

# URF DURFAL

GRANDSON OF POUCH

#28

URF DURFAL, the kingdom under the mountain, the kingdom under the mountain, the kingdom under the mountain, tra la la la la la. This is URF DURFAL GRANDSON OF POUCH #28, and this zine is the One True Descendant of the Fallen Pouch. In addition to our offer to run any variant someone else organizes the players for, we've got openings in regular Diplomacy, Near Utter Chaos, Partition of the Ottoman Empire, and After the Holocaust. Articles are paid for at the rate of 2 issues/printed page, except for E. Danger Ladenheim and Ak Kasanof, who have subscriptions for life. Subs are 8/\$2. Back issues are 5/\$1 or 25¢ each (except for The Pouch Anniversary Issue, which is \$2, \$1.50 for ID A members). Most back issues of URF DURFAL, IMLADRIS, CAIR PARAVEL, and THE POUCH are available. The following variants can be obtained for an issue: Excommunication!, Diplomafia, Near Utter Chaos, Utter Chaos, Indonesian Diplomacy, Stab-Happy, Dudland, Grand Fenwick's Revenge, Ancient Hebrew Kingdom, World War III, Partition of the Ottoman Empire, and 1721. The following Origins variants are available for an issue: Unification of Germany, and Origins of WWII (printed in this issue). Conference maps for Europe and South America in Colonia II, Urf Durfal house rules, and postal rules for After the Holocaust are also available for an issue. The Costikyan Publishing Empire is also offering: the 77 Diplomacy Handbook for \$2, \$1.50 for ID A/N A members; the Pouch Anniversary Issue for \$2, \$1.50 for ID A members; the New York Conspiracy Hymnal for \$1; all five back issues of GIGO for \$2 or 50¢ each; issues 2 and 3 of THE INVERTED GRAPEFRUIT at 75¢ each or \$1.25 for both; and issue one of FIRE THE ARQUEBUSIERS! for 50¢. Persons with subscriptions to Urf Durfal may cash their subscriptions in for any Costikyan Publishing Empire product at the rate of 25¢/issue.

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- .....
1. The following people are signed up for Partition of the Ottoman Empire (to my recollection): Don Wileman, Winston Forrest, Tom Gould, Brian Gister. If you're not on this list and should be (or are and don't want to be) contact me. The game needs 7 players; gamefee is \$1 plus sub.
  2. The following people are signed up for Near Utter Chaos: Conrad von Metzke, Tom Gould, Greg Costikyan, Ben Grossman, Jim Riley. Again, if you want to play and aren't on the list (or don't want to and are), contact me. Gamefee is also \$1 plus sub.
  3. Only one person----Edward Vesneske----is signed up for the next regular game---gamefee is \$5 refundable deposit plus sub. This means that the \$5 is refunded at the end of the game unless you drop out, and \$1 is removed from the deposit every time you NMR.
  4. The rules for Postal After the Holocaust are printed in this issue. We've got openings at \$1 plus sub.
  5. 75HM, 77IU, and 77 Gs had to be delayed this issue. Sorry; we'll try to get things moving as quickly as possible.
  6. I'm truly sorry about the lateness of this issue; it's the latest of any Urf Durfal since I took the zine over from The Conglomerate. The only excuse I can offer is a twenty page history paper and exams. Of course, this is no excuse since Urf Durfal should take first place to any schoolwork. However, there should be clear sailing for the next few issues.

OH DEM GAMES, OH DEM GAMES, GONNA PLAY DEM GAMES TILL I DIE

76Pfh (Colonia II) GM: Greg Costikyan W1752

Austria (Dale?) NBR! owed one
England (Johnston) NBR! GM removes F Sam, F Heb
France (Ricci) B F Pdy, F Que, F Dak, F Bor, owed one
Netherlands (Vesneske) Retreat A Sur-OTB, B F Jav, F Hag, F Utr
Ottoms (Taylor) B A Bag
Portugal (Hyatt) B F Mac, F Gpc, A Ang, F Bra, A Opo, F Lis
Russia (Oliver) B A Kie, F Ptd(nc), F Haw, F Gri
Spain (Sti-mel) B F Mex(wc), F Val, F Mnl

1975B (PA6) GM: David Barlow W10

Germany (Ditter) B F Kie, A Ber
Turkey (Gould) D F Eas.

England (Kelly) F Lon-Erg, A Bel S A Bur, A Bur S A Bel(R-Gas, Pic, Par, OTB), F Bar S F Nuy,
F Nth S A Bel, F Nuy S F Bwy, F Nuy /h/.
France (C.D.) A Mar /h/.
Germany (Ditter) F Kie-Hol, F Den-Nth, F Bal-Bot, F Swe-Nuy, F Ska S F Swe-Nuy, A Fin S A StP,
A StP S F Swe-Nuy, A Mun-Bur, A Ruh S A Mun-Bur, A Hol-Bel, A Ber-Sil, A Sev-Rum, A Bud S
A Sev-Rum, A Ser-Tri, A Ark S IT A Bul-Con (NSO).
Italy (Malmquist) F Tus-Pie, F Wes-Spa(sc), F Naf-Bre, F Mid C A Naf-Bre, A Bul-Rum, A Rum-Gal,
F Ion-Adr, F Nap-Apu
Turkey (Gould) F Aeg-Con, F Smy S F Aeg-Con.

