

# URF DURFAL

GRANDSON OF POUCH #57/58

## 5TH ANNIVERSARY

DITCH DA LIZARD

VOTE IDA/PEOPLE



VOTE RAYMOND E

Nuke Argentina! This is URF DURFAL, GRANDSON OF POUCH #57/58, the Fifth Anniversary Issue; 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 have no openings. Articles are paid for at the rate of 2 issues/printed page. Subs are 10/\$3. Back issues are available for 25¢ each or 5/\$1. The following variants can be had for an SSAE: Excommunication!, Near Utter Chaos, Grand Fenwick's Revenge, Ancient Hebrew Kingdom, World War III, Partition of the Ottoman Empire, Stab-Happy, Swiss Variant II, Fiat Lux; Youngstown I-IV is available for 75¢. The following Origins variants are available: Unification of Germany, and Origins of World War III. Urf Durfal house rules and postal rules for After the Holocaust, World War I, and Frigg It! are also available. The Costikyan Publishing Empire also offers: The New York Conspiracy Hymnal for \$1, all five back issues of GIGO for \$2 or 50¢ each; issues 2 & 3 of THE INVERTED GRAPEFRUIT for 50¢ each or 75¢ for both; issue 1 of FIRE THE ARQUEBUSIERS! for 50¢, and PHOENIX for \$2. Persons with subscriptions to Urf Durfal may cash their subs in for any CPE product at the rate of 25¢/issue.

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1. This is the 5th Anniversary Issue of URF DURFAL, and contains the best articles printed in Urf Durfal's first five years.
  2. CONSPIRACY, the NYC Diplomacy & Fantasy Gaming Convention, will be held July 406 at the Prince George Hotel in New York, as part of EmpiriCon II, the NYC Science Fiction Convention. There will be a tournament and panels on diplomatic and sf&f gaming, as well as a BARBARIAN KINGS tournament (a mutli-player fantasy game of my design), and a house FRP campaign. Registration will be \$7.50 until June 21, \$9 at the door, plus \$1 for the Diplomacy tournament. Write TESSFA, PO Box 682, Church Street Station, New York, NY, 10008.
  4. I need a standby for Venice in Machiavelli. If you take over the position, I'll give you a free 7 issue sub.
  5. I'm currently publishing the Spring 858 A.F. issue of the SLOBINPOLIT ZHURNAL. The ZHURNAL carries the moves and press for Slobbovia, a Diplomacy variant/role-playing game in which the press (strakh) is infinitely more important than the moves (strumph). Each issue contains 60+ pages of strakh and the moves for one season. Each player takes the part of a character in the world, and contributes to the on-going story in each issue. People who are interested should write the Arkhivist, Bob Lipton, 556 Green Place, Woodmere, NY, 11598, or send \$2 to me for a sample issue.

The illustration on the cover of this issue was printed on the cover of URF DURFAL #15/16, and also on the cover of an election pamphlet which the \*Constitutionalist Party\* sent out to IDA members for the 1977 IDA elections.

In 1976, Edi Birsan resigned as President of the IDA because he was moving to the Netherlands as part of his job. Leonard Lakofka, then Vice-President, became President. For three years, Birsan had worked to make the IDA into a viable service organization for the hobby; in three months, Len Lakofka turned it into a chaotic morass.

At DipCon in 1976, the IDA held its General meeting, as it did every year at the DipCon. According to the IDA constitution, the DipCon was the supreme legislative assembly of the organization; however, a quorum of the membership was never present at DipCon, and thus the General Meeting served only as an advisory body. The meeting felt that a new constitution was needed, and that the hand of the President had to be strengthened. Lakofka promised to look into the matter.

Immediately, Lakofka, Walt Buchanan, and Lew Pulsipher drafted a constitution. Without referring the matter to the IDA Council (as required by the old constitution), Lakofka put the matter before the membership immediately, sending a copy of the constitution to each member, along with a ballot on which to vote; members were asked to make a choice between 1) voting yes on the constitution, and b) voting no and calling for Lakofka's immediate resignation. This introduction of an irrelevant issue prejudiced many voters, and was entirely contrary to normal parliamentary procedure and to organizational law.

The result was uproar. The IDA disintegrated, and most of the officers resigned in disgust. It seemed that the IDA was about to disappear.

