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## LIBERTARIAN SOCIETIES AND SCIENCE FICTION

"Lone Star Planet", by H. Beam Piper

"A Ticket to Tranai", short story in Robert Sheckley's CITIZEN IN SPACE collection

"Free Park" by Larry Niven

everything by Robert Heinlein

Libertarian ideology has long been popular among science fiction fans, at least partially because of the mutual attraction lunatic fringes have for each other, and partially because of fandom's intellectual "live-and-let-live" attitude which is conducive to a firm belief in human freedom. Naturally, this awareness of libertarianism in fandom has influenced a number of writers and of works.

Tranai, in Robert Sheckley's short story "A Ticket to Tranai", is a utopia. "Tranai the Bountiful, a peaceful, creative society, not saints or ascetics, not intellectuals, but ordinary people, who had attained utopia." There is, of course, a catch. There is no crime on Tranai. There is no theft---because "robbery" is considered a useful means of peacefully redistributing wealth. Government robbers wear white masks when they hold citizens up---surely this is better than a bureaucratic taxation system, with its waste and violation of privacy. Citizens, too, have the right to stick each other up. There is no problem with government exceeding its powers, because every citizen has the right to protest any action by any government official---by pressing a button next to his name in a "voting" booth, which button sets off an explosive charge in the official's badge of office, killing him. There are no marriage problems, because every husband keeps his wife in suspended animation, bringing her out only for special occasions (and, presumably, nookie). And there is no murder, because the victim of a murder is considered legally responsible for the crime---on the grounds that he must have done something to enrage his murderer.

Tranai is, of course, another "utopia that's really dystopia", a common theme in science fiction. Although certain elements of Tranaiian society are libertarian---notably the limitation on the powers of government and emphasis on the freedom of individuals---it is not libertarian in the final analysis because it, like all other non-libertarian societies, relies on violent coercion of individuals as a social force. Whereas in other societies, this violent coercion is the prerogative of government, on Tranai all individuals, to a certain extent, are empowered to use violent means to keep order. This is libertarian in that it denies government powers which individuals do not have, but anti-libertarian in that it permits the violation of the rights of individuals by other individuals. Although an amusing story in its own right, "A Ticket to Tranai" fails to come to grips with libertarianism and the problems and/or advantages in libertarianism.

New Texas, in H. Beam Piper's LONE STAR PLANET, is a bit closer to a libertarian society. Piper, unlike Sheckley, is obviously sympathetic to libertarian views---but Piper was a conservative of the old school while he lived. Says Andrew Jackson Hickock, a ranchowner on New Texas: "You see, our government is, in effect, an oligarchy of the big landowners and ranchers who, in combination, have enough military power to overturn any Planetary government overnight. And, on the local level, it is a paternalistic feudalism. That's something that would have stood the hair of any Twentieth Century 'Liberal' on end. And it gives us the freest government anywhere in the galaxy." The government is unable to encroach on New Texans' freedoms, because, were it to attempt to do so, the big ranches would combine their strength and march on the Planetary government to protect their rights. "So the right of armed intervention by the people when the government invaded or threatened their rights became an acknowledged part of our political system. And---this arises as a natural consequence---you can't give a man with five hundred employees and a force of tanks and aircraft the right to resist the government, then at the same time deny that right to a man who has only his own pistol or machete....We have no standing army,

only the New Texas Rangers. And the legislature won't authorize any standing army, or appropriate funds to support one. Any member of the legislature who tired it would get what Austin Maverick got a couple of weeks ago ((a machete in the gut)), or what Sam Saltkin got, eight years ago, when he proposed a law for the compulsory registration and licensing of firearms."

In other words, on New Texas, it is not murder to kill a practicing politician, if you can prove that the politician you killed deserved what he got.

In Piper's novel, the system works pretty well, because the government is restrained by the citizenry and the big ranchers; and the ranchers are restrained by each other, for no group of ranchers would be willing to let any other group gain too much power. To main challenge to the system arises when the z'Srauff, an alien dog-like species, plans to invade New Texas---and New Texas is insufficiently strong to go it alone. New Texas joins the Solar League, under an understanding that the planet will not be deprived of its unique political system---but the problem raised remains an important criticism of a libertarian society: would such a society be able to unify to oppose an external aggressor without destroying the society's libertarian nature?