Corrections: Germany should have been listed with 16 centers, 3 builds, and room for 2. A draw was proposed last time (before the stats) and has been proposed again, between Italy and Germany.

74CS (The Pouch Game) GM: Greg Costikyan S16

Austria (Kelly) F Lyo-Mar, A Pie S F Lyo-Mar, F Tyn-Lyo, F Tus S F Tyn-Lyo, F Wes-Mid,
F Naf S F Wes-Mid, F Tun-Wes, F Ion-Tyn, A Tyo-Mun, A Sil S A Tyo-Mun, A Boh S A Sil,
A Vie-Tyo, A War-Lvn, A Mos S A War-Lvn, A Sev S A Mos, A Gal S A Ukr-War, A Ukr-War.
England (C.D.) A Lon/h/.
France (Hessel) F Mid S F Spa(sc), F Spa(sc) S F Mid, A Gas S F Spa(sc), F Mar S F Spa(sc),
A Bur S F Mar, A Bel H.
Germany (Gould) F Nat S FR F Mid, A StP S A Lvn, A Lvn S A Pru, F Bal S A Pru, A Pru S A Ber,
A Ber S A Mun, A Kie S A Mun, A Mun S A Ber, F Swe-Ska, F Fin S A StP

The three way draw proposed last issue fails, by a vote of 2-1. A new draw between the three surviving players is proposed.

Note that, at the end of next season, no supply center will have charged hands for three full years; therefore, unless Kelly wins next season, I will declare the game ended in compliance with the house rules, which state that the GM may declare any game a draw among the remaining players if no supply center has charged hands for three full years. Note also that the Franco-German allies have a stalemate live, and therefore Kelly's only hop is that one or the other will NMR.

VENEREAL DISEASE IN EN GARDE!

by Dick Trtek

Aramis lunged, skewering the would-be assassin with his rapier. Withdrawing the blade to allow the body to fall, he turned toward his companions, Porthos and Athos, who stood over the corpses of footpads of similar ilk.

"Well done, comrade!" cried Porthos.

"I-E-E-E-E-E-E-E-E-E-E-E-E-E-E-E!!!" came a shriek from the woods nearby.

"My god!" shouted Athos, "D'Artagnon! Is he, too, being waylaid?"

"I fear not," said Aramis with a sigh. "When last I saw him, he informed me he was off to empty his bladder in the bushes."

-----  
Yes, friends, there's a lot of screwing around in En Garde!, isn't there? But is it realistic? The early 1600's? No penicillin? Paul Erlich's great-great-grandfather isn't even a gleam in anyone's eye yet? For added realism in your En Garde! campaign, I suggest the following optional rules for venereal disease:

1. Pre-Game: As each mistress is introduced into a game, the GM will roll two dice. On a roll of 11 or 12, that mistress is considered to have a social disease. This condition, however, will not be revealed to the players at large.

2. Disease Prevention Rating & Condom Practice: In addition to his other ratings, each player has a disease prevention rating, which for all players is 0 at the time of entry. Into the game, that is. In any given week, a player may take as an activity condom practice. For every four weeks of such practice, a player's disease prevention rating goes up by 1.

3. Mistress Infection Table: Should a player successfully court an infected mistress, the GM will roll a die. On a roll of 5 or 6, the player is deemed to have contracted the disease. When determining the result, 1 is subtracted from the die roll for each point accumulated in the player's disease prevention rating. For each subsequent month in which the player retains an infected mistress, the GM rolls a die again, and contraction of the disease, if it has not already occurred, is again determined in the same manner, except that infection now takes place on a modified roll of 3, 4, 5 or 6.

4. Bawdy House Infection Table: Should a player make use of a bawdy house, the GM will roll two dice. Depending on the social level of the player, the roll will determine if the player has been infected. When indexing the result versus social level, 1 is added to the player's real social level for each point accumulated in the player's disease prevention rating. The infection table:

<u>Modified SL</u>	<u>Dice roll to Infect</u>
1-3	2,3,4,5
4-6	2,3,4
7-9	2,3
10+	2

5. Effects of Infection: Once a player contracts a social disease, he is secretly informed of this by the GM. Two months following infection, the player's constitution is reduced by 1. One year later it is again reduced by 1, and so on each year until the player's constitution is reduced to 0, at which time the character is assumed to have died. Meanwhile, each month that the character lives following infection, he must pay an amount of crowns equal to his social level for the services of an apothecary.