Scott Rosenberg, then editor of the IDA, appointed Ben Grossman and me members of the Publications Committee of the IDA (as provided for under the old constitution). He then resigned. Ben and I felt that we must take precipitate action to save the IDA; so we published an issue of Diplomacy Review calling for debate and a second plebiscite on the Lakofka constitution.

The plebiscite was held, but we were forced to work out a compromise that those who had voted before but did not vote again were to have their votes counted. This, too, was illegal, but it seemed necessary to preserve unity. This plebiscite, too, was unconstitutional, but it seemed the only way to preserve the IDA.

The Lakofka constitution passed.

New elections were held. Ben, I, and Ray Heuer ran for office, Ray for the Presidency against Lakofka. We announced that we would interpret the new constitution strictly, and revitalize the organization. Len had nearly destroyed the organization; it was time to oust him.

Ray Heuer won that election. But his majority was achieved by the counting of British votes. The election teller claimed that Lakofka had won, because the new \*IDA/NA\* as the IDA was called in the new constitution, was a North American organization. BUT NO WHERE IN THE CONSTITUTION DID IT SAY THAT NON-NORTH AMERICANS COULD NOT BE MEMBERS, and the Brits who voted had paid their membership dues. The election was stolen from Heuer.

From UD #2

## ALL I NEED IS A LITTLE PRESS FROM MY FRIENDS

What would you do if I printed a zine?  
Would you fuck up and NMR on me?  
Send me some press, and I ll print it quite soon,  
And I ll try not to hit the wrong key.  
I get by with a little press from my friends,  
I get high with a little press from my friends  
Going to try with a little press from my friends.

What do I do when there s no press to print  
(Do you like reading a zine without press?)  
How do I feel on the day that I print  
(Are you said becaus there s nothing to hiss?)  
No, I get by with a little press from my friends.

Do you need anybody?  
I need somebody to write.  
Could it be anybody?  
I want somebody to write.  
I get by with a little press from my friends.  
Yet, I get by with a little press from my friends.  
With a little press from my friends.

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From UD #6

## THE FLASHING POLICEMAN by Scott Rosenberg

I really don t know precisely where to start; I guess I ll just outline the events of a certain Friday night, and see how it goes.

Anyway, I was at home, attempting to relax (no mean feat with Dil calling me up every ten minutes to ask some dud question about Teeb s dungeon) and I was alone in the house which gave me a chance to unwind in style. First, I put Van (the Hustle) McCoy s new album, \*The Disco Kid\* which I d won from a WABC contest on my steree, and turned the volume up as high as it would go without distorting the music until it sounded like Mating Songs of North American Toads recorded at 78 and played at 16. I then took three joints out of my secret stash (located in my Diplomacy set, if you really care to know,) and placed one in my mouth, and one in each nostril (\*Grossman style\*), and lit all of them. I then took a long toke on the joints and settled back to listen to the music.

Then the doorbell rang. Cursing as I went, I ran downstairs to see who it was. A goddamned cop, of course. I yanked the joint out of my mouth and threw it into a large ornate vase nearby, then hurriedly opened the door without realizing that I still had two joints stuck in my nose. The cop stared at me for a second, then opened his huge overcoat to reveal the fact that he was stark naked underneath.

What a dud! I slammed the door as fast as I could, and locked it. I took a quick look through the peephole in the door. The \*cop\* had vanished. Well, this was surely turning out to be an unusual evening. I went over

to the huge vase and tried to get the still-smouldering joint out of it, but it was too far down to reach and the vase was too heavy for me to flip over, so I pressed my mouth against the opening in the top of the vase and began to hyperventilate, but it didn't work too well.

So I decided to try a steady favorite of mine, almost as good as dope: ditto fluid strained through a bath towel, mixed with ginger ale and poured over ice with a twist of lemon. I went to the refrigerator, but I was out of pre-strained ditto fluid, so I had to make some more. After I had strained the new batch of fluid, I discovered that there were no lemons, so I had to have it with a slice of lime instead (\*Jamaica style\*). Suddenly I heard a sound like a string of firecrackers going off outside.