Although the use of violence to restrain government might, at first glance, be considered anti-libertarian, it is in reality not. The key formula of libertarianism---about the only matter on which all libertarians will agree---is that "Each individual has the right to do as he pleases, as long as he does not interfere with the equal right of all other individuals to do as they please". Coercive violence---using violence to deprive others of their rights---is immoral; retributive violence---using violence to prevent or undo deprivation of rights---is not only moral, but laudatory. One might argue that killing a politician who seeked to create legislation that would deprive individuals of their rights is a form of retributive violence.

Although Piper likes the libertarian society he has created, and ultimately his hero joins the society, he does point out two potential problems in such a society. The first is the problem of an external aggressor; Piper solves the problem by side-stepping it, having the Solar League, as a *deus ex machina*, step in to fight the z'Srauff. The second is the open nature of the libertarian society; the z'Srauff are able to infiltrate it, and hire members of the society to assassinate the Solarian ambassador and the New Texan President. Piper accepts this latter as an unavoidable and necessary consequence of a free society; and I am inclined to agree with him.

Larry Niven's "Free Park" is, overtly, an analysis of libertarianism and its consequences. A "Free Park" is a park in which all laws are suspended, and in which anyone is absolutely free to do as he pleases---except that "spy eyes" float ubiquitously over the park, observing the actions of everyone---and zapping with a paralyzer ray anyone who takes any violent action. The result is a light, holiday atmosphere, reminiscent of that in any big city park during a summer day, but somewhat freer. Naturally, there is a good-natured resentment of the spy eyes, and a favorite sport is trying to knock them down---and, occasionally, someone does down one or two. In the story, however, a friend of the protagonist brings a device into the park that jams all the spy eyes. The result is the most primitive possible setting---no laws, no law enforcement, no society. Thus, the free park becomes a sociological experiment; what form of society will be developed?

The answer is not a libertarian, free society, but a brutal, anarchic one. A group of punks take over a water fountain, and won't let anyone drink; and since people are in the park for several hours before they can be evacuated, this is an annoying, and somewhat frightening, occurrence. We see no rapes or murders, but we do see a few signs of gratuitous violence. The protagonist asks his libertarian friend where the private police forces and citizens' militias are, and when this coercive violence will end; his friend is unable to answer.

(con't two pages hence, on bottom of page)

## WHY YOU SHOULD OPPOSE CONSCRIPTION EVEN IF YOU SUPPORT CONSCRIPTION

In his guest-of-honor speech at the 34th World Science Fiction Convention, Robert Heinlein said "Peace and freedom are incompatible. You can't have freedom unless you're willing to fight for it, and you can't have peace unless you're willing to surrender your freedom."

This seems to me to be obviously true. Unless one is willing to fight to defend freedom against those who would destroy it---such as Nazi Germany or Soviet Russia---freedom will inevitably be destroyed.

As enlightened, free individuals, it behooves us---more, we have an obligation---to defend freedom when it is threatened. This obligation to defend freedom is based on the fact that we desire to remain free---and more, that we have an obligation to those we care for and to other men to fight for their freedom.

We have no obligation to defend any state, government, or nation. If we fight a just war---such as World War II---we do so to defend liberty, not to defend a flag or a set of symbols. World War II was not fought to defend America from invasion, for invasion by Germany or Japan was an unlikely possibility; rather, it was fought to free Europe and Asia from Axis enslavement; it was fought for freedom.

If a war were to break out---if our liberties or the liberties of our friends were threatened---we would have an obligation to defend those liberties; we would have an obligation to join the military.

If the government of the United States were to start an unjust war---one fought for economic or power-political motivations, rather than to defend liberty---a war such as Viet Nam---we would have no such obligation. Our obligation is to liberty, not to the state.

If the government of the United States were to attempt to deprive us of our liberties, we would have an obligation to resist the government by any and every means possible---again, our obligation is to liberty, not to the state.

Conscription is the deprivation of freedom. The most basic freedom which all human beings enjoy is the freedom to order one's life as one wills---the "freedom to pursue happiness". Conscription means forcing an individual to perform the will of the state, rather than his own will---it is nothing more nor less than a form of state-enforced slavery.