6. Later Infections: An infected player who successfully courts an undiseased mistress is assumed to have automatically given her the disease, and she thereafter is capable of infecting future lovers. If the homosexual optional rule is employed, all such contacts result in infection on a GM die-roll of 3, 4, 5 or 6.

One of the favorite themes of modern women science fiction writers is that of a world in which men have all died and women continue, using parthenogenesis or cloning to continue reproduction. I remember reading something by Le Guin along these lines, and I've just finished reading *HOUSTON, HOUSTON, DO YOU READ*, James Tiptree Jr's Hugo-winning science fiction short story. I also recall (rather more hazily) reading something along the lines by Joanna Russ, and also reading a rather pathetically bad story with the same theme in a Star Trek fanzine.

The remarkable thing about all these stories is that the women seem to manage quite well. Invariably, somewhere in the story they're presented with a couple of live men; and, naturally, never having seen a man since birth, they're not sexually interested. The men are astounded; here they are, long of limb, clean of tooth, and horny as hell, and here are these women who haven't been properly balled for umpty-hundred years, and, wonder of wonders, the first thought of these women is not to head for the nearest haystack. This, of course, presupposes an amazingly low estimate of male intelligence on the part of women science fiction writers---but I suppose turnabout is fair play.

I'm getting off the subject here. The point I want to make is that in Le Guin's story, Russ' story, and Tiptree's story, the societies created by these women-only societies are completely stable, and usually closer to Utopia than anything we imperfect men have managed to throw together in the last four-thousand years or so. In Le Guin's story, the women often have life-mates; women will pair off, whether for sex or simply as life-long companions is not stated, and remain together to rear children. Le Guin mentions that female children go through stages of "obscure longings" for the faroff and mysterious during adolescence, which might be interpreted as an instinctual suppressed desire for hard cock---but, on the other hand, adolescents in this world often go through the same stage. In Tiptree's story, everyone has about a hundred clone versions of herself, and all clones of a single person are called "sisters". The women apparently do screw each other, and life-bonding is also apparently practiced. According to Tiptree, the women's society moves at a much slower pace (in terms of intellectual and technological advancement) than ours, which she explains primarily by the fact that women are less aggressive than men. (My reaction; not that much less aggressive). In other respects, however, Tiptree's society seems like a paradise; apparently it's some sort of a collectivist Utopia.

This is all very nice and makes for a good story, but frankly, I don't give a shit; I don't buy it. Maybe it's just that my male ego tells me that men are indispensable, but it seems to me that women in a world without men would more often than not prove to be neurotic. Yes, all human beings are bi-sexual to some extent, and yes pair-bonding between people of the same sex is possible (and in a healthy society perhaps ought to be more common than it is in ours), and yes females can do everything men can do (in some cases better). But I firmly believe that heterosexual sex drives are so firmly implanted in the instincts of human beings that the levels of neuroses in a single-sex society would be very much higher than otherwise, that although such a society could exist it would consist primarily of very unhappy people, that the culture produced by such a society would be bizarre in the extreme (at least by our lights) and in any case this culture would in no way approach a Utopia. Perhaps its good feminist propaganda to write stories of this type, but in real terms, it doesn't ring true.

Of course, the basic theme is considerably older than any of these stories. In 1964, Cordwaine Smith wrote *THE CRIME AND GLORY OF COMMANDER SUZDAL*, which, in my view at least, both rings truer and is itself a better story than any of the above. For a start, Smith's society is only the background to the story, and not its *raison d'etre*. Smith's story deals with a male culture; an obscure plague (or somesuch) killed off all the females on the planet. As a result, the planet developed a culture that can only be described as insane. In Smith's words they were alien, so different that they were no longer human. They were supremely neurotic their entire society became depraved. And, eventually, they determined to destroy humanity. The story itself deals with the manner in which Commander Suzdal destroyed their society lest it destroy humanity.

Sorry, but it rings truer to me.



ORIGINS OF WWII is a variant of ORIGINS OF WWII. ORIGINS OF WWII is published by the Avalon-Hill Co., of 4517 Harford Rd, Baltimore, MD. ORIGINS OF WWII is designed by David Schwartz. All rules are the same as in ORIGINS OF WWII, except as noted below.

1. There are six players: the United States, the Union of Soviet Socialist Republics, the People's Republic of China, Japan, Western Europe, and the Organization of Petroleum Exporting Countries (or OPE C).

2. There are fifteen provinces or areas: US A, USSR, China, Japan, Western Europe, OPE C, Eastern Europe, South-east Asia, Southern Africa, the Middle East, the U.N., Latin America, Korea, India, and Mongolia.

