in his hand, he got up and went to a phone booth. With trembling finger he dialed the secret number of his chief, Mac.

"Mac? O-O-Hate here. I've got the goods on that peace creep who tried to keep America out of the Mexican war."

"Do you mean Lincoln?" his superior asked.

"Yes, chief, but you know how I hate to name names. It turns out that this is a lot bigger than just him. There are a couple of other monuments to these radical un-American agitators. I've got full information on all of them."

"Who are they? Out with it, man. Don't worry about mentioning their names; I've got the scrambler circuit on."

"Are you sure, Mac? Okay, here it is, and I'll fill you in on the details when I get back. The other two are George Washington and Thomas Jefferson!"

(How deeply does this conspiracy ramify? How did treasonous elements put the statuos of these subversives in our nation's capital? Will O-O-Hate trace this plot through to the end? Read Chapter IV in the next issue of GRAUSTARK.)

THE DIPLOMATIC POUCH

ROD WALKER, c/o 32nd Communications Sq., Scribner A. S., Hooper, Nebr. 68031 (note new address): I cannot understand your insistence that one of the two acceptable and proper spellings of Vietnam (Viet Nam) is the only correct spelling. It seems to me that this is false erudition. With a name which is composed, as is this one, of two ideographic symbols, one can run the Roman transliterations together or let them stand separately. ((This is incorrect. Vietnamese is written in Roman letters, introduced under the French occupation.)) I will grant that D. G. E. Hall calls it "Vietnam", but William L. Langer calls it "Viet Nam", so there is obviously no concensus ((or a consensu~~s~~)) of scholarly opinion on the matter. How-

ever, the relative independent nature of the two portions of the word is shown by the fact that the Annamese Empire was known as Nam Viet (or Nan-yu) from 207 BC to AD 602; that is, during the Triou Dynasty (207-111 BC) and the Earlier Li dynasty (AD 544-602). When the name was changed in 1802, the two characters were reversed and Annam became Viet Nam (Vietnam). The only advantage Vietnam has over Viet Nam is not that it's more correct, but that it's easier to write "Vietnamese" than "Viet Namose". Anyway, I'm sick of all those sics (sick).

This is

((I covered the dispute between the two methods of spelling in my column in Kipplo #100. (Kipplo is 20¢ per issue from Ted Pauls, 1448 Meridene Drive, Baltimore, Md. 21212.) There, I point out that we do not write "Ha Noi", "Hai Phong", or "Sai Gon".

O At
P Groat
E Intervals
R This
A Appears
T To
I Inflamo
O Optic
N Nerves

291

((Generally, though there are exceptions on both sides, it seems that supporters of the Johnson policy in Vietnam spell the name of that country as two words, while critics and opponents of that policy spell it as one. The only reason I can think of for this practice is that the spelling "Viet Nam" has the effect of making that country seem more alien and primitive, and thus provides a better justification for American intervention in and supervision of its affairs.))

I was very pleased to read Harold Naus' suggestion, brief though it was, for a Diplomacy organization. Very shortly, you should be receiving the one prepared by a small group of us in San Diego. It consists of a draft Constitution and a suggested set of By-Laws for an International Diplomacy Federation. It is being sent primarily to Gamesmasters at this time, but after their suggestions are incorporated into a final draft, the result will be sent to all Diplomacy players for whom we can find addresses. Once the Constitution is ratified, we're on our way...There is an Executive Council which has seven members (Directors) plus a voting President and Secretary-Treasurer, for a total of nine. As it happens, Mr. Naus was a member of the committee which drafted the proposals and has volunteered to do a lot of the dirty work in getting the organization on its feet. The others working on the proposal were Bob Cline, Conrad von Metzke, and myself. Hopefully, the organization will be in operation this fall.

((This sounds something like the NFFF Directorate - and we all know how well that works. Still, I'm willing to give it a try.))

EARL THOMPSON, Apt. #2, 128 S. Mariposa, Los Angeles, Calif. 90004: I have been writing to Reinsel, and he claims you are misquoting him, etc., etc., etc. and he had written to you prior to his publication article, etc., etc., etc. Personally, I think the entire episode ridiculous and pray it die out. For the issue is settled. You have the right to affix your remarks and he has the right not to receive them.

