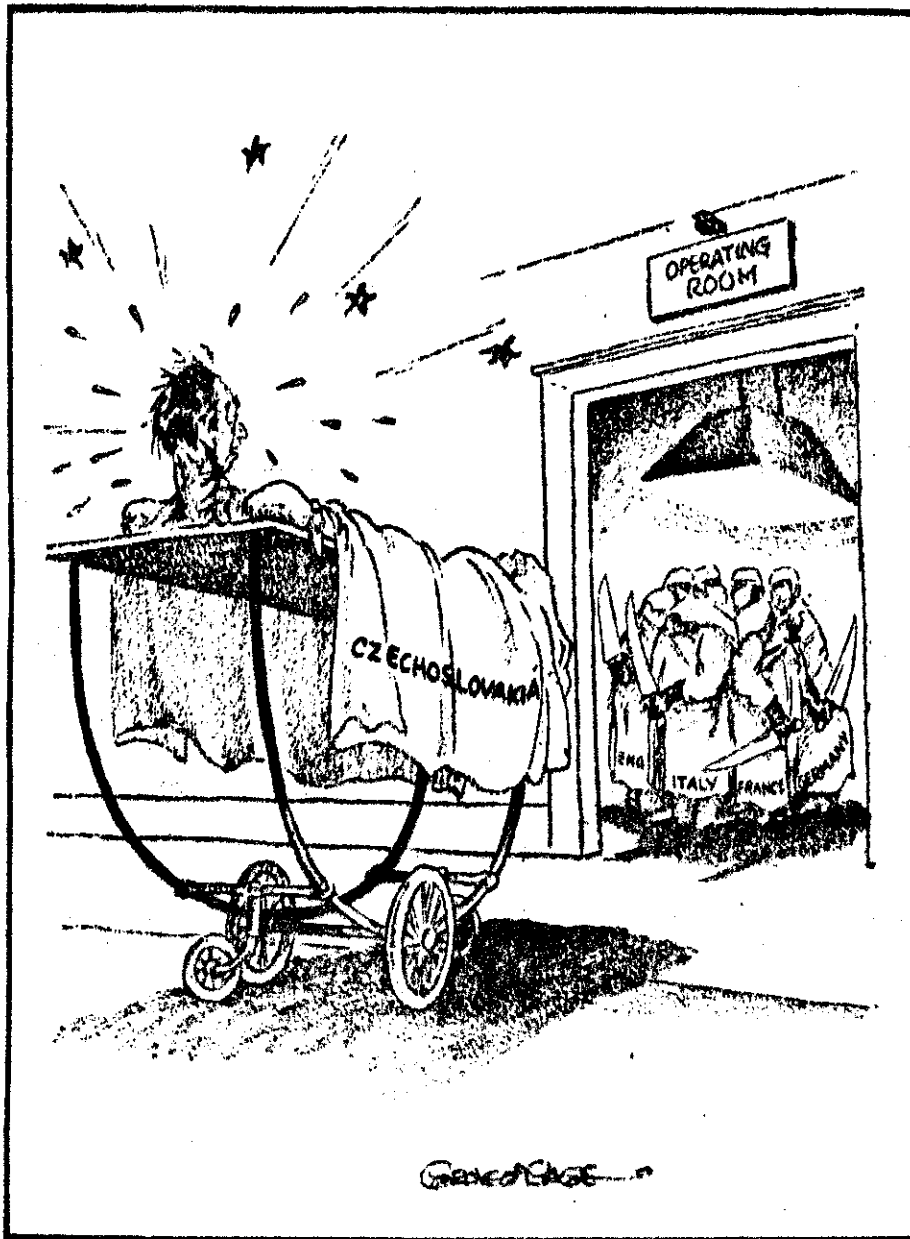


# \*URF DURFAL

GRANDSON OF POUCH

## 40

### CONSULTATION



Plus ca URF DURFAL, plus ca la meme chose. This is URF DURFAL, GRANDSON OF POUCH #40, 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 currently got openings in regular Diplomacy, Youngstown, Swiss Variant II, and Machiavelli. Articles are paid for at the rate of 2 issues/printed page. Subs are 7/\$2. Back issues are 5/\$1 or 25¢ each. The following variants can be had for an SSAE: Excommunication!, Near Utter Chaos, Utter Chaos, Indonesian Diplomacy, Dudland, Grand Fenwick's Revenge, Ancient Hebrew Kingdom, World War III, Partition of the Ottoman Empire, 1721, and Stab-Happy. The following Origins variants are available: Unification of Germany, and Origins of WWII. Urf Durfal house rules and postal rules for After the Holocaust, World War I, and Frigg It! are also available. The Costikyan Publishing Empire is also offering: The New York Conspiracy Hymnal for \$1, all five back issues of GICO for \$2 or 50¢ a piece; issues 2 & 3 of THE INVERTED GRAPEFRUIT at 75¢ each or \$1.25 for both; issue one of FIRE THE ARQUEBUSIERS! for 50¢, and PHOENIX for \$2. 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. ANOTHER ISSUE ON TIME. This issue is being put out the same day as the deadline. Yet again, URF DURFAL rises from the ashes. Get your moves in promptly, because you can't be certain that the zine will be delayed any more!

