

January 24, 1972

YES, PEOPLE, this is SMUT* #4!! Under the guise of a Diplomacy*Zine, this perverted Publication permits genocide, political executions, thievery, lying, obscenity, and other improprieties along with similar crimes against humanity. That's not all!! Editor responsible is Peter Weber (417 E. Hatcher Apt. 2, Phoenix, Arizona, USA) and all comments, criticisms and nasty remarks should be directed to him. In this issue, which is a couple days late, are entries of the followings:

- y Game 1971 DU!!! The beginning of the Black Propaganda Game!
- i The initiation of another Novice game!! Changes in Deadlines (yerch!)
- p Articles!!! Fun, games, announcements, and the usual other stuff!

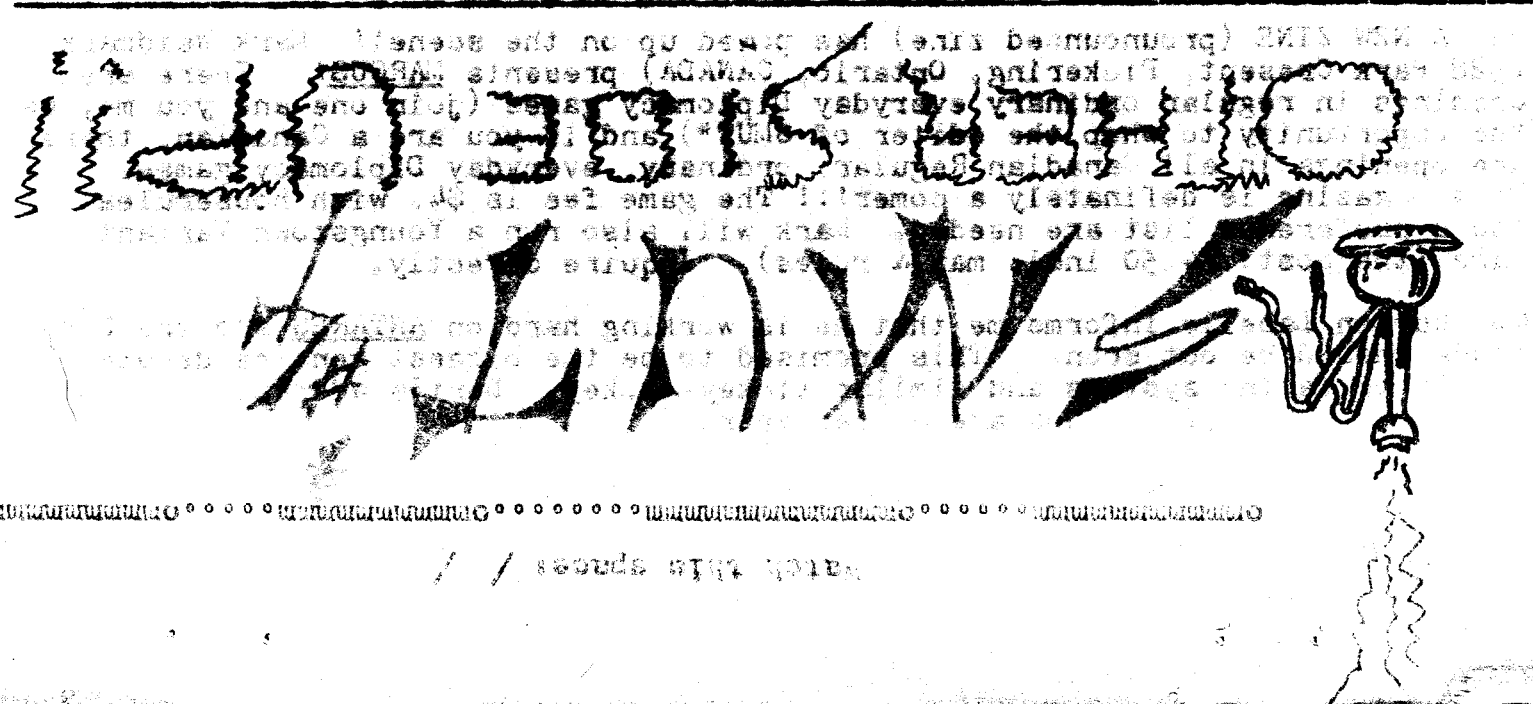
Yab-and there are still game openings in games 3 and 6. The game fee remains the same although the M.S. & R.O. (whatever they are calling themselves these days) very seriously intends to raise the postage rates again: \$4. for any ordinary everyday Diplomacy game, with a dollar discount going out members of IPW, N3JQBDB, The NewOrg, or NDA (no matter how misguided you are). If you enter two or more games, an additional \$0.50 can be knocked off the Game fee of any such game after the first. Subscriptions will also remain the same: 9 for \$1. or 36 for \$4. or 72 for \$8, etc. Special trades are still welcomed, I suppose. Why is the title at the bottom of the page upside-down???? Good question... I'm glad you asked!