Our obligation is to defend liberty. We are faced with a dilemma; we are told that conscription is the means by which we must defend our liberty; but conscription itself is an abrogation of our liberties. Where does our obligation lie?

In time of war, we might permit conscription; the danger to liberty inherent in war is obvious, and if conscription were truly necessary to preserve freedom it might be permissible. In time of peace, no such justification is possible. How can one argue that, without conscription, our liberties will be endangered? Possibly, but not probably, our volunteer army is insufficient to deter a potential Soviet attack---can we be sure that a conscripted army would serve better? And in any case, is it not possible that some alternative---such as a strong free citizen's militia would not serve better than either possibility?

Therefore, it is not clear that peacetime conscription is necessary to defend our liberties. In fact, it is highly improbable that peacetime conscription is necessary. It is clear that peacetime conscription is a violation of our rights---and therefore must be resisted.

At least one of the bills currently under consideration would introduce "national service" co-existent with or as an alternative to military service. Under national service, some conscripted people would be used in non-military domestic roles---such as sweeping city streets, conservation projects, and other government projects.

This sort of conscription is more pernicious than military conscription. With military conscription, at least one can argue that conscription might be necessary to defend liberty. With national service, there is no such justification; the only justification that is offered for "national service" is that such service would provide a direction for the lives of "apathetic American teenagers". Thus, the government presumes that it knows better than its citizens what is good for its citizens---the Big Brother syndrome. Rather than leaving American teenagers with the freedom to do as they desire, the government wishes to force American teenagers to do as the government desires. This is basic deprivation of freedom---for no justifiable purpose.

It is my personal view that the best way to ensure that America can defend itself against a potential aggressor---and therefore the best way to prevent aggression--- is to establish a free citizen's militia. Encourage every American between 18 and 26 to join a militia (possibly this militia might be constructed out of the decadent and useless National Guard), and provide good pay, tax compensation, some form of veteran's benefits, and so forth to encourage participation. Give militia members extensive training, and yearly refresher courses, so that a large American army can be mobilized at a moment's notice in time of war. Such a large, well-trained army ready to respond at an instant's notice is in the American tradition of citizen participation in the defense of America, and would instill in American citizens an appreciation of the necessity of constant alertness to the threat of war. Such a system strikes me as infinitely superior to a volunteer army, with its mercenary traditions and callousness, or to a conscripted army, with its resentful sloth and basic antipathy.

If America is to remain free, ~~we must use methods to defend our freedom that do not simultaneously~~ ~~deprive us of it.~~ ~~Conscription is slavery.~~

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#### *Libertarian Societies and Science Fiction (continued)*

Niven is expressing a common doubt, one of the difficulties many liberals have with libertarian ideology; unless there is an "impartial" government with the sole right to use violence to maintain order, will not "partisan" groups use violence for their own ends?

The answer is two-fold. Firstly, the government is not "impartial". It uses violent means such as taxation to force individuals to fight in unpopular wars, support unpopular social welfare programs, and subsidize multinationals and other big corporations. Further, government often uses violence directly---either via police forces or special police organizations such as the FBI, CIA, and DEA---to intimidate the enemies of the government and to attain the government's ends.

And, of course, without an all-powerful government, "partisan" groups will attempt to use violence for their own ends. The problem is to first establish a balance of power, so that any illegitimate use of violence by a group will bring retribution by an alliance of other groups---as in Piper's New Texas. The problem also is to educate citizens so that they are aware of their rights and responsibilities, and thus will feel an obligation to band together in defense of their freedoms, rather than tamely letting the hoodlums take over the fountain.

To expect the private police forces and citizens' militias to arise spontaneously from the primeval condition is absurd. Before the free society comes about, the ground must be properly prepared.

# POOPER FRANCE

by Brian Lawrence

*(In 1976, Brian Lawrence launched a counter-trend in the hobby: the so-called "school of bad play". In a series of articles, Brian demonstrated that each country on the board actually has a very poor chance of winning. Following this series, he produced a collection of how-to essays devoted to the goal of losing as quickly as possible, and "bad play" was created. The following is one of those articles, reprinted from VERTIGO #23).*

It is Spring 1903, and after heavy fighting in the Ardennes, the German High Command has broken through to Paris. Meanwhile, British amphibious assaults have destroyed French resistance in Iberia. On all fronts, Gallic supremacy has crumbled.