2. STANDBIES AND REPLACEMENT PLAYERS STILL NEEDED FOR THESE POSITIONS:

77IU: Austria, England. 77Ags: Cairo. 78Mgo: Italy  
 If you take over a position, 7 issues will be added to your Urf subscription. If you are interested in a position but need maps and rules, please write and I'll send them to you. Many thanks to John Strain and Bernard Sampson for volunteering as replacements.

3. GAME OPENINGS: We have openings in:

Regular Diplomacy: \$5 plus sub. The \$5 is refunded at the end of the game or when you are eliminated (whichever occurs first), but is forfeit if you drop out. Additionally, each time you NMR or NBR, one dollar is forfeit from the \$5 total. 4 players needed.

Youngstown: \$3 plus sub. Same rules as for regular Diplomacy 3-5 players needed.

Machiavelli: \$1 plus sub. The dollar is not refundable. 2-4 players needed.

Swiss Variant II: \$1 plus sub. 7 players needed.

After the Holocaust: \$1 plus sub. 1-4 players needed.

4. I'd contemplated making this a double issue, but there's no time; I've got to get this run off in half an hour in order to make the train to NY for vacation. Ciao.

**FREE THE CITY OF NEW YORK!**

\*Presently, citizens of the City of New York pay 50% more in taxes to the state government than it returned by the state; New Yorkers (including corporations with headquarters in New York) pay more than twice as much in taxes to the federal government than is returned to the city.

\*New York has lost its preeminence as an East Coast port because of the federal government's policy of favoritism to Connecticut ports, Boston, and Newport News.

\*With the exception of Grumman, no New York company has received a major defense contract from the federal government since the Second World War; our defense dollars are being used to support the economies of southern states!

\*The Federal government requires the City of New York to pay 30% of its welfare costs--- a larger share than any other state or city is required to contribute; this is discrimination in the extreme!

\*New York has its own national identity, misunderstood and despised by Americans. New Yorkers are dynamic; Americans are lethargic. While America has sunk into decadence, New York has transcended decadence and become, if anything, a more vital city than ever before. With its Latin heritage, New York has become totally unlike Anglo-Saxon small-town America; we have a separate national identity, and demand a separate nation!

\*If New York were independent, it could become a free port, encouraging trade and reestablishing New York's maritime preeminence; it could lower corporate taxes and encourage multinationals and other companies to establish their headquarters in New York, reestablishing New York as the corporate capital of the world.

\*Americans hate and despise New York as the center of international Jewish banking, black culture, left-wing politics, and crime. Repeatedly, the representatives of the American people have shown their extreme reluctance to ameliorate the discriminatory laws which affect New York, or to provide aid to New York (which aid would only serve to reduce New York's unfavorable balance of taxation with America). We say: neither do we love the nation that brought the world Vietnam, Watergate, and monopoly capitalism!

Join the New York Independence Party Now! Send your name and address to Greg Costikyan, 1675 York Avenue, New York, NY, 10028 (Your address must be within the city of New York, Nassau, Suffolk, Westchester counties or North Jersey).

**FREE THE CITY OF NEW YORK!**

**LIBRE NEUVA YORK!**

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At the moment, this is mostly a joke. However, perhaps sometime this summer I'll have a press release from the New York Independence Party printed up and mail it to the major papers. You need 15,000 signatures to get a mayoral candidate on the ballot, and between the Conspiracy and (should we be able to persuade them) the Yippies, we can probably get that pretty easily. Next mayoral election is in 1981, watch your local newspapers.

If you're interested in receiving any further information about the New York Independence Party, send me your name and address, and I'll keep a file. Perhaps I'll start a newsletter over the summer.