Anyone with little or no sense can enter a game. There is no registration fee, but it is rather a shame. For permanent registration for any game, the potential player must fill out and submit to the publisher a SMUT* GAME REGISTRATION FORM. This form is available upon request at anytime....actually, anyone who even seems interested in entering a game gets sent one. This form is useful to me as I can get to know a little about the players and can place them in a game with, in most cases, a country that they would prefer to play.

* * * * *

DIPLOMACY*-A game created by Allan B. Gaihamer and Copyrighted by Games Research Incorporated, Boston Mass. This line will run SMUT* #4.

SMUT*-----The real thing... the title of this publication!



THOUGHT PROVOKING ANNOUNCEMENTS:

1. ? SMUT* Format: I hope that you have all noticed the idiot way this thing is put together. No telling what the next issue is going to look like either. To define a format for this Zine, I would have to include along with the games and press, a section for articles, a section for announcements, and a section for letters. As I said in issue #2, I would let the readership have the opportunity to tell me what they want to see, and they have responded, however, slightly. So, we are going to run this again. Each person that is in anyway connected to this mess can write in and tell me which three of the following nine numbered subjects they would like to see in this Zine. They are:

1. Articles about strategy and tactics written by assorted authors
2. Articles about the human aspects of Diplomacy
3. Articles about the happenings in the world around us.
4. An open forum for the readers to express their little views
5. All of the above (for those who like to see the GM work his ass off)
6. none of the above or other anything
7. Assorted Bases (pornographic, etc... whatever; you know)
8. More games (you shall have to yell loud if I am to agree to this)
9. Everything mentioned here (for you perverts)

Since this is THE READERS BIG CHANCE, I trust that you all will respond (this is the second time I'll be running this thing, you know!). The first Paragraph of this speel will give you some indication of what the responses have been so far & what I am now prepared to do, but don't let that influence your own three choices! Nothing is definite yet; not even the placement of the title!!!

2. Other loose info about this Zine: I cannot get drafted (or so it seems) until after April or so (yippee). The Phoney Name Game will not be seen in this Zine as promised due to three very definite problems: 1. lack of player interest, 2. rating mess-up, 3. lack of enthusiasm by the GM to forcefully enter persons into the game.....so sorry about the whole thing...perhaps later. No phone as yet...see page 3 for further details. 55 persons were mailed copies off SMUT* #3. This Zine will run slower due to the Canadian Air Strike. The publisher is tired and lazy, and needs a haircut. A back up Editor-Publisher has stepped forth in case of unfortunate circumstances here.

3. A NEW ZINE (pronounced zine) has popped up on the scene!! Mark Weidmark (528 Park Crescent, Pickering, Ontario, CANADA) presents MARCUS! There are openings in regular ordinary everyday Diplomacy games (join one and you may get the opportunity to whop the editor of SMUT*) and if you are a Canadian, there are openings in all Canadian Regular, ordinary, everyday Diplomacy games. This magazine is definitely a comer!!! The game fee is \$4. with house rules and a preference list are needed. Mark will also run a Youngstown Variant game (the cost: \$4.50 incl. map & rules). Inquire directly.

4. Burton Labelle informs me that he is working hard on ANTIARES and the 2nd issue should be out soon. This promised to be the biggest genzine devoted solely to rating systems and similar tickey-tackey. Burt's address: 146 Elm, Saco, Maine, 04072. Subs are \$1 per year.