A scenario for victory? Well, hardly, if you're the French player. In point of fact, France is one of the lousiest countries to play in Diplomacy. (Of course, they're all lousy, but France especially). So you get Iberia in 1901? So what? That direction takes you off the board. As I have demonstrated in an earlier article, "France is Rance-id", and Perry Laary proved theoretically in his "Topological Comparisons in Diplomacy," France is the pits.

Alright, getting stuck with France is no fun, so why endure it? Go with "Pooper France": get eliminated as soon as possible so you can get into another game. In Dippy, though, losing is easier said than done. So how do you pull it off? As always, we'll divide the discussion into strategic and tactical considerations.

Strategically, the best alliance for France to lose is with Turkey. Early in the game, the Sultan is more concerned with Russia and Austria-Hungary. Frankly, my dear, he won't give a damn about you, so alliance with him gains you nothing. Meanwhile it is advisable to ignore letters from England and Germany. This will tend to make them ally with each other. Of course, this strategy isn't foolproof. Each may think you can afford to ignore him because you have allied with the other. No matter, don't give in to temptation: Ignore those letters.

Russia is potentially a great help to France, so you must alienate him early. Merely ignoring him will not work; you must actually turn him off to any French alliance. The best approach, I have found, is to wait for him to write first, and if he offers alliance, agree but demand that he support you into Belgium in 1901. In practice, the Russian will rarely agree to that. If he should, however, go further and demand all of Scandinavia. He will draw the line there for sure, and you won't have to worry about him trying to help you during the game.

Austria-Hungary is best handled by suggesting you and he go after Germany in 1901. Austria will rarely agree to such a proposal, and he will in fact be very likely to spill the beans to Germany to gain the Kaiser's favor. That will probably make the German think you're crazy, thus making your refusal to answer his letters more believable, and therefore drive him into an English alliance, which of course is just what you want. A similar strategy can be used with Italy: offer Rome an alliance in which you both go after Austria. Of course, a French attack on Vienna in 1901 is hard to pull off in any event. Italy will probably not buy the plan, and tell Austria, in order to gain his favor. That will then infuriate Austria enough to insure that he tells Germany of your anti-Kaiser plan. (Note how all these strategic moves dovetail brilliantly).

With Turkey as your only ally on the board, and an ineffectual one at that, you are perfectly set up to exit the game quickly. But now you must master the tactical situation.

F Bre-Mid, A Mar-Spa(sc), and A Par-Gas is the combination for Spring 1901. It is, in fact, on the surface a pretty standard set of moves. The fact that it is obviously not anti-British will alarm the Kaiser, who may fear English treachery. Possibly another offer to Austria will be needed to allay any fears in Berlin. The clincher, however, is the Fall 1901 set of orders: A Spa(sc)-NAf, F Mid C A Spa(sc)-NAf, A Gas H.

In this set of moves, you have: 1) failed to gain any supply centers; 2) left all home centers open, and 3) alienated Italy, who has probably moved to Tunis and will resent your A NAF.

A lot now depends on what the players did in 1901, but you have set the stage for an early elimination for sure. England will pick off Brest in no time, and Germany can march into Paris unopposed. He may also get into Marseilles, unless an enraged Italy beats him to it.

To insure elimination, both armies should hold in 1902 while F Mid moves to Wes. From then on, the fleet can hold to the very end, which won't be long in coming.

And so you lose quickly and painlessly. Another victory for "bad play", and an elimination is made less painful.

((Ed's note: The next in this series will be Lorry Clement's "Hapsburg Go-Lucky", which introduced the powerful but rarely used "Northern Openings" for Austria-Hungary.))

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**LETTERS**

From Adam Gruen:

Well, I must admit, you took me off guard, printing that letter. I didn't think you would, but since you did, I would appreciate it if you print this one, too.

Basically, the situation is now resolved. Since you printed the addresses and phone numbers, I now know who is where. This enables me to talk to the other players and possibly reverse the situation that has occurred. Whether I am a sucker and whether it's my fault is still a debatable, but moot, point.