## LETTERS

from BRIAN GISTER:

Smithian capitalism as put forward in the notes following Alex Polsky's letter and contained within that letter is a system that cannot function in our densely populated and highly technological world. Laissez-faire requires a much more limited population/workforce and a relatively primitive communications system,<sup>1</sup> or it breaks down into a price-fixed worker-exploitative and monopolistic system as it did at the beginning of this century.<sup>2</sup>

How do I derive this conclusion? Using basic principles put forth by Smith and his contemporaries. Supply and demand will dictate that, due to the size of the workforce only the most competent would be hired into the system,<sup>3</sup> giving a higher quality product but simultaneously yielding a lower wage. When replacements can be found with ease, as will be true with the present size of our unemployed population, the employer can dictate his price. With no government control on payment there is little doubt that the business owner will be motivated by a much older force, greed.<sup>4</sup> With the payment of these starvation wages, the employer must be happy. Refusal to work will only bring about a worker's replacement by other members of a hungry population, hungry because the size of the workforce does not allow all to work and the non-government can hardly feed them. So what we have from the anarcho-capitalist system, following Ricardo's law, is Malthusian disaster with a large percent of starving people, and a rich, well-fed elite.<sup>5</sup> As far as Darwin's survival of the fittest goes, it hardly applies here. The best workers will still be paid poorly and those who complain will be thrown out to starve. All this would do is breed a complacent workforce ruled over by the people who had money to start with, not necessarily any more fit to rule than the man who was on welfare when the system was first instituted.

Enough of the worker's plight, on to the small businessman. When you first institute the system, the people who have the money now will presumably still have the money then.<sup>6</sup> They will therefore be able to start out with more. Having more, they will be able initially to produce more and will thereby be able to drive the competition out, reestablish themselves as before, and, ere long, you will once more have the corporate state. Even flight to less competitive areas by the poorer members would be senseless. With our modern communications network, the big companies would, after establishing themselves in one area, be able to move their operation into more isolated areas. Having more capital they could easily undercut the established businesses and take over---witness A&P and other large chain stores presently existing. Hardly survival of the fittest, with small business drive out, replaced by those who had a head start, once more in price-fixing cartels, unregulated in any way, leaving their poorer, initially, competition to starve in areas so poor they didn't bother to move there.

This is all I can see coming from libertarian states---corporate monopolies in the end taking over in a system wherein ninety-five percent of the people starve, or nearly so, while five percent live in utmost luxury. This could last, but not likely. It is more likely that the humane members would win out and a Brave New World be established or the workers might rise and destroy the system, establishing a pseudo-Communist/Socialist state. Is that really more desirable? Answer these problems and you may have the state you desire.

<sup>1</sup>On the contrary, a limited distribution network limits competition, and allows individuals to set up local monopolies.

<sup>2</sup>Wrong. The cartels and monopolies that existed at the beginning of this century existed because they used violence to enforce their monopoly, and were created by the government---witness the huge grants of land to certain railroads, making it impossible for other railroads to compete.

<sup>3</sup>No. The size of the workforce has increased, but the size of the economy has also increased---so that more workers are needed to produce all the goods that our economy

now needs. The fact that most of the American population is currently employed is the result of the fact that the economy is sufficiently large to demand a high level of employment. The fact that about 10% of the American population is currently unemployed is the result of artificially high wages in certain industries (brought about by government-enforced big unions), plus artificial support by the government which makes it more profitable for certain people to remain on welfare than to work, plus the fact that government regulation artificially controls business, thus keeping the size of the economy smaller than it would normally be and thus leaving some unemployed who would otherwise be employed.

<sup>4</sup>Greed is a useful social emotion, harnessed by the capitalist system; it is evil only when it becomes destructive. Firstly, as I've shown above, there is not a huge unemployed workforce---in a libertarian society, the economy would expand more quickly and thus there would be less unemployment, rather than more. Secondly, even if there were a large workforce, it is in an employer's best interests to pay a competent worker more than an incompetent worker, because the competent worker contributes more to the employer's profit. Thus, an employer will grant a competent worker a higher wage than an incompetent worker, and will be reluctant to fire a competent worker who wants a higher wage in order to hire incompetent labor at a lower wage. As a result, wages will not fall to starvation levels; incompetent labor would work at base starvation levels, will competent labor would be paid correspondingly more. Thirdly, you are ignoring unionization. The right to unionize is the right of all free men, and would be guaranteed in a libertarian state. True, an employer can fire all of his workers should they unionize, but he then must bring in incompetent labor, train the new workers to the previous degree of efficiency; during which time the employer is losing money because his new workers are not working as efficiently as the old. What an employer may not do in a libertarian society is employ goons and violence to break strikes---this is coercive violence, and a violation of the rights of the strikers. Further, an employer may not use government's power to break strikes through injunctions, police, and national guard; the government, too, in a libertarian society, would be restrained from the use of coercive violence, and in any case would have no right to intervene in the economic sphere. In other words, unions could arise more easily in a libertarian state than in a mono-capitalist state such as America at the beginning of this century; conversely, unions could never become as powerful as they have today, because government would be restrained from intervening in the favor of unions as well as from intervening against unions.