6. As far as I know, all those persons listed as having game openings in issue 3 of SMUT* still have them, except for maybe John Boardman-GRAUSTARK. GRAUSTARK is still good reading, however, and is suggested as a subscription Zine along with Rod Walker's EREHWON.

7. Something that has turned out to be quite a disappointment is the Diplomacy Association's WAZIR. The latest issue (#3) turns out to be a lukewarm indie pointed in the direction of all the people who oppose (or express some open dissatisfaction with) the sole editor for this Zine, the Chairman of TDA, Mr. John Beshara. John mixes in a few articles with his repertoire of lies so as to make this the funniest piece of planned obsolescence ever concocted. Man, it's Tragdio (by Trashcan) even threw it up!

There are, however, a few things I will make space to connect. Turn if you will to page 6, read the 6th Paragraph. The truth is, and I'm sure that Bob Strayer will verify this (I can, also), that he was indeed associated with IFWDS and Len Lakofka. Len was not a consultant for TDA because Beshara said uh-uh, for some never quite adequately explained reason. (Len is the President of IFW, a group which has the potential of kicking Beshara's ass.) Observe Paragraph 8, same page. Walter Buchanan offered to publish the Membership list of TDA on his own, but Beshara said no for some reason which was never adequately explained, just like most of the decisions Beshara makes.

Turn now to page three and observe who the official representatives of this Organization (TDA) are now. Besides all living together in New York City, they are quite good buddies. See the second paragraph from the bottom, same page. Walter Buchanan's bad taste was not the reason why he was expelled by the board, nor was his Law School studies; he was expelled because those confidential letters which he displayed were those which divulged Chairman Beshara's abuse of power as head of TDA, and because he had the courage to challenge Beshara's underhanded tactics in controlling the organization and using his own unclaimed privilege of position to attack any opposition to his or TDA's. Beshara is less blatant in his truth twisting throughout the rest of the Zine, and there is all too much little space here to expose it completely. After seeing this issue, I cannot see supporting Beshara in any way as an intelligent thing to do, nor can I understand anyone else not being able to see what kind of shit is going on here. Enough said?

8. People are grinding out tape cassettes like they know what they are doing and this new method of communicating (has) kinda caught on. Three persons sent in moves via tape last time and press was even included... difficult to translate at times, but it's there. Try it, you'll like it!

9. Phone calls: WELL, if there is a way to get hold of me over the phone, it is like this: on the night of the deadline (which is usually a Friday), I will be out visiting the parents (and making calls from there). If you wish to call in your moves, the number there is 602-992-4252. Please call about 6-7 PM Mountain standard time. If I am not there, leave a message. However, do not depend on my being there, or on this method in general.

10. Well, that is about all the blabber that can be included in the announcement section. I wonder if John Beshara enjoys this colourful and lively issue.

There was a young boy named McGirt,
Who went around waving this shirt,
Said God from the skies,
I have reserved your demise.

AND NOW, WHAT YOU'VE ALL BEEN WAITING FOR, HERE IT IS!! AND WITHOUT FURTHER ADO, WE BRING YOU THE WINNERS OF OF THE 1971 DAVID ELLSBURG LOOK ALIKE CONTEST: IN THE BLACK PROPAGANDA GAME

- AUSTRIA: Conrad Von Metzke, P.O. Box 8342, San Diego, California 92102
- ENGLAND: Steve Nozik, 356 Kimberly Drive, Rochester, New York 14610
- FRANCE: Herb Galenzoski, 19511 Fraser Highway, Surrey, British Columbia
- GERMANY: Len Lakofka, 1806 North Richmond Street, Chicago, Illinois 60647
- ITALY: Jim Reilly, c/o T. E. Reilly, USOM, M/GS, APO San Francisco, California, 96346
- RUSSIA: Ed Birsan, 48-22 19 Street, Long Island City, NY, 11104
- TURKEY: Steven Lissandrello, Haverford College, Haverford, PA, 19041

First off, the deadline for Spring 1972 moved in February 11, 1972, which is, I hope, a Friday. Anyway, that should give you gentlemen enough time to sharpen your pencils, your wits, and your (knives and) and willow...

As for subscriptions, the standard Diplomacy and SMUT* house rules will be used, except house rules #19 & #22 are revoked. So, anything, and everything in the way of press (except the usual too many, huh, /chuckle?/). What else need I say? Any questions? w... w... w...