3. Players receive Political Factors according to the following chart:

Turn	US A	USSR	China	Japan	W.Eur.	OPE C
1	10	12	8	2	6	4
2	12	16	10	4	8	6
3	16	20	12	6	12	8
4	20	24	14	8	16	10
5	24	30	16	10	20	14
6	28	36	20	14	24	18
7	32	40	24	18	28	22

4. Players receive Victory Points according to the following table:

Province	Nation					
	US A	USSR	China	Japan	W.Eur.	OPE C
In US A	-	U3	U3	U4	U6	U2
In USSR	U3	-	U2	U1	U3	U2
In China	U2	U1	-	U1	U1	U2
In Japan	U3	U1	U3	-	U2	U2
In Western Europe	U3	U2	U1	U1	-	U2
In OPE C	U1	U1	U1	U3	U4	K5
In Eastern Europe	U1	K4	U1	-	U2	-
In S.E. Asia	U1	K1	K3	U1	-	-
In Southern Africa	U2	K2	-	U1	U2	-
In the Middle East	U3	K3	-	U2	U3	K4
In the U.N.	U1	K1	K2	-	U1	K3
In Latin America	U3	U1	-	U1	U1	U2
In Korea	U1	K1	K3	U3	-	-
In India	U1	U1	U2	U2	-	U1
In Mongolia	-	K3	K4	U1	-	-

(K is used to mean control; the capital "c" on my typeball is broken).

Even if it has the highest point totals, OPE C may not win unless it controls itself.

5. OIL EMBARGO: At the start of any turn, the OPE C player may declare an oil embargo. This triples! his PF's on both offense and defense for one turn. However, on the following turn, all other players receive twice the PF's they would otherwise have received. Oil Embargo cannot be declared on the last turn.

6. If either the USSR or China ends the game with more than 18 Victory Points, World War III is considered to have broken out.

7. The Players move and in the following order (except when using simultaneous placement): Japan, Western Europe, China, OPE C, US A, USSR.

8. As a point of historical interest (as it were), the following points are currently held: US A - 11, USSR - 14, China - 8, Japan - 16, Western Europe - 9, OPE C - 8.

ATTAQUE BRUSQUEE

Technically, of course, Charles Doehrer is correct; the recent amendment to the IDA Constitution which created the IDA/NA was illegal, and technically, therefore, the "IDA" should still be in existence. As one who was intimately involved in the acceptance of the new constitution, I maintain that its proposition was done illegally, and its acceptance was accomplished through dubious means. I firmly hope that the recent crisis will not be taken by future organizations as historical justification of extra-legal or dubious methods. As justification both of my actions and for the continued existence of the IDA/NA under the new constitution, I can state only that, had I not done as I had, and had the new constitution not been accepted, whether proposed illegally nor not, the IDA would have ceased to exist. Yes, in legal and technical terms, the IDA/NA is an illegal organization; but if any organization were to survive, the IDA/NA constitution had to be accepted, or the result would have been a permanent split between those who proposed the new constitution and those who opposed it on constitutional grounds. I believe that the new constitution is badly written and ill-equipped to deal with the realities of a working organization; I believe that it is primarily the new constitution that is responsible for the lassitude of the IDA/NA since the last elections.

In addition, Mr. Doehrer's claim to control the "IDA" is dubious at best. He was (I believe, I don't have the records) a member of the IDA at the time of the constitutional struggle, and he issued a number of open letters to those involved in the dispute at the time, urging that the illegal actions of the proponents of the new constitution be repudiated and the organization continue to function under the old. My reaction to his position was laid out in an Open Letter from me, copies of which are available from me for an ssae.

Under other circumstances, I might be interested in rejuvenating the IDA/NA and attempting to build a useful hobby organization out of it. As it is, the IDA/NA has been used as a tool by the Lakofka clique (referred to by Robert Sacks as the "Establishment") in furtherance of its attempts to "unify" the hobby under a single authority; I do not believe that this is or should be the goal of a responsible hobby organization. I believe rather that such an organization should simply provide funding for existing services and attempt to establish new services of its own. Be that as it may, the IDA/NA is increasingly becoming defunct, is increasingly being discredited. The IDA of Charles Doehrer cannot take its place simply because it has no members, no popular support, and no great publicity (and also no legitimate title to control the old IDA). IDA is defunct, and would probably do more for the destruction of individual rights in the hobby if it were to revive than the IDA/NA ever did.

Because of my lack of interest in hobby organizations, and because of my declining faith in the IDA/NA, I believe that the time has finally come to end its existence. As a result, I am running for President of the organization on the platform that I will, if elected, destroy the organization. I firmly urge any and all of you who have faith in the organization, who believe that it still has a function, to vote against me, and vote instead for Bob Hartwig (who, if nothing else, is certainly less incompetent than our previous President). I fervently hope that my attitude towards the IDA/NA will be disproved by events in the next few years, and that it will rebound as a useful and viable institution. I do not believe that this is possible; but if this occurs, none shall applaud more faithfully than I. As long, of course, as the organization is not used to dominate the hobby under the guise of "unifying" it,

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HITLER FORTRAN PROGRAM, coded by John Liberman, reprinted from GIGO #3.