Thus, in a libertarian state what we would see is large industrial unions bargaining freely with industrial employers---without the use of violence by either side. Again, an employer would be free to use "scab" labor---but such scab labor would be relatively inefficient in comparison to union labor.

<sup>5</sup>There is no note five.

<sup>6</sup>Not necessarily. Wealth gotten by violating the rights of others would be confiscated and returned to the rightful owners. For instance; the true owner of a piece of land is the person who first discovered the land and improved it, and his legitimate heirs and successors. Thus, the peasants of Mexico are the true owners of their land, because they are the legitimate heirs and successors of the peasants who originally settled the land. The great land-lords of Mexico are not the true owners of the land, because their claim is based only on a grant by the King of Spain. With the establishment of a libertarian state, therefore, the landlords holdings would be confiscated and turned over to the peasants. Similarly, most of the wealth of the Rockefeller's, obtained by violence and coercion by old John D. would be confiscated and returned (in as much as is possible) to the workers and businesses that were screwed by Rockefeller. Any remaining money could go to a charity designed to rectify the scars left by the robber barons---or to any other charity.

<sup>7</sup>People with money do not compete with workers. Rather, having money doesn't give me a competitive edge as a steelworker. It may give me a competitive edge in capitalist investment. The rest of your letter brings up the problems of monopoly---the claim that a capitalist system inevitably devolves into monopoly---which I will discuss in a future article.

from ADAM GRUEN:

I think this game sucks! ((in reference to Excommunicational!)) Oh, the design is excellent, but this particular game I'm in bites the moose. I will outline the reasons why I make such a statement.

1) Last letter I asked that you reprint the addresses of all the players, so that I could communicate with them. As you know, diplomacy is pretty crucial in a diplomacy variant. You did not print the addresses. ((Sorry, My oversight. However, I'm not responsible if you lose the addresses; since you've been in the game from the start, you must have had them at some time.))

2) I notice that Heuer is still the Albigenian player, despite the fact that he has missed his last six moves in a row. I asked you to replace him. You did not. ((You've got your facts wrong. The last time moves were adjudicated was in issue 36; Heuer got his moves in at that time. Admittedly, he hasn't been the best of players, but he has gotten his moves in occasionally, and claims he'll continue to do so. As I have no replacements, this is about the best that can be done.))

3) Stuart Pollack missed one set of moves, and you immediately declared Civil Disorder. This in lieu of #2 is highly inconsistent. ((Stuart not only missed his moves, but dropped out of sight completely---noone, including you, could give me an address, and he was apparently out of contact for an indefinite period. Since England was being destroyed, and was reduced to two centers by the time I put England in Civil Disorder, this seemed to make more sense than trying to find a replacement or continuing with Stuart as nominal player. The situation is not comparable to the Albigenian situation, because Heuer is still in contact, even if he only gets his moves in infrequently, and further, Albigenian is still a relatively large power, England, on the other hand, has only two centers left, and Pollack is God knows where.))

4) I strongly object to the fact that so many players in this game come from NY and NJ, and know each other so well. Fact is, even if you did print phone numbers, why would they want to ally with a player from North Carolina when cheaper allies are close at hand? ((Wrong, Adam. Look at the player list. We have three players in New York, one in New Jersey, two in California, one in Pennsylvania, one in Massachusetts, one in North Carolina, one in Michigan, and one in Ontario. Yes, most of these people "originally" came from New York---as did you, Adam---but in terms of phone call costs, you're no worse off than most.))

I cannot continue in such an unfair situation. Leon & Castile (Tom Gould) and Rus (Schwartz) and most likely HRE (Newell) are all allied against me. ((Not my fault, sucker)). Albigenian heresy is comic relief and you have done nothing in this entire year (real time) to insure that this potentially helpful ally become part of the game. How can I possibly survive if I can't even talk to the other players?

I therefore demand that you print as many full names, addresses, and telephone numbers of all the players as possible. ((See Excommunication adjudications this issue)). I also demand that you remove Ray Heuer from his position and replace him immediately, ((Since Ray got his moves in last time adjudications were printed, I see no reason to do this)). If you do not do these things I will declare 77Ags highly irregular, and bitch to the IDA/NA about your questionable performance as an unbiased GM. ((Adam, nothing the IDA/NA can possibly say or do about me would bother me in the least. If you're really upset, and can get a majority of the players to agree that they'd prefer a different GM, I'll be glad to transfer the records for 77Ags to the GM or publisher of your choice)). Finally, if that doesn't get you off your ass, I will resign and demand my money back. Frankly, I don't want to resign, and I do want Urf Durfal, but you have ruined this game for me. The least you can do is give me a fighting chance to survive.