Let's see who we got in this game. Well, we have two players who have played in over 42 games between them. They rank one-two on the all time list for number of games played. In, and between them, they have won a measly nine games. There is one semi-noob (new to the game), one leader of the IFW, one player that defies description, one player who is overly descriptive, and one player who turns the white everytime he receives a letter from him. Also included are two 'dirty old men' (one married, the other is not), two collegiants (more or less), one member of the Brighton Academy of Diplomacy, two size 17 feet, and several professional muck-rakers. There is more that I could add to this, but let us not get too confusing. From what I know of these seven players, we have here a wierd combination of individuals with differing styles, experiences, methods of play, and backgrounds. What this all means remains to be seen, but we should be finding out soon enough.

Best of luck to you all. Who will be the first to kamikazi out of the game?

Here is what the preference lists looked like:

- Von Metzke: A (will not play England)
- Nozik: E
- Galenzoski: I
- Lakofka: t e a G i f r 1st choice, with Birsan winning the
- Reilly: I
- Birsan: E a t e f g h i j k l m n o p q r s t u v w x y z
- Lissandrello: T

1971 DU: Winter 1962. Deadline Change: Spring 1962 due February 11, Friday.

- Austria: (Antosiak): B A Vienna, F Trieste
- England (Cox): B Fleet London
- France (Bowers): B Army Paris
- Germany (Rack): B A Munich, A Kiel, F Berlin.
- Italy: no builds recieved
- Russia (Labelle): B A Warsaw
- Turkey (Brooks): B F Constan.

Due to missed builds, Italy (Jim Carr, I forgot to mention) will be one unit short this year. Tom Miller (44 Birsaw St., ...)

1971 DU Press:

Ankara (December 23)--Omar Pasha, silly commander of the Turkish Northern Armies, has declared a holy war against the Russians!! It comes as no surprise because of the repeated attacks by the barbarian Russians on peaceful nations like Austria-Hungary. Any nation attacked by Russia is a friend of Turkey.... all peace loving nations are invited to a party in Moscow in 1904.

Prague (March 10)--ANNA--Informed sources indicated today that the search for Ferdinand Francis, assassin of Archduke Gavilo the Unprincipled, will soon shift away from Serbia. Rumor has it that the evil guy has fled, probably to Warsaw, where he is said to be receiving shelter from the dirty rotten backstabbing thumbucking perverted rulers of the Polish branch of the Russian Empire. A source close to the throne indicated that the 100,000 or so policemen and military advisors sent into Serbia would soon be withdrawn and sent to Russia, "with or without" the consent of the TSAR!!

Vienna (March 14)--ANNA--AUSTRIAN ECONOMY IN DECLINE!! RESERVES ACTIVATED!! The Austro-Hungarian Naval reserves and National Guard (Landwehr) were activated this morning by executive order of Emperor Josef the English. The move was unanimously approved by the Emperor's rubber stamp council of Ministers, who stated that drastic action was necessary to reduce unemployment, to bolster the sagging economy, and mainly to kick the wops out of Tyrolia and then Pollacks out of Galicia, before they ruin the neighborhoods.

In a separate statement, the Emperor promised "all possible" aid to the oppressed citizens of Russia and other countries occupied by the evil imperialistic and unprincipled Russian Empire. He stated, "We must stop the evil and the bedding for this game is name of the devil."

London (Jan 4)--The prime minister today stated that the taking of the English Channel and Picardy was an act of peace. He stated, "We must stop the evil France has begun!"

The Riviera (Dec 17)--General Duggal issued orders placing the military forces of the nation on active duty.... the name of the evil and the devil is now a thing of the past! No longer shall the British landing on French soil without reaction....the things are spoiling the continent!! We must all band together to wipe out this terrible light on this sacred soil!!

Brest (December 24)--Lord Chamberlain of the Exchequer, General Richard announced that he is prepared to rid the nation of foreign devils.