((Or to throw them in the wastebasket when he does receive them.

((Reinsel, Blake, Snytho, and others have expressed their distaste for demonstrations against America's Vietnam policy. I wonder how they would have been impressed by a show of support for that policy, which took place in Maine last Memorial Day. A group of Americans gathered together to show their support for the war effort. To honor the men fighting across the sea, they cast a wreath into the ocean.

((The ceremony was directed, and the wreath flung, by George Lincoln Rockwell.))

DAVID LEBLING, 3 Rollins Court, Rockville, Maryland 20852: I have no objection whatsoever to political discussion of the war, even in a Diplomacy bulletin (if it does not take up too much space). I do, in fact, have very strong convictions regarding the war, which I feel need not be "revealed", as I receive both your and Reinsel's magazines. However, I feel it is definitely ((sic)) time to call a halt. ...Diplomacy Bulletins should concern Diplomacy and related subjects. You say that politics is a related subject, as Diplomacy is an intensely political game, and I agree with you, but the politics involved is nearly 70 years dead.

((Look at some of those press releases again. Many of them discuss the events

of "1901" in decidedly contemporary tones.)

You say we should leave Vietnam, as our presence there is only destroying its chance of gaining a free government, and Reinsel says that we should stay there because only our presence can insure them freedom. If, then, you are both willing to make a major issue of the freedom of a people 10,000 miles away, will you not permit each other to his own freedom of opinion, no matter how odious you may personally find such opinions?

((You are deliberately confusing the issue, as have several letter-writers to Costaguana on this point. I have nowhere - and I want to repeat, for emphasis, nowhere - advocated that Reinsel not be permitted freedom of opinion on this or any other issue. Your statement to the contrary is as blatant a lie as can be found outside the pages of Big Brother. It is the pro-war viewpoint, and only the pro-war viewpoint, that is endangering freedom of speech and association in America. Who killed Leo Bernard? Who blew up the Du Bois club and Vietnam Day Committee headquarters? Who beats up anti-war demonstrators in New York, Brooklyn, Boston, Baltimore?))

JAMES WRIGHT, 1605 Thayer St., Richland, Wash. 99352: Our best Diplomacy player, Tim McDermott, came over today with three suggestions for addition to the game, one of which I had thought about, too. I'm passing these on to you for publication if you wish, and for comment. We plan to incorporate them into our next game. The revisions are actually minor, and don't affect the game greatly, but they do change it enough to add some new interest. (1) Optional placing of the fleets and armies to begin with is an improvement I think necessary. Also, I think a choice of piece should be incorporated here. What this means is that Russia could take an army in Sevastopol if it wanted. Or, in the case of Germany, a fleet in Berlin instead of Kiel, placing, say, an army in Kiel. (2) Optional talking of supply centers. Under these conditions, an Austrian army could occupy Venice, but it needn't take it. In other words, if two countries are allied, and one of the armies marches through the supply centers of his ally in Fall and doesn't want to take them, then he doesn't have to. This could provide for interesting double-cross possibilities. (3) Military aid in the form of sacrificing forces for an ally. In this case, if Germany and Austria were allied, and Germany had forces she really didn't need, but Austria did, then on the Fall move Germany could take one or two (or however many) pieces off the board (German pieces, of course) and with specifications for such, Austria could build that many pieces on the same Fall move. My friend and I differ on the conditions of the aid, however.

He feels the aid should be permanent for one year, the loaner to retain control if he wishes. I think this is much too permanent. Under my idea, if Austria received, say, one army from Germany in the Fall of 1901, then after the Spring 1902 move, Germany could take back the army from Austria if she wished. However, although Austria would be deprived of the loaned army, Germany couldn't pick it up until the Fall 1902 move. This plan makes it less permanent, and hopefully eliminates (or minimizes) the use of loaned armies against the loaner, which could certainly take place under McDermott's conditions. These three ideas will go into effect in our next Diplomacy game for a trial. They look good in theory; I hope they work well.