PS: I must apologize for the irate tone of this letter, but put yourself in my position, which is clearly hopeless.

The new two-year countercyclical aid bill would give New York City \$69 million and Long Island's two counties more than \$4 million. But local officials are even more worried about the fate of the \$6.8 billion revenue-sharing program that gives them large chunks of money to use as they wish. New York City's grant is about \$300 million a year.

*((in response to the above article, John wrote the following letter to Representative Jack Brooks:))*

Dear Mr. Brooks:

In the New York Daily News of two days ago, you are quoted as opposing federal aid for cities, and suggesting that they should learn to "adjust to their declining status." For this reason, you oppose using countercyclical funds for salvaging the decaying portions of New York City.

I have several friends who feel that New York City should separate itself peacefully, by mutual agreement, from the United States of America. They feel that New York City can manage at least as well as did another great port city, Singapore, when it separated itself from Malaysia and became an independent city-state. Furthermore, as a sovereign nation, Singapore is able to turn back the refugees that come there to get on its relief rolls---something which federal court decisions do not presently allow New York City to do.

Until now, I have felt that these people were impractical and that their proposed political movement for New York City was ridiculous. However, your words have caused me to reconsider. Clearly, a continuing association between us New Yorkers and you Americans is as unwelcome to you as it is to us. Perhaps serious consideration ought to be given to ending it.

If you wish to pursue this idea further, I can put you in touch with the leaders of New York City's independence movement. If separation is the wish of both New York City and the United States of America, it should be undertaken in an atmosphere of mutual respect and good will.

Sincerely yours, John Boardman

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PRESS 78Nix

From the dissolution of the Constituent Assembly by the Bolsheviki (Jan 18, 1918), the Commissariat of Transcaucasia began to function independently. Brest-Litovsk--- the disgraceful peace Lenin signed with Imperial Germany---would have given three of the Commissariat's provinces away to Turkey. The Commissariat therefore disowned these provisions. It pursued separate negotiations, and ultimately a separate war, with Turkey. In this war it was quickly and decisively defeated. The Commissariat formally declared its independence of the R.S.R.S.R. on April 22nd.

New peace negotiations began with Rucky on May 11th 1918 and led to the dissolution of the Trans-Caucasian Federation over the disagreements. The Turks and their Moslem allies controlled half of Russian Armenia and Azerbaijan.

The Georgians declared their independence on May 26th, and turned to Germany for help. The original purpose of the German advance into the Don (aside from teaching the Bolsheviki a lesson for stalling Brest-Litovsk) had been to occupy the Donets coal basin. This, it was hoped, would provide coal for the railroads of the Ukraine---which were fast hauling everything that the Germans could lay hands on back to Germany. The friendliness of Ataman Krasnov had given them wider ideas: The Kaiser and Krasnov had discussed the former's vision of what a new Russia would look like.

Consequently, Germany was willing to help Georgia---in return for control of the Transcaucasian Railroad and the use of Georgian ships for the duration. Germany recognized Georgia on June 11th, 1918; a colonel and a few battalions of German soldiers came to Tiflis as a diplomatic mission.

(con't on next page)

from ROY SMITH:

Thanks for the offer to join DNYMPA. I accept, mostly because I can't think of any good reason not to. But before I join, I'd like to speak my piece.

I think DNYMPA sucks. A while back I was involved in a struggle to get a game I am in (76IJ) transferred out of THE TETRADUD after a four or five month publishing gap. I wrote several letters to Brad Hessel, who repeatedly told me that since there was nothing that gave him the right to transfer a game unless the publisher gave his permission, there was nothing he could do. As it turned out, Richard did give his permission, but somehow it was still left up to me to find a new home, and work out the details with the players and the new GM. Eventually the game was moved to Bob Segeant's SAINT GEORGE AND THE DRAGON, but I still have the nagging feeling that I sort of forced the game on him when he really didn't want it. At any rate, Richard has consistently shown that he has no intention of continuing publication with any degree of regularity, yet DNYMPA has not taken any steps to rescue the orphaned games. I use Richard as an example only because he is the only DNYMPA pubber with which I am personally acquainted. ((Roy, although DNYMPA has no power to take games away from a publisher who doesn't want to give them up, Brad should have called Kovalcik and asked him what the story was. Tetracuspud does seem to have dudded out lately; I'll call Richard and ask him if he'd like to let DNYMPA transfer any or all of his games.))