I went to the door and opened it and looked out, and there on the steps was a bloody corpse. I figured then it was time to go to Greg's D&D game (I arrived at this decision primarily because I was not altogether straight) and I started to wander towards the subway. Little did I know then that this was to turn into the most celebrated case in my entire career.

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From UD #10

A BRIEF SELF-DESCRIPTION  
by Adam Kasanof

I have never been arrested, nor detained for questioning, do not smoke, use or sell marijuana, or any other drug, do not drink or smoke cigarettes, and do not, as a rule, gamble. I have killed two men in self-defense, one with a knife and the other with a piano wire and a brick (see diagram A).

I enjoy reading magazines, and read the following regularly: GUNS, GUNS & AMMO, GUN WORLD, POPULAR GUNS, SHOOTING TIMES, THE AMERICAN RIFLEMAN, SHOT-GUN NEWS, GUNS ANNUAL, GUN DIGEST, KARATE ILLUSTRATED, OFFICIAL KARATE, BLACK BELT, ACTION BLACK BELT, KODOKAN REVIEW OF JUDO, BOXING ILLUSTRATED, STRATEGY & TACTICS, ARGOSY, and THE NATIONAL REVIEW. My hobbies are marksmanship, recreational demolition, ballistics, amateur counterinsurgency, sport parachuting, parapsychological symbolic manipulation (black magic), Haitian cultural ceremony (voodoo), and parchesi.

I like to collect unorthodox knives, spearguns, and Coca-Cola bottles from around the world. Although my mother was a snake-chunker and my father adhered to Tibetan Lamaism, I have no particular cultural beliefs.

Last summer I worked as a cultural exchange program advisor in Angola until my platoon was wiped out by mortar fire, and I may go on a multi-national tour of Africa through South Africa and Rhodesia this summer, if the political situation allows; if it cools off, though, then I'll just stay home and get a job with the Parks Department again as a horticultural maintenance engineer (I still have my sack and painted stick from last year). I have a platonic relationship with a girl named Muffin, and my greatest ambition is to win the Nobel Peace Prize.

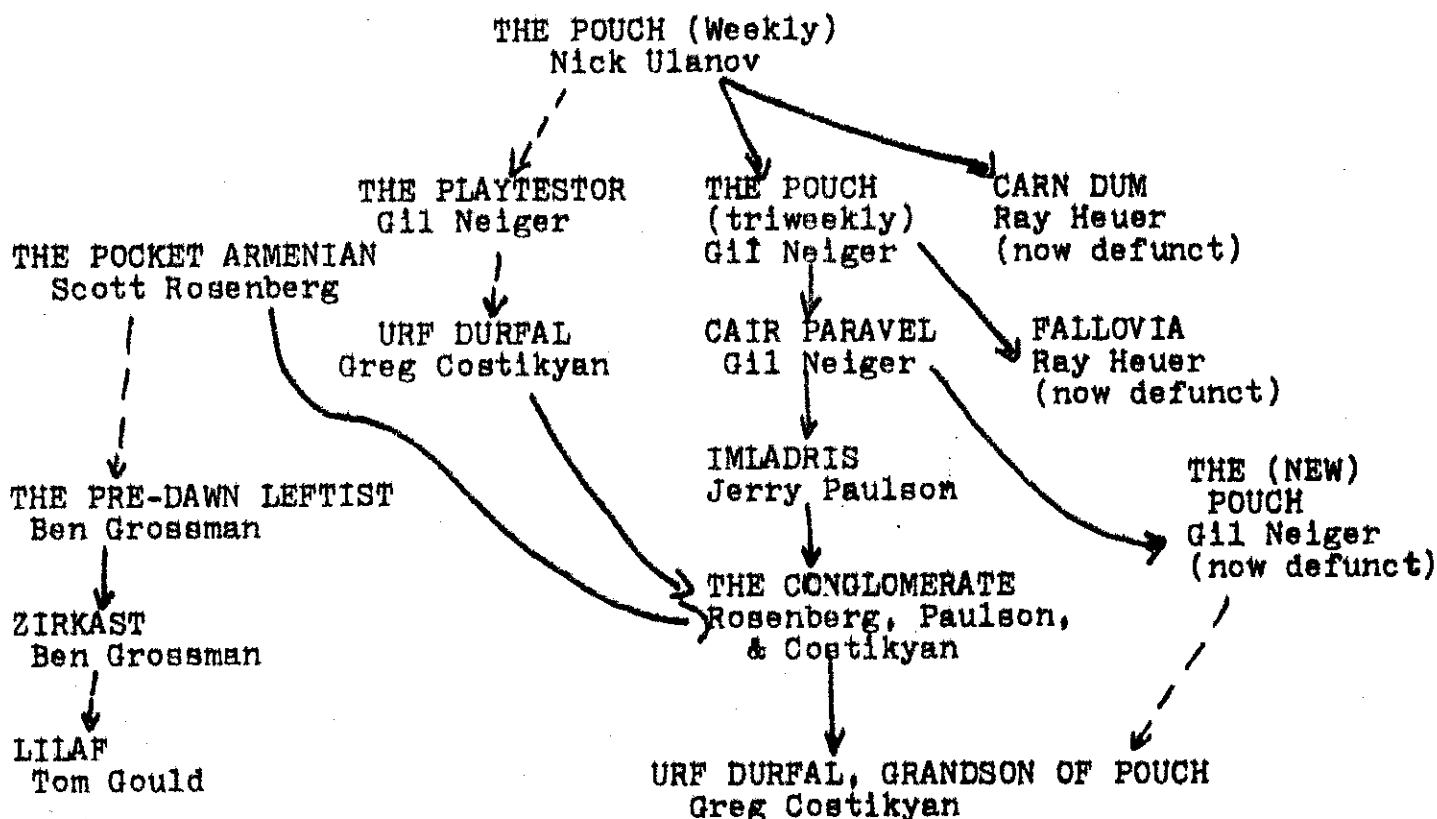
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from UD #12

