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Litho and Letter

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MAY 10 1964
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WASHINGTON, D. C.

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The following is a copy of the report of the Bureau of the Federal Bureau of Investigation.

This is JUTLAND JOLLIES # 5, a Club Book Publication. This issue is, unfortunately, the courtesy of the Carling Red Cap Forever Association (many forget to buy the beer \$1.50).

Costs here are \$1.00 but we don't want your money. We already have enough people for a 1000 game and that is just about the limit of work that the editors wish to indulge in at the present time. Again subscriptions are for \$1.00. Our schedule is roughly tri-weekly. We accept trades with anyone except TIME (by Order of the Mental Health Section, Department of Public Health, Government of Ontario).

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24 Dec 1967 (1967AN)

Nov 3, 1967

Gamecaster is David Nelson, send your notes to him.

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HEADLINE FOR SPORTS 1967 MOVES IS FRIDAY, 24 NOVEMBER, 1967

Racing Systems

by DJM

The fact that ya ole kindly editor has noticed that he is racing poorly in a number of racing systems has forced him to the obvious conclusion that the happy world needs a new system; that is, a system in which ya ole kindly editor finishes first.

He failed, though not by want of trying, in establishing a new one.

He still feels that his original idea was a good one, however. All present racing systems ignore one vital factor--the relative strengths of the countries involved, a factor over which a player may not have control.

I myself (pardon the pronoun shift, but its late and I'm tired and in just a few hours I have to get up and go to St. Kitts) have a sterling record of being slaughtered while playing Austria and Germany, while my record for all the other powers has been fair to good.

I made a list of player's records by country in completed games, and a part-list in uncompleted games. The same people in my system tended to rate near the top anyway as could be expected, but there were a few surprises; for example, John Smythe ran very poorly in Russia.

Anyway, if someone (hear that, John McCallum) could elaborate upon such a system based upon countries rather than people I'd like see what the results would be.

I'd do it myself, mind you, but when I'm not too busy I'm too lazy to put forth the amount of effort that will be required.

11. Team Game # 1

YOUNGSTOWN ROLLING ROCKS

England (Kohing) : F Wal-Eng; F Lon (S) F Wal-Eng; F Nth (S) F Wal-Eng;
A Norway holds
Italy (Pattee) : A Tus (S) A Ven; A Rom (S) A Ven; A Venice holds;
F Tun-Med
Turkey (Pattee) : F Smy-E Med; F Bla-Con; A Con-Smy; A Bul (S)
Russian F Rum

SCARBOROUGH RED CAPS

France (Darey) : F Bre - Eng; F Mid (S) F Bre - Eng; A Bel - Ruh;
A Pied (S) AUSTRIAN A Vie - Tri;
Germany (Cronin) F Nol - Nth; A Den (S) A Mun - Kiel; A Mun - Kiel;
A Tyr - Mun.
Austria (Cadenhead): F Tri - Ahr; A Vie - Try; F Gre - Aeg;
A Bud - Tri; A Ser - Bul.

THE PAUL HARLEY WORD PASCIPISM SOCIETY

Russia (Harley) : F Rum (S) Turkish A Bul; F Sev - Bla; F Swe - HOLD;
A StP - HOLD; A Ber (S) A Sil - Mun; A Sil - Mun;
A War - Gal.

The German army Tyrolia is forced to retreat to Bohemia.

FALL 1962 MOVIES ARE DUE FRIDAY, 24 NOVEMBER, 1967. OR SOONER

The "To Whom It May Concern Department"

"The coherence of a fact, of any fact, is conferred on it by the mind that grasps it, by the understanding self."---IBID

"The present age tends towards equality, and its most logical -- though mistaken -- fulfillment is leveling..... but leveling is in itself the destruction of the individual." -- KIERKEGAARD

CHANGE OF ADDRESS: Hal Nease, 681 I Street, Space B-11, Chula Vista,
CALIF. 92010

ITALIAN FORCES STILL ON MANEUVERS - REST OF EUROPE IN BLOODBATH

ENGLAND: A Yor - Lon; F Ed. - Nth; F Nwy S F Ed - Nth;
(Cochrane) F Nth - Ska.

FRANCE: F Bre - Mid; F Mar - Lyon; A Spa - Mar; F Eng S A Bel;
(KONING) A Bel S German A Ruh - Hol.