It seems to me that DNYMPA is set up to solve a problem that doesn't exist. If a publisher is dedicated enough to formally declare his zine defunct and to inform the capo of this, then it is more than likely that he will also be dedicated enough to dispose of his games in a proper fashion himself. As a current example take Bob Lipton. He has a zine that for all intents and purposes has folded, yet because the publisher is aware of his responsibility to the players, it has not become necessary for DNYMPA to do what it was set up to do. In Richard Kovalcik's case, however, it is necessary for an outside agent to get involved, yet it refuses to do so. ((As Capo, I cannot take coercive action; thus, I may not take Richard's games away from him. I can, however, nose around and find out what TETRACUSPID's problem is, and possibly persuade Richard to give up the games. Nine out of ten times, a zine neither sinks without a trace nor continues ala MIXUMAXU until the games are finished; usually, a publisher just loses interest and, one day, stops publishing. As cases in point, see Neiger's POUCH and Reif's BLACK HOLE. At this point, DNYMPA has a function; I can talk to Neiger or Reif and say, "Gil, why don't you give me the records to your games, since you've stopped publishing." Generally, Gil's response will be, "Why not? I'm not going to continue to run the games, and there's no point in screwing the players." Brad's problem was that he didn't bother to contact Reif or any of the other late publishers and find out what the problem was. With luck, I'll do so a bit more often. But the point is that DNYMPA still serves a function.))

I get the impression that you feel the same way about this matter as I do, but you don't seem to be as outspoken about it as I am. At any rate, I am sure that if you don't agree with me, you at least understand what I am trying to say.

But now you might think that I'm a typical asshole liberal spouting off about the ills of the world without offering any solutions. Wrong-o. I'm a typical asshole liberal spouting off about the ills of the world while at the same time offering a solution. In return for accepting an orphan game or two (not too many, mind you) when requested, I give you (meaning DNYMPA) the right to take any or all of my games should I ever be more than three months late in getting out an issue. ((But Roy, I still won't treat you any differently than the other DNYMPA members. If you're ever three months late, I'll call you up to find out what the problem is, and if you want to give up the games, I'll handle them, and if you think you can continue publishing I won't)).

I don't eman to suggest that any of the other members should give similar blanket permission, but I feel that I must. If you don't want the responsibility of stealing my games without my explicit permission at the time, when the time comes (Sativa forbid!) you can ask me and I will give such permission.

I also think that DNYMPA members should be willing to run another member's games for him for one or two seasons if there are good reasons for doing so. As an example, when Richard went to Europe for a month last summer I agreed to run his games for one



season. Unfortunately the proper records were never forwarded to me so I was unable to figure out the builds (both games were in fall seasons) so it ended up that the games were delayed anyway, but that's not my fault. I went out of my way to do a fellow publisher a favor, but he couldn't even be bothered to see that I had the proper information to run his games for that one season properly. Please don't get the impression that I'm trying to pick on Richard. I consider him a friend of mine, but because of my limited involvement in dNYMPA affairs, all the other examples I can think of deal with him. I am sure there are other examples such as BLACK HOLE and THE DIPLODUD JOURNAL. As a matter of fact, I once tried to adopt one of BLACK HOLE's orphans, but after not even getting a response from Doug Reig, or any of the players that I could find (scratch that, one or two players responded) I gave up in despair. I got the same sort of lack of response from Roger Oliver when I tried to take over one of his orphans (74FX) but I persevered and am now running the game. I'm not hunting for orphans--Mark Berch asked me to take over FX and I agreed. ((Roy---part of the problem is that, in the past, a number of feuds have originated over the question of whether or not someone "stole" someone else's games. The most recent example of this is when Bob Sacks, a GM in Mixumaxu, started his own zine and transferred all of the games he was GMing in Mixumaxu to his zine. DNYMPA must not allow itself to be subjected to charges of stealing other people's games---and I, for one, would not be a member if the Capo had the power to take my games and forcibly transfer them with or without my approval. DNYMPA can, however, provide a service by providing a vehicle for the transferral of games with the approval of the involved GM. DNYMPA, however, is only as active as its Capo.))

From JOHN BOARDMAN:

Are you interested in the following items?

Sincerely, Peckerhead.

((enclosed was a clipping from the Monday, 13 March 79 NY Daily News)):

TEXAS REP MOCKS FAILING CITIES' PLEA FOR MORE U.S. AID

(Washington News Bureau)--Deriding pleas by New York and other big cities for more federal funds, Rep. Jack Brooks (D-Tex.) who is the major obstacle to a Carter administration proposal for extra aid to hard-pressed urban areas, yesterday described the new measure, along with federal revenue sharing, as a "fraud."

Brooks, the wisecracking chairman of the House Government Operations Committee, told several hundred officials of the National Association of Counties that the revenue-sharing program, which expires next year, is full of flaws and that the Carter proposal for \$400 million in countercyclical aid to the cities and counties was even worse.