I apologize also for my inaccuracies concerning Ray Heuer. Obviously he can and should stay in the game if he is still active. However, I sure wish he would do something with his units. Also I talked to Stuart and he was in England this summer ---he claims he sent you a letter asking you to replace him, but I gather it didn't arrive. Finally, I apologize for my inaccurate comments concerning the whereabouts of players. Not having a player-list, I had no idea where anyone was. And you're probably right, I must have had a player list two years ago, but that's a long time to keep something which can easily get lost or destroyed.

So all in all, I am perfectly satisfied with the way things are now, despite the past years' events.



I was surprised to read, at this late date, your comments on the secession on THE FLYING ORPHAN from THE MIXUMAXU GAZETTE. By suggesting that this could be an example of a feud started over possibly stolen games you do everyone involved a great disservice. By suggesting this was a "steal" you set a dangerous precedent, because the justification and rationality for the action was so apparent that noone involved protested - even Bob Lipton agreed, since he gave me \$8 to cover some of the postage for two of the orphans involved. By labeling this a "steal" you give credence to future acts which cannot be justified. As for starting a feud, this ended one that was starting. After all, one of the games was just won by Lipton's brother-in-law, who asked to sign up for the next game I open, hardly symptomatic of a feud.

Of the seven games, 2 were games started in THE MIXUMAXU GAZETTE with myself as the original gamemaster, 1 was an orphan started in PELLUCIDAR with myself as the original gamemaster, and the rest were orphans I brought to THE MIXUMAXU GAZETTE or were accepted by THE MIXUMAXU GAZETTE on condition I would gamemaster them. As a gamemaster I have an obligation not to abandon a game while I am able to continue. Since THE FLYING ORPHAN started, no player has had to pay a penny (and only one paid to defray postage).

The obligation to continue was very important because I could not trust Bob Lipton to run the games in a reasonable manner. We had long arguments over house rules because he felt the players should suffer everything he suffered when he was a player. It should also be realized that the following month, when Lipton moved to Boston, he fired his other gamemaster without cause, on the excuse that he couldn't operate with a gamemaster in a different city.

The reason for the secession per se goes back to the beginning of my collaboration on THE MIXUMAXU GAZETTE. Bob Lipton and I had just agreed to stop a dispute over his attempt to steal money from my SZ account; we were going to keep THE MIXUMAXU GAZETTE out of our disagreements and I would take over some of the gamemastering burden. When a dispute broke out in APA-DUD, Bob Lipton immediately attacked me in THE MIXUMAXU GAZETTE, and indicated to me that he would use his position as editor to control any rebuttal I might submit. Under the circumstances I had no choice but to concede the arena and leave with the games, especially since I suspected that he was about to discharge me from the games without cause (considering what he did to the other gamemaster I was probably right).

That's it. Bob Lipton is not a topic for discussion in THE FLYING ORPHAN, since he is in no position to respond. Whether he discusses me in THE MIXUMAXU GAZETTE is beyond my knowledge. Occasionally I argue a point with a friend of his in APA-DUD, but not about this matter. Until I read URF DURFAL 40, I thought the question was dead and forgotten.

*Robt Sachs*

76JJ (PDL-6)

GM: Greg Costikyan

W04

Austria (Kelly) NBR! a bud r-OTB. has a VIE.

England (Stimmel) b f LON. has f ENG, f MID, f POR, f NWY, a BEL.

France (Strain) no room for build. owed one. f BRE, f TUN, f NAP, a PAR, a MAR.

Germany (Hinton) b a KIE. has f STP(sc), f DEN, a WAR, a MOS, a BOH, a GAL, a MUN, a BUR.

Italy (Gould) d f alb. has a ROM, a TRI, f ION.

Turkey (Goldberg) b a CON, a ANK. has f BLA, a SEV, a SER, a BUD, a RUM, f AEG, a GRE.

77IU (Urf Durlal Game)

GM: Tom Gould

W04

Austria (Penn) has a BUD, a UKR, a ALB.

England (Vedder/Stimmel) b f LON, f LVP. has f NTH, a DEN, f SWE, f HOL.

France (Gister) b a PAR, f BRE, f mar (impossible---occupied), owed one. has a MUN, a KIE, a TYO, f ROM, a MAR, a TUN, a BEL.

Germany (Forrest) NBR! f kie r-OTB. GM disbands a sil. has a BER, a VIE.