Sügarenspies (date not really known)--Queen Ann, while in her usual repose (sitting her ass on a cushion shaped throne), took time out from her brief breathers to comment on the evil language now being used in most newspapers which are covering this news. "It is just as if the devil is being visited nowadays.. look here at this report from England that is all about 'Evil France', and this report from France that speaks about 'foreign devils' and 'evil things', and this from Turkey yells out about 'barbarian Russians' and worst of all, perhaps, these lines from Austria speaking out about 'Wops & Pollacks': how unbelievably cruel! Where is all the 'good news' nowadays?"

Paris (December 17)--Monsieur Labeau announced that he is going to Berlin to discuss the English situation, the Italian situation, and most importantly, the oversight of the Department of Cultural Affairs in omitting a Representative of Sügarenspies.

Berlin (December 17)--Officials of the Cultural Affairs Ministry today confirmed that the Great Race in Honor of Ulric Walker will begin as scheduled on Jan. 1.

Bad Wasser (January 1)--Amid Pomp and ceremony, in the presence of the Kaiser, his head of government and general staff, as well as the ambassadors of all the great Powers of Europe, the Ulric Walker Commemorative Race was begun. Seven

men of immense physical strength, genius, and moral righteousness were seen to disappear into the Black Forest pushing wheelbarrows containing, it is presumed, all the equipment necessary for their tasks. Only their first names are known to the public as they are Hans, Peter, James, Ivan, Albert, Giuseppe, and Kresimir.

Neustadt, January 17. A white light was seen in the sky directly to the East of here this morning. It seems one of those new, imagined flying contraptions appeared as if out of nowhere, and as it passed over a clearing in the forest an object in the shape of a man was observed. Looking closely, it was observed that it was a man. A white light was seen in the sky directly to the East of here this morning. It seems one of those new, imagined flying contraptions appeared as if out of nowhere, and as it passed over a clearing in the forest an object in the shape of a man was observed. Looking closely, it was observed that it was a man.

Note to all players in all countries. A deadline for this game is now set for Friday, January 20, 1972. I have moves from all players, but in four cases, these are only stand-by moves. The deadline for this game is now set for Friday, January 20, 1972. I have moves from all players, but in four cases, these are only stand-by moves.

Game 3: A Boardman number 1000 is to be played. In case you missed this game, please refer to the 1972 C. The deadline for this game is now set for Friday, January 20, 1972. I have moves from all players, but in four cases, these are only stand-by moves.

Stand-by Players: I will be accepting stand-by players for the game. The deadline for this game is now set for Friday, January 20, 1972. I have moves from all players, but in four cases, these are only stand-by moves.

1971 DU 1971 EP 1972 C Game 4 Game 5 BP Game
1. Fisher Kindig
2. Kindig Weber Bowers Fish volunteers
3. Weidmark Kindig Bowers

Game 5: This should start next issue; registrants at the moment are S. Brooks, R. Howerton, R. Weber, R. Oethardt, and M. Retick. Two more players needed!

GAME \$4 BEGINS!!

Well, here goes again!! This is another novice game, more or less. So, hold on to your hats, here we go again!!!

- Austria: Timothy J. Kutta, High Mall, L. H. S. C., Look Haven, PA., 17745
- England: Martin Torres, 13604 Spinning Ave., Gardena, California, 90249
- France: Maj. Elliot Lipson, Rocky Mountain Arsenal, Denver, Colo. 80240
- Germany: Robert Lamb, 83 Elmors Road, Rochester, New York, 14618.
- Italy: Steven Nosik, 356 Kimberley Drive, Rochester, New York, 14610.
- Russia: Robert Howerton, Box 526, Pensacola, Florida, 32502.
- Turkey: Robert Ulrich, 723 Horizon Street, Mayville, Wisconsin, 53050.

The deadline for Spring 1991 moves is February 11, a Friday. Since there are no Canadians in this game, we should have no trouble with that Air Strike which is messing up all the other games!! I believe that you all have Issues 2 and 3 of SMUT* and sections A, B, C, D, & A & B Supplement of the SMUT* HOUSE RULES FOR REGULAR DIPLOMACY POSTAL PLAY, but if you do not, let me know as soon as possible so I can send you what you are missing. Please read over the house rules a couple of times to be sure you understand them. If there are any questions you may have, let me know as soon as possible.