COMMON GERMANY/JEWS;

JEWS = 13000000

IF (JEWS .GT. 6000000) CALL OVRKL (JEWS)

WRITE (6,1) JEWS

FORMAT (' NUMBER OF JEWS IS/ARE ', I7)

CALL EXIT

END

SUBROUTINE OVRKL (KIKES)

KIKES = KIKES - 6000000

RETURN

END

LETTERS:

Dear Mr. Gostikyan,

We have reason to believe that you may be able to help us in the treatment of a new patient, a Mr. Brian Gister. Mr. Gister was brought into our institution in a totally catatonic state by his two brothers Andrew and Gary, who said (A.G.): "He's been like this before, but I always thought he was asleep." and (C.G.): "I hope Goldberg doesn't find out".

As stated earlier, Mr. Gister was in a catatonic state. By the day after his entrance (9 December) he had left the state and was now conscious, although apathetic and refusing to speak to anyone beyond a few cryptic phrases such as "I kill Bob's monster, no, I kill Snorri's monster, no I kill...". One of our new interns became fascinated by this case and, with the director's agreement, began constant observation of Mr. Gister.

By Saturday (10 Dec.) it had become obvious that Mr. Gister is a manic-depressive passing through at least two phases. As the first our staff had observed had been catatonia, the intern, Mr. Stephen L. Patejos, was surprised to see that the second phase was passive paranoia. Mr. Gister continually muttered (according to Mr. Patejos) such phrases as "Rocks hate me," "No, no, don't break my arms again, break my brother's," and "I'll tell them all that none of them are invited," before Mr. Patejos had the presence of mind to obtain a tape recorder. A second tape was made from the original, and we are including a copy in the hope that you know Mr. Gister sufficiently well to be able to make sense of this.

By 6:00 PM this phase of Mr. Gister's actions had terminated, and by the following morning (6:30 AM, Monday 12 December) he seemed quite normal except for his attempts to borrow money from everyone. It was clear, however, that this normalcy was a facade, for when we placed him in a room where we could observe him without being observed, he first tapped the walls (Mr. Patejos speculates that Mr. Gister was attempting to make sure the room was soundproof) and then had a temper tantrum, rolling on the floor, crying, and attempting to hold his breath. This phase continued for approximately six hours and 37 minutes, whereupon Mr. Gister assumed the sleeping position of a young child (foetal position and thumb in mouth), whereupon he slept for approximately 17.5 hours.

When he awoke on Tuesday morning (13 December) he seemed accepting, and it was felt by Mr. Patejos that he was relapsing into the catatonic phase. At 11:30 AM, however, Mr. Gister asked for letter-writing materials. Mr. Patejos offered him paper and crayons and was rebuffed. Mr. Gister, it was explained, always typed his "missives" (Mr. Gister's word). He finally agreed to draft the letter in crayon on the promise of its being typed by Mr. Patejos; however, Mr. Gister insisted that he must see the letter before it went out to correct any mistakes.

The letter, as you have guessed by now, is addressed to you and is attributed to a Mr. Robert Bryan Lipton. The letter claims that Mr. Lipton is burning in a Hell which, the religion department of Fordham University (with which we have excellent cooperation) informs us, has no religious counterpart in any formal theology.

An envelope was requested by Mr. Gister and given; he immediately addressed it to you and enclosed his letter. Thereupon he relapsed within an amazingly short period (Mr. Patejos claims it was less than 15 minutes) into catatonia. At present (10:03 AM, 15 Dec. 1977), Mr. Gister appears to be emerging from the catatonic phase, and is able to show skin flinch reactions.

Several theories have been offered. The most likely one has been advanced by Dr. Otto Kreschmeyer who claims that Mr. Gister is a professional writer and that such actions as Mr. Gister has exhibited are quite normal for writers. Dr. Julia Seville, our institute's expert in patterning, however, insists that Dr. Kreschmeyer is wrong (actually, it is somewhat embarrassing to note, but she calls him "A damned behaviorist") and that Mr. Gister's actions are indicative of great self-loathing. Mr. Patejos had suggested that since Mr. Gister seems to send his letters to you, that you have more experience with Mr. Gister than we and could doubtless help us.

Unfortunately, Mr. Gister's relatives refuse to pay any expenses and so we are forced to consider him a public case. We can, however, offer you a standard "Consultant's fee".

Sincerely, Isobel Melissa Aronsen-Feck, M.D., Oakdale Nursing Home, Oakdale, NY

LETTERS:

from Bob Hartwig:

I received your URF DURFAL the other day and have a few comments.

First, "Strongpoint W-4" was one of the most excellent space-wasters it has ever been my privilege to see. I can assure you that I will get many enjoyable hours playing this unique game.