The Brooks, whose sarcasm-with-a-Texas-twang played briefly to a national audience during the 1974 House hearing on the impeachment of President Nixon, went on to heap scorn on Northern cities for their continuing campaign for more federal aid.

"You know, people like to take their Sunday drives out into the country and take pictures of the falling-down barns and other collapsing buildings on abandoned farms," he said. "They think that's quaint and picturesque. But an abandoned apartment house in the Bronx sends the mayor and the governor and the senators and congressmen from New York running to the White House for help, saying they need more money."

LEARN TO LIVE WITH DECLINE

Brooks said that programs such as countercyclical aid and revenue sharing have let cities turn "to Congress for money to collect their garbage and pay their police officers". He said the cities should take steps to "adjust to their declining status" rather than seeking federal aid to "prop them up" and to "make up for the people and jobs they are losing". The trend away from the older cities, Brooks said, is a change the cities must learn to accept.

Brooks' committee has authority over both the revenue-sharing and counter-cyclical programs. He and his committee allies succeeded last year in killing the countercyclical bill in committee.

Countercyclical aid is aid provided during economic downturns. Under revenue sharing, states receive federal tax funds.

On May 28th, Armenia and Azerbaijan had also proclaimed their independence. Neither, however, controlled the important cities in the territory they claimed as their own. Armenia especially was surrounded by Turks, Kurds, Azerbaijanis, and Georgians. Without oil or minerals, Germany was not interested in Armenia.

Meanwhile, Baku was refusing to admit to being Azerbaijan's capital. So the Azerbaijanis and the Turks surrounded the city in June. The Armenians, fearful for the safety of their nationals in that city, appealed to the British general, Dunsterville (who was stationed at Enzeli, Persia, I presume because of WWI). They mustn't have appealed to the General as much as they thought they did, for he sent a Russian colonel and 1800 Cossacks. This he eventually followed up with a small British force under his own command.

On July 31st, the Caspian sailors who were the main force inside Baku overthrew the Soviet Government and established in its place one of Social Revolutionaries, Mensheviks, and "Dashnaksutians" (which I presume was a local nationalist group). On August 14th, Dunsterville entered the city.

In September, Dunsterville marched out again. Baku fell to the Turks on September 14th, 1918. Over 30,000 Armenians were killed, and the Azerbaijani government moved into its capital.

PRESS 76JJ

Paris, France, August 1904: The foulness has become clear. The German is not to be trusted, neither the English player. I view the English demand as "NUTS" and German presence is no longer needed on FRENCH SOIL. In short: GET OUT OF FRANCE--STAY OUT OF FRANCE.

To I: You're in left field not of my doing. I need your centers to defend myself against the North. Too bad we could not help each other.

To A & R: Why lay down and die easy? Make it hard on the other two of the North.

To T: Read the above and plan your defense against Germany: You will need it to tie the game. England & I will kill each other off in time.

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HOBBY FILKSONGS by Dick Trtak (c) copying 1979 by Dick Trtak

RONALD KELLY (to "Yankee Doodle")  
Ronald Kelly gets his zines  
Just to be a stand-by,  
Sticks a letter in the mail  
To see how well he can lie.  
Ronald Kelly, keep it up,  
Ronald Kelly, stand-by,  
Mind the misses and the drops  
And see how much you can buy.

DIPPITY DOO-DAH (To "Zippity whatever")  
Dippity do-dah, Dippity-day,  
My oh my, what a wonderful play  
Plenty of centers comin' my way,  
Wonderful feeling, wonderful play.

Got the GM in my pocket  
It's the truth, it's factual  
Even though it's not contractual.

Dippity do-dah, etc.

LET'S ALLY TOGETHER (to "Love will  
keep us together")  
Let's, let's just ally together,  
Go with my play whatever,  
The Russians or Turks fix upon,  
You can look on  
My help as constant so please now hook on,  
I said,  
Stop, you can have Sweden,  
Stop, we'll play the game even,  
Just say yes so we  
Can ally together

Strong and powerful,  
Someday your centers may go,  
When you start to go down,  
Who'll keep you in the show?  
I will, I will, I will....

76JJ (PDL-6)

GM: Greg Costikyan

FO4

Austria (Kelly) a bud # (r-gal, oth) a VIE-tri.  
 England (Stimmel) f ENG # f nAt-MID, f mid-POR, f nth-NWY, a BEL h.  
 France (Strain) f BRE-eng, f TUN h, f tyn-NAP, a PAR s a MAR-bur.  
 Germany (Hinton) f bot-STP(so), f swe-DEN, a WAR s a lvn-MOS, a BOH s a sil-GAL,  
 a MUN s a BUR.  
 Italy (Gould) a ven-ROM, f ALB # a TRI # a ven (nso), f adr-ION.  
 Russia (Schuetz) NMR! a UKR /h/, a mos /h/ (r-sev, oth).  
 Turkey (Goldberg) f BLA s a arm-SEV, a SER s a rum-BUD, a bul-RUM, f AEG-gre, a GRE-alb.