What kind of people do we have in this game? Well.....there are 3 Bobs, two members of the Brighton Academy of Diplomacy, four students, a airline pilot, and two Army Officers. Also participating to be in this game are 2 members of the IFW, a hiker, a bunch of Communist pigs, a Head Hunter, a cartoonist, a photographer, and an archeologist. Who did I forget??

The preference lists looked like this:

Howerton:	R	B	A	G	F	T	I	A	I	E	S	T	A	A	I	
Kutta:	S	G	F	A	T	I	A	A	I	E	S	T	A	A	I	
Lamb:	G	A	F	A	T	I	A	A	I	E	S	T	A	A	I	
Lipson:	T	R	R	A	A	I	E	S	T	A	A	I				
Nosik:	R	A	A	I	E	S	T	A	A	I						
Torres:	R	A	A	I	E	S	T	A	A	I						
Ulrich:	A	A	I	E	S	T	A	A	I							

Four players received their first choice. Where a tie occurred, as with England and Turkey, I flipped a coin to determine who would receive that country. The loser received the next highest unclaimed country on his list. There was one second choice, one third choice, and caddy enough, one last choice.

* * * * *

This will be the first in a series of articles about playing Diplomacy written by the editor. They will appear irregularly and will be thrown in whenever there is no other better articles available. Diplomacy can be divided up into three main categories: 1. tactics, 2. strategy, 3. Diplomacy, and so each article will be listed under the main category the subject is about. First, let's delve into strategy, and analyze

THE POSITIONS OF POWER

A most necessary task when playing a Diplomacy game to win is to keep any of the other players from winning or achieving near victory and at the same time, make yourself the winner. To realize when another player is becoming too strong or is in the best position to win is not so difficult if we analyze the potential areas which that player's country must go to to take 18 centers. After this is done, the alliance structure must be changed to compensate for that country's powerful position to reduce him or take positions which will prevent him from winning. However, to make yourself the winner, you must exploit this process in reverse. Dismantle any alliance structure that can stop you and take important positions and centers that you will need to win.

There is no certain season or year when a country becomes overly strong; this can take place any time during the game and takes in a wealth of other factors besides position. Some of these factors are large, some are small, and they include 1. the current alliance structure, 2. the person playing the powerful country, 3. that country's opposition, 4. that country's relative placement, 5. that country's predominance in fleets or armies, 6. defensibility, 7. that player's past performances, 8. player's diplomatic, tactical or strategic skill, 9. player's willingness to win, & 10. the willingness of his opposition to stop him. All these factors are not too difficult to analyze by themselves, and using a combination of these factors to create an alliance to cope with the overly strong country should usually succeed.

Let us go over each country and discover when that country begins to become strong, when it becomes necessary to create alliances to stop that country from winning, and what supply centers are needed by that country to win. We will be general here and assume that the game has proceeded smoothly with two or more countries becoming prominent in their respective spheres (East & West spheres, or North and South Spheres, or tri- or Quad- spheres). As the game moves along, one country will dominate his own sphere and threaten to enter into another (the best example of this is when Turkish fleets squeeze through the Ionian Sea bottleneck). It is then when we seriously start to analyze that country's growth potential and make plans to slow or stop it.

Going alphabetically, Austria begins to get overly strong when it eliminates any two of its close neighbors: Italy, Turkey, or Russia. This usually takes a great deal of time and skill on the Austrian's part, and if he has played intelligently, he should have a powerful ally on the other side of the board who can attack the remaining neighbor with him. If Italy is the remaining Austrian neighbor (Russia and Turkey are gone or lack of consequence), England or France should be around to help break Italy. If Russia is the remaining neighbor, England or Germany should be around to be allied with. If Turkey is the remaining neighbor, well, then, Austria made a boo-boo as Turkey can ally with any Western power that is left against Austria.

If Austria eliminated Turkey and Russia or Italy, it would then be up to Austria's potential western ally to use the Alliance with Austria to win himself by attacking Austria's remaining neighbor, and then racing Austria to the victory, or ignoring the alliance with Austria and attempting to win by expanding in a different area or against Austria.

After Austria takes Warsaw, Moscow, & Sev. and wipes out Turkey, controls the Balkans and has Italy on the ropes (reduced by 2 or less units because of the loss of Venice to Austria), Austria needs only four of the following six centers to win: Naples, Rome, Tunis, Munich, Berlin, St. Peter. To prevent Austria from taking the victory by controlling four of these centers, at least three of them should be firmly controlled to prevent Austria from taking the victory.