GERMANY: A Ruh - Hol; A Mun - Ruh; F Den - Ska; A Kie - Den.
(Francis)

ITALY: A Pie - Ven; A Ven - Apu; F Tun - Tyr; F Rom - Nap.
(Arico)

AUSTRIA: A Vie - Gal; A Bud S A Vie - Gal; F Tri - Alb.
(Czata)

RUSSIA: A War - Gal; A Mos - StP; A Ukr - Sev; A Rum - Bul;
(Reinsel) F Sev - Bla; F Swe - Ska.

TURKEY: A Gre - Ser; A Con - Bul; A Smy - Arm; F Ank - Bla.
(Smythe)

MOVES ARE DUE HERE FRIDAY, 24 NOVEMBER, 1967

Please note that the Italians did receive a build for Fall, 1901, contrary to all published reports in our issue #4. It was delivered to the wrong apartment. All players were informed of this by letter.

LONDON: Lord John Fisher, the First Sea Lord reported on the recent operations of the Home Fleet, the Channel Fleet and the embarked battallians of the R. M. L. I. in the House of Lords yesterday.

"In view of the sudden German occupation of Denmark last May, the king of the Norwegians had requested the assistance of the Fleet, in order to deny the Kattegat to the Germans and maintain the balance of power in Europe. In a similar mode, the Netherlands government, observing the exceedingly hostile maneuvers afoot in the Rhineland, had invited Her Majesty's Government to send an appropriate guard of honour to participate in the Coronation of Queen Wilhelmina."

"It is true that an extra battalion of the R. M. L. I. was sent to this Review, and that, as has intimated in the Frankfurt papers, it remained in Netherlands waters for a brief span after the Coronation, but such measures appeared at the time necessary, not in the narrow interest of Britain alone, but of all Europe in preserving a general balance. Such balance, is, of course, best preserved by maintaining the Fllet in its historic position of absolute supremacy . . . "

(excerpt from three hours of testimony in defence of the New Construction section of the Naval Estimates.)

ROME: The Ministry of Internal Affairs and the Mistress of the Treasury announced in a joint report, the result of a 6 month 'affair', that imports of Canadian beer have been halted.

"Due to problems of shrinkage during transit (from 780,000 cases to 340,000) we are forced to rely on the domestic product, Mala Aria" announced the minister.

Mala Aria has been known, when imbibed by more than 40% of the population of a given district, to produce a strange atmospheric

condition, classed by leading biologists as a severe form of vapour paludis, or swamp gas, which is capable of destroying a battalion of Canadian engineers. (As many can remember, on 18 October, 1897, a shipment of Mala Aria was sent to Canada in exchange for the Canadian brew. Upon arrival, it was sampled and resampled by dockyard stevedores, and the result was a cloud of vapour paludis maior, or greater swamp gas. The memorial at the dock states: "Here charged the 2ND engineers, never to return; for instead of finding clear sweet air, they received swamp gas burn."

OTTAWA: The Canadian Government today declared war upon the Government of Italy. We think we've been insulted.

NAPLES: The Government wishes to aid Turkey against Austria-Hungary. You may have Budapest and Serbia in exchange for Vienna and Trieste. Greece is yours also.

ZURCHER TAGESBLATT: It is with a feeling of regret that Middle Europe will observe the retirement of the Austro-Hungarian Foreign Minister, Doktor Conrad of that ilk, to his Costaguanaian estates in the hills of Santiago de California. While the rest of Europe was falling into a state of turmoil, his hand at the helm of the Austrian ship of state was sufficient to maintain the peace. It is only to be hoped that from his retirement he will continue to send the letters that made him famous throughout our Dippy world before he took up the burdens of office.

It is equally to be hoped that Dr. Conrad's successor at the Ballplatz, Count Czata, can succeed as well. Little is known of Count Czata. A scion of the Bohemian nobility, he briefly held the family seat on the Bohemian Delegation in the Diet before succeeding to the family estates, and its seat in the Austrian House of Peers.

Although it is reported that as a student he was suspected as a liberal and as a Slovenian nationalist, all suspicion must have vanished, as he has now been called by the Emperor to be Imperial and Royal Foreign Minister.

As long as the policy of Dr. Conrad was so successful, it did not matter if Austria's sword collected a little rust in the sheath; it would be a great pity if by reason of his minority origins, Count Czata was found to be a disintegrative influence upon the Empire, in addition to some of the other problems accumulated during Dr. Conrad's closing years of office, especially in terms of Austria's declining influence upon Serbia, Albania and the other Balkan states.