1974AGcv, PEKING, SPRING 1980: England, I'd like to set you on fire. I'd like to take a can of Ronson lighter fluid, drench you with it, and then, with a flick of my Bic, ignite you, and watch you turn in agony as the flames lick your worthless person like a nine-hundred-dollar call-girl. From now on, I'm allies with Austria, and to hell with you!

(revised from UD #10):

### THE POUCH FAMILY TREE

(All named zines were once or currently are New York Conspiracy diplomacy fanzines).



(reprinted from UD #1432, November, 2076):

DATELINE NEW YORK: President Machinery of the million-member International Diplomacy Association announced today that the membership of the IDA had voted for Lunagrad as the site of the next DipCon. The vote was divided as follows:

Lunagrad: 132,047  
Magnitogorsk: 67,842  
Hong Kong Luna: 39,708  
New New York: 16,004

The results were tabulated by IDA s IBM 444400078. New year s DipCon must, of course, take place in the Extra-Terra Region of the IDA, unless set out of rotation by majority vote. Magnitogorsk, site of the DipCon several years ago, failed in its bid to set the rotation aside.

The IDA has never held a DipCon in Lunagrad before; therefore, Treasurer William Buchanan II has opened negotiations with Ares Corporation for the construction of another of the IDA s chain of DiploHotels in which to hold the convention. Since 2032, the IDA has been constructing DiploHotels in competition with the World Science Fiction Society s WorldCon Motor Inns; the Hotels serve the dual purpose of providing a site for the convention, and of providing a source of revenue for the IDA for years to come.

(This was printed in 1976, 4 years ago, when there was an attempt to replace Sacks as MNC. Things have changed, but my editorial still seems appropos:) (reprinted from UD #12)

## HOBBY POLITICS

I firmly believe that Conrad von Metzke, Walter LuchHaas, Fred Davis, and Rod Walker all have the best interests of the hobby at heart, that they are basically good men. I have been in the hobby too long to believe that anybody is Evil, anybody is Out To Dirve Somebody Out of the Hobby, or is Out To Dominate the Hobby.

But I cannot see any way in which the actions of these men can be seen as anything less than despicable.

For what they are doing, put bluntly, is this: they are attempting to destroy Robert Sacks because they don't like him.

Look, if Sacks had failed in his duty as Miller Number Custodian, if he had screwed anybody, if he had destroyed any hobby institutions, I would be calling for his removal as Miller Number Custodian as loudly as anyone else.