((The second of those three suggestions was tried out in 1966W, with results that readers of Bilverk may judge for themselves. This game also permitted retreats of units which had been dislodged, even though the players of those pieces had left the game.))

ADVERTISEMENT: Mad-Man Miller, that Maniac of the Diplomaniacs, announces the latest in his recent outbreak of (hare)brain(ed)-storms, the Diplomacy-variant-to-end-all-Diplomacy-variants, THE GAME OF ANARCHY. Urgently needed to get the game under way are 34 players (one per supply center, with centers to be assigned by lot). The game will be free, with players receiving Diplomania at no cost to them for as long as they are in the game. For details write Don Miller, 12315 Judson Road, Wheaton, Maryland 20906... and sign up now for the game so that it may begin as soon as possible, and you may start receiving your free copies of Diplomania.

JAMES LATIMER, 4611 Silver Hill Road, Washington, D. C. 20023: I lay claim to the record for simultaneous postal Diplomacy games. The number is currently 21, with my name on about 5 or 6 more. I'm also alternate player in two games...

I haven't the time or ambition to go into my disagreements with your views. As I called your mailing stickers "nonsense" in Costaguana, I do consider them that. But they certainly have never bothered me. As far as I know they have never bothered my mailman either; I've been rather amused by them.

There were some things in GRAUSTARK #94 which sickened me. Specifically, the Blake letter and your apparent belief that Charles Reinsel likes burning Vietnamese villagers in napalm. I am quite glad that someone like Blake will stop following GRAUSTARK, and hope he leaves Diplomacy as well. I would love to know just who is doing all this bombing of villagers with napalm. ((Go ask at Man Quang, the Lidice of Vietnam.)) I don't doubt that it has accidentally happened; there were certainly civilian war casualties in WWII, as in other wars. But you seem to be implying that all this is done on purpose. Now just who is having fun exterminating villagers? ((Napalm is being used to burn out deliberately those villages suspected to be harboring "Viet Cong". Since anyone who doesn't care for the Ky government policies is characterized by Ky as "Viet Cong", this takes in a lot of room.))

I might mention that napalm was used in WWII. Where were you then? ((In junior high school.))

I will reply in my own feeble way to your practice of "stickers". Undoubtedly you have noticed the effort on the envelope of this letter.

((This sticker read "Fragile - Handle with Care". This is altogether appropriate for the French moves in 1966Q.))

COMPLETED POSTAL DIPLOMACY GAMES - III

1964C: This game began under the gamesmanship of Dick Schultz, but was taken over after "1908" by John McCallum when Schultz ceased publishing the bulletin, Brobdingnag. (Brobdingnag, which continues with a new game under McCallum's editorship, is the second oldest extant postal Diplomacy bulletin. The letter columns contain much interesting discussion about the rules.)

The game began with the three strongest players concentrated at the western end of the board: Goldman's France, Boardman's England, and Nelson's Germany. The first two united against the third, and eliminated Germany in 4 game years. In the meantime, Daniels and Harloy ceased submitting moves with "Fall 1902", thus leaving Blake's Turkey the strongest power by default. The next phase of the game began in "1904", when France doublecrossed England and landed an army in Wales, while Turkey attacked Italy. An Anglo-Turkish alliance contained the French eastward push in Germany, while the remaining English forces chivvied the invading French army around England, and Italy held the line against numerically superior Turkish forces. It took 3 years for Turkey to defeat Italy. Then, after a couple of years of desultory maneuvering, France joined England in "1911", and ceded to England sufficient supply centers to block and defeat the Turks.

The supply center diagram below may be interpreted from the key in GRAUSTARK #87.