Next, your zine reviews are quite refreshing. I love a nice, blunt, "It's lousy". Especially when it's applied to someone else. Please don't ever plug PODUNK! I wish I had your ability to really ~~ay~~ into a bad zine. Just meek and mild-mannered, I guess.

Finally, I fervently hope to defeat you in the coming election. I hope that people will give me a chance to prove that everyone is wrong and should be pistol-whipped for their previous attitudes. I agree that an organization serving no useful purpose should be disbanded. However, an organization that can be useful should be continued if someone is willing to work to make it useful. I am willing and ready and hope that others will see this.

I would also hope that if elected you would not present your proposal unless you receive 50% + of the votes. After all, how can you claim a mandate to disband with less than 50% of the vote?

((See the end of the article. I said that if I received less than 50% (i.e., a plurality rather than a majority), I would hold a plebiscite to determine whether or not the membership really wanted the organization disbanded)).

((Andy Cook said in a recent issue of SUI CIDE that I'd attacked his zine. Well, I was a bit harsh in my review, but I didn't attack; I simply stated my opinions. I called the zine "uninspired", noted that the sub rate was a bit high, indicated that one of the articles "was supposed to be funny", and said the zine offe-ded me for some reason. I'm sharpening my tongue; Andy, when I attack you, you'll know it!))

Greg;

Sure could use a plug for my new business, if you could see fit to give me a little free advertising. What with being wanted in the fifty states, Puerto Rico, Guam, American Samoa, Ontario and Quebec, plus Mexico City, D.F., I need some way to make a few bucks-, what with my electric no-pain therapy being frowned upon by the AMA and other narrow-minded groups of marsupial-brained physicians. My new store is: Pain and Sons Leather Goods, Ltd (Only by your imagination), and I'm willing to make a special offer to the readers of Orf Derful; bring in a copy of the magazine, and receive a free britching guaranteed to produce an exquisite stinging and redness which will last at least four days, with the purchase of a Captain Bligh Square-Rigger Thirty-Lash Flogging administered by trained, merciless persons in authentic 18th century period dress. We're down on Henry Street, near the filthy bar where the drunkards cavort.

Sincerely,

Dr. "Doc" Octopus, DD, Incommunicado

Gostikyan, Gregory Z.;

You are hereby ordered to report for induction to the headquarters of the Selective Service for induction into the Screaming, Yowling, Dying, Howling Moaning Commandos, known as the Purple Berets. You have been assigned to Parachuteless Airborne Assault, and your training will encompass learning to jump from heights of fifty or more feet from a moving helicopter onto rough terrain amidst barrages of artillery fire for secret penetration missions which will require that you be unarmed. Your enlistment is for the mandatory nine-year period, to commence when martial law is declared by Generalissimo Carter this March. You will be in the Canadian takeover Squad, and the chances for your survival are pitifully small. Promotion opportunities are excellent, though; you will enter as Scum (E-0), but after three years may be promoted to "Dirt (E-1/2), unless you distinguish yourself upon the field of battle, in which case you may be promoted directly to Slime (E=3/4). Starting pay is excellent: \$250 a year, less food, clothing, medical and dental expenses.



LETTERS:

from Robert Stimmel:

In answer to your comments at the bottom of the letter from Ed Vesneske:

Glonia has 3 special supply centers:

Naples can be used as a building center by Spain or Austria

Amur can be used as a building center by Russia only

Crimea can be used as a building center by Russia or Ottoman Empire.

Map errors: there is no space called Gottegat. This space is a direct connection between Denmark and Sweden in Glonia--the same as in Diplomacy. Argentina needs a supply center dot on your map.

WIN is the abbreviation for West Indies

JUN is the abbreviation for Jungle ((not Jurueña as listed).

SOF has two coasts: EC and SC

Abbreviations BES, RI, and PAN were omitted from your maps.

Educational Reform Department:

Aren't colleges supposed to be educational institutions--not entertainment institutions? Therefore, all students interested in sports should be played an equal length of time in games. I'm surprised that no one has sued for this right.

For example, a small school might have only 110 players who wish to play football. This would allow each player 6 minutes per game. If the school scheduled 11 games each player could play a different position in each game---for all 11 positions during the year.

A large school might wish to have several teams which should be of approximately equal ability.

If all people can't be given equal time then the incompetent players should be given more time as they need the training more than the outstanding players do.

---

ART GALLERY, 2200

Christopher Jackson looked upwards. Eight feet <sup>by Mam Kasanof</sup> from ground level, and returning his gaze, two fist-sized eyeballs on stalks leered at him. The stalks connected with a near-spherical head of medicine-ball proportions and light purple tint, in whose center forty-seven identical conical white teeth reflected the brilliant light of the gallery display room. The body on which the head rested, while clothed in a radiant orange silk, evinced extreme power, Jackson, thought, in view of the fact that the bunching muscles underneath the robe were beginning to tear the garment's seams open. The four legs shifted from side to side; the two monstrous arms came together, above the level of Jackson's head, and two sets of ten fingers interlaced as twenty knuckles cracked.