But he has not. He has fulfilled his duty as Miller Number Custodian. He has attempted to organize the variant hobby more fully than it was previously---although he seems to have failed. (Whatever you think of the Diplomacy Variant Commission, it was an attempt to set up a hobby-wide forum for variants). And he has defended at least one hobby institution---the variant banks---against what he saw (perhaps wrongly) as encroachments upon their rights.

Robert Sacks has not only fulfilled his duty as Miller Number Custodian, he has fulfilled his duties admirably---in fact better than his predecessor did. To quote Fred Davis, \*No one has ever accused Robert Sacks of failing to perform the mechanical part of his job as MNC. It was simply that Robert's personality is such that no one else outside of his own clique could work with him.\*

IF HE HAS DONE HIS JOB AS MILLER NUMBER CUSTODIAN, IF HE HAS FULFILLED HIS DUTIES, THEN WHY IN HELL DO CONRAD VON METZKE ET AL WANT TO GET RID OF HIM?

For one reason and one reason only. Because they don't like him. Because they find his personality abrasive. Because they dislike his insistence on legality even at the expense of practicality. Because they don't like the way he has opposed them on a number of issues. To quote Fred Davis again, \*It was simply that Robert's personality is such that no one else outside of his own clique could work with him.\*

Damn it, this is not a logical reason, nor a good reason, nor a sufficient reason to get rid of Sacks as Custodian. He's done his job, and the fact that you don't like him personally has NOTHING WHATSOEVER TO DO WITH HIS COMPETENCE.

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from UD #12:

## HOW TO FILL SPACE

\*Some people think there is nothing more to publishing a zine than filling space\*---Robert Bryan Lipton

Actually, there really is nothing more to printing a zine than filling space. The object is to fill space enjoyably and amusingly.

The average Diplomacy editor must produce 9-10 pages of material to fill out every issue. He can count on 2-3 pages of games (if the zine is any size), and usually another two or three can be filled with articles by someone else. But the remainder is sheer work for the publisher.

One good way to fill space is to publish variants, as readers of this zine know. Variants are always good for at least two pages, unless the rules are very skimpy---one for the rules, and one for the map. A really good-zied variant can run to as many as eight pages, which is undoubtedly one of the reasons COLONIA is so popular. Another popular space-filling variant is NEAR UTTER CHAOS, because the board in NUC changes so radically every move that a new copy of the map is a necessity with every issue.

One of the master space-fillers in the New York area is Doug Reif, who publishes BLACK HOLE. Every issue of BLACK HOLE runs to about four pages, which is filled with nothing but clippings from various newspaper that Doug gets. The amount of original material can be counted on the side of one piece of paper---in fact, it is; he is running an ongoing serial called AMERICAN PIE, or something like that.

But Doug's zine is not boring because of this. In fact, it is often quite interesting. He managed to pick up some of the most amusing newsclippings he can find.

One of the more popular ways to fill space is to get into hobby politics. The constant search for material by zine editors may, in fact, be one of the main reasons for the Diplomacy hobby's fiercely competitive political activity. Most of the zines I know are currently devoting at least a page an issue to the Von Metzke-Sacks dispute, and before that it was the Lakofka Constitutional Question. And before that Lakofka's secession to the IDA's throne. And before that Birman's handling of the IDA presidency. And before that Avalon Hill's takeover of Diplomacy. And before that, the Beyerlein-Heuer dispute over the Boardman Numbers. And before that.. but you get the ideas.

Reviews are another popular way to fill space. Ben Grossman of THE PRE-DAWN LEFTIST publishes a book review in every issue. I publish a wargaming review in every issue, carrying on a tradition started with the original POUCH. Lipton has published for over a year an ongoing list of sf writers, reviewing each as he goes along in alphabetical order.

If a publisher gets really desperate, he can plug other zines, print mailing lists, or write reams of lousy press.

Press has, in fact, since the POUCH days, become one of the surest ways of filling space. Who does not remember the Franco-Caucasian-Transcaucasian Wars? The AUTOBIOGRAPHY OF KIMBALL DREK? JEREMY PAULSON, JDL, and its subsequent series. Kasanof's production has, in fact, become a core of



material around which both URF DURFAL and PRE-DAWN LEFTIST are built, for Kasanof always manages to produce several pages for every issue of both.

If a publisher gets really desperate, he can start blathering on for a page or so about how he has to fill the page.