A Hint of Mint or A True Tail

There is a school in Toronto which has a large number of international as well as Canadian students who were one day called upon to write essays on elephants.

A British student entitled his essay "Elephants and the Decline of the Empire"; the French student called his "Elephants and Sex"; a Yank entitled his "Bigger and Better Elephants" while the Canadian student settled for "Elephants: A Provincial or Federal Responsibility?"

Those who understand the above joke will have taken a giant step forward in understanding the "national character" of Canadians.

AT LAST! WE FINALLY HAVE SOME COMMENTS ON WAR GAMES!

Doug Beyerlein, 3934 S.W. Southern, Seattle, WASH. 98116

AS I am a big fan of any wargames, I felt that I should comment. About four years ago I started playing AH wargames and enjoyed them very much as they were far above the level of the Milton-Bradley type of game and they offered a real challenge. After two years of AH I met Richard Shagrin and Derek Nelson; Shagrin introducing us to Diplomacy and Nelson to the Postal Version. As of today I still don't grasp the total idea of how to win a Diplomacy game (I know the rule but getting those 18 units is something else.)

But getting back to AH, I think what intrigued me most was the beautiful co-ordination of what you have necessary to win, but still needing to employ your forces in correct fashion; ie., a stupid fool playing his first game could not win just with "beginner's luck", he must know something of what he is doing. Therefore AH games are not like playing Monopoly where playing the game once or twice would bring a person to develop his abilities at winning immediately. To win an AH game against a good player requires a detailed study of the game and at least a half dozen or so practice runs. Also these games are not made to stagnate at a certain level of intelligence, as the better, quicker thinking opponent can always find a way to improve his playing skill by creating a new way to quickly win, ie. a new and different strategy.

Diplomacy, like Avalon-Hill games, has these desirable traits and that is probably why you find a high quality of intelligence in most Diplomacy players as they would not be here if the game proved too difficult. ((possibly that last word should read "simple"??))

Sid Cochran, Jr., 1816 S.College, Tyler, TEXAS 75701

((Following is an excellent review by Sid Cochran Jr. on the game of CONFRONTATION and a varriant of it called Milopoliks.))

A Few comments on CONFRONTATION, published by Gamescience Corporation, 404 Delsa Drive, Goshen, N. J. 08218, may be in order.

The quality of the materials provided for the game compares favorably with that of the Avalon Hill games for which you ((Bob Lake)) have requested comments. A few difficulties are caused by the relatively small scale of Europe and possibly of North America compared to the size of the pieces used to represent Army units in the game. The publishers have agreed to provide a large scale mape of Europe for the next edition of the game, which will partially account for its increase in price, as in the future it will cost \$6.98 or more.

This war game is intended for the would-be chief of state, rather than the followers of Patton, Guderian or MacArthur, although there is room for such military geniuses in it in a subordinate capacity. Indeed, as at present drawn, the leader on each side must be able to participate as the supreme military, economic and political chief of a coalition of the powers in a contest for the mastery of the world, although supplementary versions are promised for the future in which greater rein is given to the player with Diplomatic talent.

The basic game of Confrontation is prepared for play between two sides, Blue, corresponding to the U.S. and its allies as of about 1960-1965, and Red, corresponding to Russia, China and their allies and satellites as of about the same date. Each side is allowed to equip itself with armaments of the vintage of about 1935, and to make alliances with the countries that formed the so-called 'Third World', the neutrals of

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the early 1960 period, according to an interesting scheme based on the level of initial readiness for warfare chosen by the two High Contending Powers. After initial alliances have been made, and the initial forces assembled, the two powers enter into a phase corresponding to 'Cold War', in which they endeavour to improve their military and political positions by the use of the built-in qualities of the lands they initially occupy and their differing capacity for Cold War activity. Thus, Red can militarily take over an unaligned country during Cold War, without reprisal from Blue, unless Blue on the subsequent turn declares Hot War. During the Cold War phase, each side further has the opportunity to apply its economic power to the preparation of technologically advanced military units, which may later be able to tip the scales of battle decisively; to mobilize its industrial might in preparation for the day of the outbreak of the war.