"I can appreciate your distress at having purchased what you consider a forgery from us, but, after all, we did not say it was a Gainsborough. We said it "appeared" to be a "free copy after Gainsborough, possibly by one of the master's students". The World Trade Center, New York, is not a typical subject for the great portraitist, and it was this which led us to state that the painting was a "free copy after". The eyes didn't blink, and, though he granted it would be hard to tell beyond doubt, Jackson felt that the facial expression did not exhibit any amplified magnanimity. The two hands came apart, the twenty fingers stretched and flexed. "Well, if you'd like to discuss this matter further, I'd be happy to oblige you; just let me turn up the air conditioning." Jackson walked toward the control buttons set in the bare white wall; the purchaser followed him closely. Jackson seized the short metal hand grip below the control panel and tapped a red button. An ear-smashing roar exploded as the room's ceiling slid away and the million-watt suction fan came shortly to full power, pulling the distraught customer skyward as though the force of gravity had reversed its normal effects. The blower died as the ceiling snapped back into place. Jackson let go of the rail and walked to his desk. "Ms. Gifford", he said striking the intercom switch, "I've had quite enough of the art business."

((At this point, the manuscript ends in a tear.))

## POSTAL RULES FOR AFTER THE HOLOCAUST

(I'd like to start a game of this as soon as possible; I want a minimum of five players, and no more than 10). (Gamefee is \$1).

1. After the Holocaust Is published by Simulations Publications Inc., (44 # 23rd, New York, NY, 10010), and is available for \$12 (\$11 without a box or countertray). It was designed by Redmond Simonsen, and developed by Irad B. Hardy.

2. A complete postal game consists of three Recovery Game-Turns (see 26.0), one Preliminary Game-Turn (#26.4), and ten regular Game-Turns.

Before the game begins, each player must submit a preference list to the Game-master, listing which areas he would like to be the capital of his nation in order of preference. Using the rules for preference lists as outlined in URF DURFA's house rules, the GM will assign each player a capital hex. As outlined in 26.0, each player begins with one area only; the three Recovery Game-Turns are used by the players to expand their nations.

2a. Before the game begins, the GM will determine how much money each player begins with; he may handicap players if they begin with exceptionally good or exceptionally bad areas.

3. Sequence of Play: With each Game-Turn's adjudications, the GM will print the results of food, metal, and fuel production for the next Game-Turn. This means that the Primary Production for Game-Turn Two will be printed with Game-Turn One's adjudications, et cetera.

3a. For purposes of simplicity, the three Recovery Game-Turns will be labelled Game-Turns A, B, and C, respectively; the Preliminary Game-Turn, Game-Turn 0; and the ten regular Game-Turns will be numbered sequentially starting with 1.

3b. A Player's orders must be submitted on a phase-by-phase basis.

3c. The first section of a player's orders must specify what he produces during the Secondary Production Phase. Expenditures of food, fuel, metal, industrial points, et cetera should be noted.

3d. The second section of his orders should list a player's trade deals. If a Player is transporting commodities in a trade deal, he must indicate precisely how many transport points are being used, how many fuel points are expended, and what route is to be used in transporting the goods. All parties to a trade deal must indicate what commodities are being traded and must allocate such commodities. If one party to a trade deal fails to write orders compatible with the other party(ies), the trade deal fails and no goods are transferred; fuel points are not expended, but the transport point is engaged for the game-turn.

3e. When a Player has insufficient food to feed his people, he must indicate where the Labor Points are to be taken from when they are transferred into Starvation. A Player must indicate in this section of his orders also how Consumer Points are to be allocated---how many are to be spent in which sectors of his economy.

3f. The next section of a player's orders must deal with plebiscites. He must indicate in which provinces he intends to hold plebiscites and how much money is to be allocated to each plebiscite. Plebiscites will be conducted before military movement and combat.

3g. The next section of a player's moves must deal with military movement and combat. see 6.

3h. Thereafter, the player must indicate how many units of each commodity he stockpiles, how much money is spent thereby, how much money is committed to industrial investment, and what the tax rate is to be. He must indicate where Labor for Industrial Labor Reallocation is to come from; he must also tell the GM where extra labor is to come from if his Industrial Capacity is increased more than he had bargained for as a result of the taxation die-roll.

3i. A player may make any of his orders dependent upon the success or failure of other events during the Game-Turn. For example, a player could make military orders dependent on the success or failure of trade orders; could make expenditure during the Financial Round dependent on the success or failure of a strike; et cetera.

3j. The Gamesmaster will adjudicate the players' moves in accordance with the Sequence of Play outlined in the rules, with the exception that plebiscites occur before military movement and combat, and the fact that Primary Production is printed at the end of moves. If one segment of a player's moves fails because the player failed to provide for something that occurred previously in the sequence of play, the GM will attempt to fulfill the player's orders as fully as possible.