## Supply Centers:

A: vis, <del>h/g</del>	1 D1 or even
E: lon, edi, lvp, bel, nwy, POR	6 B1
F: bre, par, mar, spa, <del>h/g</del> , TUN, NAP	6 B1
G: ber, mun, kie, swe, war, stp, hol, den, MOS	9 B1
I: rom, ven, tri	3 D1
R: <del>h/g</del> , <del>h/g</del>	OUT!
T: smy, con, ank, rum, ser, bul, gre, SEV, BUD	9 B2

## 77Ags (Excommunicati)

GM: Greg Costikyan

Limbo

Less than half of the players have their moves in, so I'm delaying the game once again. Addresses, as per request, are:

Byzantium: Ben Grossman, 219 South 45th St, Philadelphia, PA, 19104; 215-386-7943

Cairo: Dave Barlow, 294 Harvard St #7, Cambridge, MA, 02139

France: Adam Gruen, Box 2139, J.H.U., Baltimore, MD, 21218, 301-366-7785

Leon &amp; Castile: Tom Gould, 128 Seeley-Oxford, Ann Arbor, MI, 48109, 313-764-1065

HRE: Bill Newell, 12734 11th Ave NW, Seattle, WA, 98177, 206-362-1522

Rus: David Schwartz, 569 Springfield Ave, Springfield, NJ, 07081, 201-376-6925

Seljuks: Don Wileman, 98 Sanderling Cres., Lindsay, Ontario, K9V 4N2, 705-324-2552  
(weekends only)

Albigensis: Raymond E. Heuer, 162-10 87th Rd, Jamaica, NY, 11432, 212-657-7887

Abassids: Brian Gister, 2600 Netherlands Ave, Bronx, NY, 10463, 212-796-1482

Eastern Orthodoxy: Robert Stimmel, Apt. 12, 1541 Sawtele Blvd, Los Angeles, CA, 90025,

imites: Bill Linden, 83-33 Austin St, Kew Gardens, NY, 11415

man Catholicism, Almoravids, England in C.D.),

## 77IU (Urf Durfal game)

GM: Tom Gould

Limbo

Not enough moves in. Let's go, folks!

## 75Bhfh (Colonia II)

GM: Tom Gould

Finit

Tom tells me that one of the draws passed; I don't recall the full details, but we'll have them for next issue.

## 78Mgo (Near Utter Chaos)

GM: Scott Rosenberg

Limbo

Scott's currently in NY, but left the game records at Harvard. He claims he'll have adjudications by next issue.

78Nix (Partition of the Ottoman Empire) GM; Greg Costikyan S 1921  
Two builds were omitted from last issue. Greece built f PELOP\_NNESUS, and Armenia  
built a ERZURUM

Armenia (Wileman) f SAMSUN h, a tabriz-TEHERAN (sf arm), f trebizond- east black (nsu),  
a TREBIZOND /h/, a ERZURUM s a tblisi-YEREVAN.

France (Gould) a TOMAD-Territorio militare, f LEBANON s f latakia-NE MED, a damascus-  
BAGHDAD, a baghdad-ISFAHAN, a sudan-ASWAN.

Great Britain (Linden) a HAJARA s a quwait-BASRA, a PALESTINE h, f alexandria-SE MED,  
f CYPRUS s f ne med-GULF OF ADALIA, f CRETE /h/.

Greece (Forrest) NMR! f AEG, a THESSALY, a BUL, f PELOPENNESUS /h/.

Italy (~~John Strain~~) NMR! a BENGAZI, f DALMATIA, f GULF OF SIDRA, a TERRITORIO MILITARE  
/h/.

RSFSR (Gister) a KRASNODR, f RUMANIA, a ASTRAKHAN, a GEORGIA all hold and declare  
opposition to territorial hegemony.

Turkey (Taylor) NMR! a ANK, f THRACE, a CON, a IZMIR, a YOZGAT /h/.

John Strain, 1154 Harbor Dr, N. Ft. Myers, FL, 33903 takes over the position of Italy.

"If all mankind, minus one, were of one opinion and only one person were of the  
contrary opinion, mankind would be no more justified in silencing that one person  
than he, if he had the power---would be justified in silencing mankind."---J.S. Mill

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