	00	01	02	03	04	05	06	07	08	09	10	11	12	13
E	3	4	5	7	8	9	8	10	10	10	11	14*	16	18
F	3	6	6	8	10	10	11	10	10	10	9	5	3	1
G	3	3	3	2										
I	3	4	6	6	6	7	6	2	1					
A	3	4	3	1	1									
R	4	5	4	1										
T	3	4	7	10	9	8	9	12	13	14	14	15	15	15

E - John Boardman (won F13)
 F - James Goldman
 G - Derek Nelson (out F04)
 I - Len Bailles (out F09)
 A - Ron Daniels (out SC5)
 R - John Koning (res S01)
 Paul Harloy (out F04)
 T - Eric Blake
 Gamesmaster - Dick Schultz
 (thru F08); John Mc-
 Callum

1966W: This Diplomacy game is a hybrid; the first three game years were played by mail, and then it was completed over the board. As in 1964C, England won in 13 game years. A sample copy of the bulletin of this game, Bölvork, is included with this issue of GRAUSTARK.

Several variations from the usual Diplomacy rules were employed in 1966W. Convoys and retreats were permitted, and the units of a player who had left the game were retreated when dislodged, rather than removed. But the most significant departure was one described by "Gamesmaster" James Wright in his letter on p. 6. A power which occupies an ally's supply center at the end of a Fall move may leave that supply center in the ally's possession if it is mutually agreeable. This means that, in addition to the symbol "*" which indicates that for some reason a player has one fewer units than supply centers, the symbol "#" indicates that he has one more unit than the number to which he is entitled under the rules of Diplomacy.

Often, players would move less than half of their units, leaving the others un-ordered. This made for a slow game, and patterns of alliance did not become evident to any extent until about "1905". At this point a Russo-Turkish alliance, having eliminated Austria-Hungary, went on the warpath with great success. When Italy was eliminated in "1909", the game became England and Germany against Russia and Turkey. The former alliance was aided in "Spring 1908" by a move "F Spa (n. c.) - Mar" which through an oversight was permitted to stand.

The game took an unexpected turn in "Spring 1913" when Germany and Russia, the junior partners of the alliances, with 5 supply centers between them turned on the other powers and began to work together. This presumption was requited by the elimination of Germany. Russia then announced an alliance with England, and England was accordingly declared the winner after 13 game years.

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	
E	3	4	5	6	6	8	10	12	13	14	14	16	14	16	E - Karl Thompson (won F13)
F	3	5	5	4	4	2	1	2*							F - Paul Dunigan (res F03) James Wright (out F08)
G	3	4	6	7	8	8	7	4	2	2	2	1#	3*		G - Mike Jaske (out F13)
I	3	5	4	4	4	4	4	3	3	2					I - Alan Kissinger (out F10)
A	3	4	5	3											A - Tim McDermott (out F04)
R	4	5	6*	5	6*	6	5	6	6	5#	5#	4#	2##	5	R - Alan Harvey
T	3	4	3	4	6	6	7	7	10	11*	13*	13*	15**	13	T - Bob Speed Gamesmaster - James Wright (thru F03), then none

POSTAL DIPLOMACY ROSTER: ADDITIONS AND CORRECTIONS

Conrad von Metzke reports that Monroe Jeffrey's T. S. (formerly Fidgely) has been scrapped after 6 issues, but that other west coast Diplomacy fans are trying to salvage game 1966M. Eutiquio Jose Revillagigodo's Spanish-language Diplomacy 'zine Garamba will not be published after all, though game 1966P is being conducted by carbon copy and is already into "1904". It also appears that Jerald Jacks has abandoned plans to published Osgiliath.

1966B: A - Dennis Frisch (dro S61)
Jerald Jacks (dro F02)
Robert Clinc

1966Q: G - John Boardman (res S07)
Donald Miller

1966M: F - Art Canfil (res S92)
Lou Curtiss

1966AC: I - Arthur Canfil replaced
by Al Goggins

1966N: A - Art Canfil (res F01)
Wayne Gibbs

Arthur Canfil's resignations are forced by the fact that his ship has been ordered to Vietnamese waters. He has gone on a hunger strike to protest the war, and is presently in the brig. All our best wishes are with this patriot in his time of trial.

1966AA (continued from p. 3)

NICE (30 May 1901): The Undersecretary of Foreign Affairs and his Italian counterpart met today to negotiate a modus vivendi. Though it is rumored that France and Italy will sign a non-aggression pact experts discount the possibility. Old grievances die slowly. For the moment both powers are seeking concessions.