3k. If a player misses his moves, the GM will automatically produce as many Q for that Player as he produced on the previous turn (if possible) and allocate Q's as the Player did on the previous turn. The GM will stockpile any excess production of fuel, food, or metal (if the player's money allows), will purchase industrial investment sufficient to give the greatest probability of the country's industrial capacity remaining the same, and will tax the country at 30%.

4. Although it is not specifically stated in the rules, players may trade mech points; however, mech points that are to be traded must be placed in the Transport sector as soon as produced. One transport point can carry up to five mech points.

5. During the Political Contest Phase, the GM will determine whether more than one Player has allocated money for a plebiscite in a given area. If more than one Player has, the sums expended by all the players who spent less money than the player who spent the most are added, and this total is subtracted from the sum expended by the greatest player. If the resulting modified number is equal to or greater than the cash value of the area, the plebiscite is held; otherwise, not. If there is a tie among two or more players for the greatest amount of money spent in an area, the money from all players is lost, and no plebiscite is held.

5a. The Cash value of an area is \$1 plus \$1 for each plant, metal or fuel site in the area. This is a change from the rules. God control by another player adds \$5 to the value; poor control adds \$2. If the area is another player's capital, add an additional \$5 to the value.

5b. Rule 12.26 is not used; conducting plebiscites in Canada (or Mexico, see 10) is at normal costs.

5c. Players may subvert each other's units. The procedure outlined in 5 is used when more than one player attempts to subvert a stack of units to determine which player actually makes the attempt.

## 6. MILITARY STUFF

6a. Military units use the Combat Strengths printed on their counters. They do not, however, move through the hex grid; rather, units move from province to province, as in Diplomacy. Military movement is considered simultaneous, as in Diplomacy. A unit may move to any adjacent province in a given Game-Turn. Note also that militia units may never be moved out of the province in which they are raised.

6b. A military unit may only be maintained during the Military Maintenance Phase if the unit is in a friendly province in good control (or adjacent to such a province). The expenditure of a Supply unit in a province converts that province and all adjacent provinces to "provinces in good control" for Military Maintenance purposes only.

6c. There is no stacking limit. Units may enter provinces occupied by enemy units. If the units of one player from a province are ordered to enter the area occupied by units of another, and the latter units are ordered to enter the first province, only the units with the greater total combat strength move.

6d. One Player's units may attack another's only if the units are all in the same area. The RT is used to resolve combat. Players may submit preference lists for losses.

6e. A player may order his units in an area to support the units of another player in the same area. This means that if the other player's units attack, the first player's units join in the attack; and if the other player's units are attacked, the first player's units add their defense strength to the combat. Note that if the supporting units were attacked, the first player's units would not defend. Any losses in a situation in which one player is supporting another are taken from the non-supporting player's units until all such units are

eliminated, after which losses may be taken from the supporting player's units. In a situation in which two players are supporting each other, losses are apportioned equally.

6f. If a player fails to provide a preference list for losses, the GM will remove units according to the following formula: militia units; infantry divisions; armor divisions.

6g. There are no "cadres". When a unit is dead, it is dead.

6h. The following sections of 13.0 and 14.0 apply to the postal game: 13.2; 13.3; 13.5; 13.7; 14.3; and 14.4.

7. The following optional rules are used: 26.0, 30.0.

8. Before the first turn's moves are submitted, the GM will secretly send each player a card giving that player a special rule. Examples of special rules are:

"Because of your southern heritage, you have a military tradition. The combat strengths of all infantry units you produce will be 4, and 6 for all armor units."

"Disneyland survived the holocaust. You nationalize it, and the gate proceeds will give you \$2 per Game-Turn."

and so forth. All special rules will be beneficial. Players may keep their special rules secret, or reveal them, as they see fit.

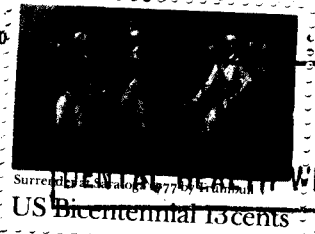
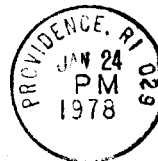
9. Hex 1609 (Aberta) should be considered to contain two fuel sites (Abertain oil).

10. There are three Mexican provinces in the postal game: 1. Tiajuana (capital hex 0504) borders on Southern California (0802), Arizona (0707), and Chihuahua. 2. Chihuahua (capital hex 0406) borders on Tiajuana, Arizona, and West Texas (0511). 3. Rio Grande (capital hex 0211) borders on Chihuahua, West Texas, Central Texas (0412) and Houston (0213); Rio Grande contains one fuel site.

Comments and questions are invited. If you'd like to play, please reply post haste.

the kingdom under the mountain, the kingdom under the mountain, the kingdom tra la la la la la.

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