England, on the other hand, gets overly strong in a different way. If he can eliminate his enemy fleet potential or at least control it for such time as he can eliminate it, he has a good chance of winning. If England can control centers belonging to any two of his three neighbors and eliminates their fleet potential (by eliminating that country's ability to build fleets by taking the coastal centers is the best way), he should be able to eliminate the third....if England takes STP, Kie, & Berlin and Russia and Germany are left without fleets in the North, France should be the easy victim. If the French and Russia fleets and fleet potential are eliminated from the North, Germany

If England can control the Mid Atlantic and the bordering provinces, his position is again strengthened, and if he has eliminated the enemy fleets and enemy fleet potential in the North and controls St Pete., he can form a stalemate position which he can hold forever and a day (A Fin S F Stp, F Por & F Eng S F Mid, owns Ber, Kie, & Bre). Also from the Mid Atlantic, he can expand into the Mediterranean if unchecked. As for alliance advantages, he can team up with almost any other country on the board providing that country accepts (this country usually has a predominance of armies).

After England takes Brest, Paris, Belgium, Holland, Denmark, Kiel, Norway, Sweden and StPete., he needs only 6 more centers to win and the centers within striking distance are Tunis, Spain, Portugal, Marseilles, Munich, Berlin, Warsaw, Moscow. The Iberian provinces and Marseilles are the most important, but if England controls them and Marseilles, the area best suited to stop England would be Germany and Russia.

I'll finish up on this article at a later date....perhaps next issue: France & Germany, and Italy (??).

The promised article about the New Org will be included in the next issue also, things are slow developing here. But, to close out this issue, this following Gem:

PSYCHOLOGICAL STUDY OF TYPES OF MEN IN PUBLIC REST ROOMS

(courtesy of S. Lindstrom)

1. **EXCITABLE:** Shorts half twisted around--can't find hole; rips shorts.
2. **DISGUSTED:** Stands for awhile....gives up....walks away.
3. **FRIVALOUS:** Plays stream up and down and across urinal--tries to hit fly.
4. **CLEVER:** No hands--shows off by fixing tie, looks around--pees on floor.
5. **TOUGH:** Bangs clog against urinal to dry it. * * * * *
6. **CHILDISH:** Leaks directly into the urinal bottom--likes to see it bubble.
7. **ABSENTMINDED:** Opens vest, pulls out tie, pees in pants.
8. **WITHDRAWN:** Places feet in urinal--pees down leg thus eliminating noise.
9. **BRUNK:** Holds left thumb in right hand, ...pees in pants

There are more, but they get more...anyone want to hear more??
This isn't a family line, remember!!

One more:

10. **INDIFFERENT:** ALL urinals are being used--pees in sink.

PSYCHOLOGICAL STUDY OF TYPES OF MEN IN PUBLIC REST ROOMS

(courtesy of S. Lindstrom)

EXCITABLE: Shorts half twisted around--can't find hole; ripe shorts

DISGUSTED: Stands for awhile...gives up...walks away.

PRIVIOUS: Plays stream up and down and across urinal--tries to hit fly.

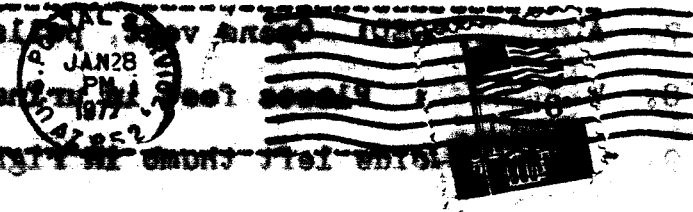
CLEVER: No hands--shows off by fixing tie, looks around--pees on floor.

TOUGH: Bags back against urinal so day is...

CHILDISH: Leaks directly into the urinal bottom--likes to see it bubble.

FROM:

Peter Weber
1777 N. 1st St.
Phoenix, Arizona
85020



There are more... but they are... want to hear more?

First

Class!!

TO: Bob JOHNSON

Box 134
Whippang, N.S.
07981

INDEPENDENT: ALL urinals are behind--pee in sink.

RS!