When the day of 'Hot War' arrives, the side declaring war has a possibility of catching the other by surprise, to the probable loss of a great proportion of its forces on the initial move in the war. The object of the game is to seek and hold control of some 92 'economic centers' scattered around the board in a pattern roughly similar to the economic centers of the actual world. This is done by the maneuvering of naval units on the oceans and military and aviation units upon the land upon a grid drawn after the actual transportation system of the countries of the world. Rather than the tactical games and problems prepared by Avalon Hill, each unit in Confrontation is of the approximate size and power of an army group, and it would appear that strategic and logistic considerations must dominate the play of the game. Battles are resolved by the players according to a front concept, in which player skill plays a greater part, and luck rather less than in some of the war games now on the market, although some part is still allotted to chance factors, unlike the play of Diplomacy. The technology race continues during Hot War, and so does diplomatic maneuvering, although on a much smaller scale than during Cold War. The rules of the game permit continuous shifting of the leadership in technology, as first one then the other power manages to forge a lead in this field or that, from the first nominal atomic bombs to ICRBM's and Poseidon-armed nuclear submarines, and from the P36's and Glosters with which the combatants start the war, to the long range jet aircraft which can be developed in time.

A version of Confrontation called Milopoliks has just been published, which is highly comparable to Diplomacy, in that it calls for from 3 to 6 independent powers to start off, and by dint of skilful diplomacy and maneuver, to gain control of and hold a solid majority of the 'economic centers' of the world for a three years' period. Provision is made in this game for growth of the powers in a race for the occupation of the world comparable to the actual 'colonization race' that was preoccupation of the last quarter of the 19th century, and the aviation has been eliminated for convenience' and simplicity's sake. Rules versions are also supplied for staff operation when the commanders in the basic game enjoy the assistance of staffs of up to four men on a side, and the publication of a play by mail set of rules for the game has been promised.

this writer has yet to find an opponent for across the board play of the game, but from his examination would rate the diplomatic and technological potential of the game under its present rules as excellent. Possibly because the implications of the front concept are not fully understood, the writer would rate the realism and potential

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of the military part of the game as fair to good. perhaps play of the game will increase understanding of this phase.

The Milopoliks version of the game uses a sequential play rule during each turn, rather than a simultaneous movement concept, which that the rapidity of movement possible under the rules of Postal Diplomacy is not possible. This reviewer thinks that a playable Diplomatic version of this game can be worked out by eliminating the sequential play within each move and the rolling of the die to add a chance factor to each battle. While the Milipoliks variant of Confrontation is formally divided into four phases per formal game move, so that it might not take longer to play this game to victory by mail than it would if one had a national budget with which to hire actors to go out and play the game with live ammunition. The chance factor would certainly be sufficient if it were made to turn, not on the fall of the dice, but upon whether the several High Contracting Powers fulfilled their treaty obligations in the event of contact or conflict, it seems to me.

The Postal Play Rule would then have the following phases:

- 1) Pre-move Diplomacy
- 2) Declarations of war, neutrality or alliance delivered to the gamesmaster, together with construction orders based on the economic centers held at the end of the previous move, and movement orders.
- 3) Movements resolved by the gamesmaster, and fronts determined.
#Publication of declarations of alliance, neutrality and warfare.
- 4) The High Contending Powers each declare their strategy for each front in which they have come into conflict by mail to the gamesmaster, together with options for resolution on each front.
- 5) The gamesmaster resolves the battles in accordance with the battle tables and the orders forwarded by the High Contending Powers.

#Publication of advances, retreats, and new economic situation. This might not be too bad in nobody missed a move; but if for any reason one of the High Contending Powers suffered an uncivil commotion at home or in his office, or if the U.S. Postal Service went Zot! upon him (the Royal Canadian Postal Service is Organized, and would never do such a thing, would it?) ((Oh no, that could never happen here!)) disaster would ensue, not only for the Power concerned, but for its allies also.

It is suggested that conceivably the gamesmasters and others of the JJ public might be willing to assist the writer in working out a set of rules for a 5 man Postal game. The writer is distinctly not interested in starting a magazine of Postal Confrontation. His legal practice is causing sufficient hair to fall out and turn white, thank you.

These Milopoliks rules may be in the \$6.98 price; please correspond with the publisher before assuming that they come with the game, however. As published, the Milopoliks game is comparable with Diplomacy played over the board, and Confrontation itself is comparable to some of the more high powered variants and super-variants of Avalon Hill such as Barbarossa, privately published by various parties. (end)

((NOTE: All correspondence concerning war games should be sent to Bob Lake.))