Italy (Sampson) d a arm. has f ION, a VEN.

Russia (Kelly) b a STP.

Turkey (Tutacko) b f CON. owed one. has a SER, f AEG, a GRE, a ANK, f SMY.

-----oops, forgot addresses:

Robert Stimmel takes over for ENGLAND. Address: Brooks Hotel, Apt. 12, 1541 Sawtele Blvd., Los Angeles, CA, 90025

Bernard Sampson takes over for ITALY. Address: 16 Falls Chapel Way, Reisterstown, MD, 21136.

Will John Strain, 1154 Harbor Dr, North Ft. Myers, FL, 33903 continue to stand by for Austria?

78Nix (Partition)

GM: Greg Costikyan

F 1921

Armenia (Wileman) a YEREVAN (sf armenia) H, a ERZURUM-trebizond, f eastern black sea (nsu) f SAMSUN-yozgat, a TEHERAN /h/, a TREBIZOND /h/.

France (Gould) a TCHAD-(sf france) sudan, f LEBANON s f ne med-(sf france) PALESTINE, a ISFAHAN-baghdad, a baghdad-DAMASCUS, a aswan-(sf france) CAIRO.

Great Britain (Linden) a HAJARA-baghdad, a BASRA-isfahan, a palestine h (r-sinai, transjordan, druze, otb), f GULF OF ADALIA s f CYPRUS h, f CRETE s f se med-NE MED.

Greece (Forrest) orders from general orders. a BUL s a thessaly-SALONIKA, f aeg-DODECANESE, f pelopennesus-AEGEAN.

Italy (Strain) f gulf of sidra-IONIAN, f dalmatia-ALB, a bengazi-DERNA, a TERRITORIO MILITARE-(sf italy)sudan

RSFSR (Gister) NBR! a KRASNODR, f RUM, a ASTRAKHAN, a GEORGIA /h/.

Turkey (Taylor) a IZMIR h, a YOZGAT h, a ank-NEVSEHIR, a CON s f THRACE s a con.

Armenia: Trebizond, Erzurum, Malatya, Samsun, Tabriz, TEHERAN, YEREVAN 7 B2\*

France: Tchad, Damascus, Latakia, Lebanon, Sudan, Baghdad, PALESTINE, CAIRO 8 B2\*

Great Britain: Cyprus, Alexandria, ~~Qatar~~, Kuwait, Summan, Crete, ~~Yezid~~ 5 D2 or D1

Greece: Pelopennesus, Athens, Salonika, Bulgaria, DODECANESE 5 H1

Italy: Naples, Bengazi, Territorio Militare, Dalmatia 4 even

RSFSR: Krasnodr, Astrakhan, Uzhbezkhistan, Georgia 4 even

Turkey: Constantinople, Izmir, Uskudar, Ankara, Thrace 4 even

\*\*rou for one.

NEXT SEASON: W 1921 and S 1922 ORDERS COMBINED.

Rus has A Con, not F Con.

Brian Gister claims that he (Abassid Islam) has M Alexandria; checking my records back to S1104, I find no record of such a unit.

#### SELJUKS CONVERT TO ABASSID ISLAM.

On the grounds that the Seljuks "control Armenia, and anyone who controls Armenia in a game gamesmastered by Greg Costikyan must be the winner", a concession is proposed to the Seljuk Turks and Abbassid Islam.

Byzantium (Grossman) nmr! has a CHER, f TREB, f ION, a ALEX, a CHAL.

Cairo (~~Barlow~~Strain) f NOPR s f ROM s f nopr, a BAGD h, f ANTI s f cbyn-JERU.

England (C.D.) a CHES /h/.

France (Gruen) a PAR s a bur-AVIG, a reim-BLOIS, a lorr-BUR, a bord-BRIT, a avig-BORD, f SCOT-mid.

Leon & Castile (Gould) f leon-BOBI, a tole-UCLE, a BARC s a ARAG s a brgs-NAVR, f BALE-massi, f SATL-mid, a fez-HAMM.

Holy Roman Empire (Newell) a FRAN s a MAYE h, f NTH c a den-YORK, f GENO-massi, a PISA s a VERO-geno, a salz-LORR.