PARIS (1 June 1901): Border clashes between elements of the Armee Metropolitaine and the German Imperial Army are reported near Belfort. Though unconfirmed by the General Staff it appears that France and Germany are again at war.

At four o'clock today the French government declared "a state of war exists between France and Germany." No note has been handed to the Germans. It appears that the government considers the fighting near Belfort note enough.

MARSEILLES (2 June 1901): The first Territorials landed today. Four battalions of Tirailleurs Algeriens and the famous Chasseurs d'Afrique regiments arrived in southern France. The Territorials and the yet to arrive Colonials will be organized into the Third Army.

SYRIA: The capital of Turkey is moved to Syria. Turkey is chicken and Syria seems to be safest, far from any battles.

BERLIN: Any head-on clashes with German troops should be avoided at all costs - those spikes are quite sharp.

CURRENT PLAYERS IN GRAUSTARK GAMES

After each player's name, in parentheses, are the games in which he is currently active and the countries he is playing. "S" means "stand-by".

Michael Aita (1966Q-R, 1966AA-I), 2015 Foster Ave., Brooklyn, N. Y. 11226
 Donald Berman (1965Q-I, 1966Q-T, 1966R-F), 1860 Bedford Ave., Brooklyn, N. Y. 11225
 Frank Clark (1965L-G), 5506 Fiske Pl., Alexandria, Va. 22312
 Kenneth Davidson (1965L-F), 430 4th St. S. W., Medicine Hat, Alberta
 James Dygert (1966AA-E), 2090 Blackwood Dr., Walnut Creek, Calif. 94596
 Margaret Gemignani (1966R-T), 67 Windmore Rd., Rochester, N. Y. 14610
 Steve Jacobs (1966Q-E), 1455 49th St., Brooklyn, N. Y. 11219
 John Koning (1965L-R, 1965Q-E), 318 S. Belle Vista, Youngstown, Ohio 44509
 Terry Kuch (1965Q-T), 2323 Nebraska Ave., Washington, D. C. 20016
 Robert Lake (1966AA-R), 66 Colonial Ave., Scarborough, Ontario
 James Latimer (1965Q-S, 1966Q-F, 1966R-E, 1966AA-G), 4011 Silver Hill Rd.,
 Washington, D. C. 20023
 David Lobling (1966R-G), 3 Rollins Court, Rockville, Md. 20852
 Kenneth Levinson (1966R-R), 1991 Sedgewick Ave., Bronx, N. Y. 10453
 Donald Miller (1966Q-G), 12315 Judson Rd., Wheaton, Md. 20906
 Kim Pattee (1965Q-A), 707 Bryson St., Youngstown, Ohio
 Larry Reinstein (1965Q-I), 1765 E. 7th St., Brooklyn, N. Y. 11221
 Gregory Salamo (1966Q-A), 30 Avenue V, Brooklyn, N. Y. 11223
 John Smythe (1965Q-G, 1966AA-F), 621 E. Prospect, Girard, Ohio 44420
 William Sullivan (1966R-I), Box 616, 320 Memorial Dr., Cambridge, Mass. 02139
 Anders Swenson (1965L-T, 1965Q-R), 145 Ponderosa Lane, Walnut Creek, Calif. 94598
 Earl Thompson (1966AA-T), Apt. #2, 128 S. Mariposa, Los Angeles, Calif. 90004
 Charles Turner (1966AA-S), 24 Boyd Court, Pleasant Hill, Calif. 94523
 Richard Uhr (1966R-A), 942 First Court, Brooklyn, N. Y. 11223
 Conrad von Metzke (1966Q-S), P. O. Box 192, Janul, Calif. 92035
 Rod Walker (1966AA-A), c/o 32nd Communications Sq., Scribner A. S., Hooper, Nebr. 68031
 Bob Whalen (1965Q-F), 77 Kendall Dr., Ringwood, N. J. 07456

*

GRAUSTARK is published by John Boardman, 592 16th St., Brooklyn, N. Y. 11218. Subscriptions are 10 issues for \$1.00. If "S" appears on the address label, this is a sample copy intended to elicit a subscription from you.