-- RULES TO BE FOLLOWED IN JUTLAND JOLLIES --

The normal rules for Diplomacy as published by GAMES RESEARCH INC. will be followed in this magazing with the following additional rules and interpretations.

(1) Victory will occur whenever one Power achieves a majority of the pieces on the board. (Not necessarily a majority of the supply centers)

(2) The Coastal Crawl is used. eg. F Bul (s.c.) - Con; F Con - Bul (e.c.). Similarly, F Spa (s.c.) - Por; F Por - Spa (n.c.). This is permitted only with fleets as armies do not necessarily move along coastlines as fleets must do.

(3) Support by fleets in split provinces. A fleet can only give support into a province or body of water into which it could normally move to; therefore a fleet on the south coast of Spain could not give support to a unit moving into Gascony although a fleet in Gascony could support a fleet moving to either coast of Spain as that fleet occupies the entire province (Spain). Likewise all similar situations.

(4) Exchange of provinces via convoy is allowed, provided that the convoying is done by different fleets. eg. A Bel - Lon, F Eng C A Bel - Lon, and A Lon - Bel, F Nth C A Lon - Bel would both succeed.

(5) The "Chalker Rule" is Not used. A country may not attack its own position with support in order to stand off a supported attack by an enemy or a friend.

(6) Retreats. Players will have the option to remove a routed unit rather than retreating it. If, after the results of a turn, a player has to retreat a unit and there is only one space that it can go to, the gamemaster will retreat it there. (provided that the space is not an open supply center belonging to another player and does not take place on a fall turn) The player concerned will then be given a specified date or time by which he must exercise his option.

(7) The "Koning Rule" is used. A unit attempting to enter province A, if routed by an attack coming from province A, does not prevent another unit from entering province A from a different direction.

(8) "Brannan's Rule" is used. A convoyed attack is assumed to come from the direction of the last convoying fleet.

(9) Convoying between contiguous provinces is allowed. A player may, if he wishes, convoy an army from Holland to Belgium via the North Sea, even though, according to the above rule (Brannan's) this would cut any support from Holland on an attack on Belgium.

(10) Units may pass through a supply center in the Spring and out again in the Fall without changing the ownership of that province. Ownership changes only when a previously foreign or neutral supply center has been occupied by a unit after a Fall move, complete with retreats.

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(11) The Surrounded Force Attacked on Two Sides. If a force in a province is attacked by two equally supported forces a standoff occurs in the province. Since a piece can be routed only by being displaced by a successfully attacking piece, and since there is not a successful attack in this case, the piece in the attacked province remains where it is.

(12) The cutting of the cutting of support. A piece may successfully cut support by attacking province A, even when it is itself routed by an attack from province C. (i.e., the French move A Bur-Mun will cut the support "A Mun (S) A Kie- Ruhr" even with the successful German move "A Bel- Bur, A Pic (S) A Bel- Bur." It will not, of course, cut the support "A Mun (S) A Pic- Bur.")

(13) The Miller Rule (I think) is not used. A unit may give support for an attack on province A, even when routed by an attack from province A. Support is cut only by an attack from the side (from a space other than the one into which support is being given.)

(14) Moves may be revised any time up to the deadline date. Moves may be mailed in, phoned in, telegraphed in, or delivered by courier, etc. Written messages are preferred. ALL DEADLINES ARE RECEIPT DEADLINES!

(15) Replacement procedure: This is the only point on which Lake and Nelson do not agree.

(A) Lake's rule is this: When a player fails to send in his moves for two consecutive turns Lake will call for any player interested to send in a set of moves for the 3rd turn. The first such set of moves received will be used and the player sending them in will take over the play of that country unless the original player sends his in, in which event his moves are used. If no moves are received by the deadline for the 3rd move, the country concerned will remain in a state of civil disorder for the remainder of the game.

(B) Nelson's rule: If a player misses 3 consecutive moves, his country will remain in a state of civil disorder for the rest of the game. No replacement system is to be used.

(16) Players in JJ games should send in their moves to whichever gamesmaster is designated gamesmaster of the game or games in which you are playing. I.E. Nelson is gamesmaster for JJ Team Game #1 and JJgame #2. Lake is gamesmaster for JJ game #1 and game #3 (to start in issue #6 of JJ.)

(17) In the event that a unit must be removed from a country which is in a state of civil disorder, that unit which is of least importance to the country concerned will be removed by the gamesmaster.

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