Rus (Schwartz) a CUMA s a kiev-PATZ, f LON-ches(ec), a khaz-GEOR, a mins-KAHZ, a CON s seljuk f gre.

Seljuks (Wileman) CONVERTS TO ABASSID. a ARM s a ICON s a arm, f GRE ~~to~~ to Latakian Heresy of the Sativan Church (no such religion).

Albigensis (Heuer) Moves from general orders. m ucle-TOLE & conv to albi,

m arag-SARA & conv to albi, m reim-MAYE & conv to albi, m AVIG h & conv to albi.

Abassid Islam (Gister) m bagd-MOSU & conv to aba, m tun-TYR & ~~to~~ to People's Temple (no such religion), m ANTI ~~to~~ (imp.) m jeru-EAS, m TRIP-western med (no such province).

Eastern Orthodoxy (Stimmel) m lith-PRU & conv to e.o., m gre-ADR, m con-PONT,

m TREB h & conv to e.o., m CHER h & conv to e.o.

Fatimite Islam (Linden) m cbyn-ION.

Roman Catholicism (C.D.) m CORD, m ENG, m BUR /h/.

#### DIPCON INFORMATION

DipCon this year will be at Origins 79. The convention will be at Widener College, in Chester, PA. Registration is \$8 if you pre-register before June 10, 1979, and \$10 if you register at the door. The convention will be held on the weeked of June 22-24. The Diplomacy tournament (called an "Avalon Hill Classic game" in the registration flyer) has a \$2 registration fee.

I will be participating in the following seminars: Science Fiction Games (Friday at 2), Fantasy Games: Today and Tomorrow (Friday at 3), Role Playing Games (Saturday at 8); and Fall of Rome (Friday at 11).

Registration fees and requests for further information should be sent to: Origins 79, c/o Strategy & Fantasy World, Valley Forge Shopping Center, King of Prussia, PA, 19406. Checks should be made payable to "Origins '79". If you want to stay in one of the dorms at the convention site, include \$9 per night for a double. (As far as I can tell, no singles are available).

The Origins people have been generall incompetent, not getting con info out until now. See folks, this is what happens when you trust suburbanites. NEW YORK IN 80.

This summer, I will:

Be working part-time at SPI. I'll be designing a game tentatively titled FALL OF ROME, which will be a multi-player power-politics game about the Roman Empire, in which each player is a general, member of an important family, or other important person in Roman political life, attempting to obtain as much power as possible, and possibly become Emperor. I'll also be doing a "Magic Capsule" (read mini-game), tentatively titled THE CORRIDORS OF DOOM which will, essentially, be a "random dungeon"--- i.e., using the rules a player randomly creates the corridors and rooms of a dungeon as the party wanders through it, and randomly creates monsters and treasure in the dungeon. CORRIDORS will be for 1 to 6 players, but in any case the players will act cooperatively against the non-player game-system.

I'll also be producing, for NIMROD GAMES, a company in which I'm investing and which is run by Bob Lipton, PEACE IN OUR TIME, a multi-player World War II game. Additionally, I'm working, with Stephen Tihor, Tom Gould, Ben Grossman, Ted Woods, and Jerry Paulson, on a fantasy role-playing game called HIGH FANTASY. We're negotiating with GDW, but if we're unable to get a major publisher to publish the game, NIMROD will always do so. The game will have approximately 200 SPI-type pages of rules, and will ultimately sell for \$15-\$20.

Lastly, I'll be doing the final re-write of the rules for 1480: THE AGE OF EXPLORATION which is a multi-player by-mail real-time simulation of the latter part of the 15th century, for approximately 27 players. This will either be published as a rules book by NIMROD, to sell for @ \$7, or by me on my mimeograph for circulation among the players. I'll be organizing a game of 1480 to begin in January, 1480; anyone interested in playing should contact me.

I will, of course, attend a number of conventions over the summer, including (but not limited to) WesterCon, Origins, GenCon, and SeaCon (the World SF Convention, held in Britain). Since I'm spending the airfare (Laker, of course) to get to Britain, I might as well spend a couple of weeks there, so, towards the end of August and beginning of September, I'll be in London.

As well, I will be learning to play the guitar, reading large quantities of science fiction, and putting out Urf Durfal. From this you may, with justification, surmise that I will be quite busy.

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