And if he gets REALLY desperate, he can write articles about filling space.

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from UD #14

THE U.S.P.O.D.

As some of you undoubtedly remember, on the last page of URF DURFAL, GRANDSON OF POUCH #12 were printed the words \*1st Fucking Class Postage\* and \*The Post Office Sucks It Raw!\*

Approximately two weeks after Urf #12 was mailed, I received a letter from \*R.P. Lombardi, Postal Inspector\* asking me to contact him about an \*official investigation\*. I did so, and went down to the Post Office offices on 90 Church Street in New York on the first of February.

There I was first presented with the following statement, which I signed, and which was counter-signed by R.P. Lombardi and S.L. Sztanko.

**\*United States Postal Inspection Service, WARNING AND WAIVER OF RIGHTS:**

**\*Warning:**

**\*Before you are asked any questions, you must understand your rights.**

**\*You have the right to remain silent.**

**\*Anything you say can be used against you in court.**

**\*You have the right to talk to a lawyer for advice before we ask you any questions and to have him with you during questioning.**

**\*If you cannot afford a lawyer, one will be appointed for you before any questioning, if you wish.**

**\*If you decided to answer questions now without a lawyer present, you will still have the right to stop talking at any time. You also have the right to stop answering at any time until you talk to a lawyer.\***

**\*WAIVER:**

**\*I have read this statement of my rights (this statement of my rights has been read to me) and I understand what my rights are. I am willing to discuss subjects presented and answer questions. I do not want a lawyer at this time. I understand and know what I am doing. No promises or threats have been made to me and no pressure or coercion of any kind has been used against me.\***

I signed this statement, then, after a short period of questioning, wrote and signed the following statement:

**\*I, Gregory John Costikyan, having been duly sworn, depose and state:  
\*I have been advised of my Constitutional rights by Inspector R.P. Lombardi in the presence of S.L. Sztanko. I understand I have a right to remain silent. Further, anything I say can be used against me in court. I have been advised I have the right to talk to a lawyer for advice before I answer any questions and to have him with me during questioning. I have been informed that if I cannot afford a lawyer, one will be appointed for**

me before questioning, if I so desire. I have been further informed that if I decide to answer questions now without a lawyer present I will still have the right to stop answering at any time. I also understand I have the right to stop answering at any time until I talk to a lawyer. I have read a statement of my rights and I understand what my rights are. I am willing to make a statement and answer questions. I do not want a lawyer. I understand and know what I am doing. No promises or threats have been made to me and no pressure or coercion have been used against me.

\*On this date, 7702.1, Inspector Lombardi informed me that I may not legally place obscene language or descriptions of sexual acts on the exterior of mail, as I have done. I hereby state that I will not use such language again in such a way. The pieces of mail that were involved were mailed at New York, New York on January 7, 1977, with a return address of URF DURFAL, GRANDSON OF POUCH, c/o Greg Costikyan, 1675 York Ave., New York, NY, 10028. Two were mailed to the United Kingdom, and one to Switzerland.

\*I have read this statement of 1 page, and it is true and correct to the best of my knowledge and belief.\*

I then signed this statement, and R.P. Lombardi added the following:

†Subscribed and sworn to before me on this 1st day of February 1977 at New York City, R.P. Lombardi, Postal Inspector.\*

((And you wonder why I m a libertarian?))

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from UD #17:

ALL HAIL DISCORDIA!

being a discourse of the Anarchist view of the future of the Diplomacy hobby, as opposed to the Organized view.

SCENARIO ONE: In 1977, the Diplomacy hobby suddenly came to its senses. The feuds stopped, the IDA was once again reunited under a single President with an active Council. The Miller Numbers dispute had been solved. The IDA ran two tournaments that year; one at Origins 77 and one at DipCon. It then organizes a permanent committee---the Tournaments Committee---that, by the year 1984, was running every Diplomacy tournament at every convention in North America. The IDA Council voted to make DIPLOMACY WORLD the official zine of the IDA, and the now-monthly publication shortly became the showpiece journal of the hobby. It went slick in 1983, and in 1984 had a circulation nearly as great as THE GENERAL or THE DRAGON. Slowly, IDA funding of the Boardman and Miller numbers brought those two functions under the purview of the IDA, and by the time Ray Heuer dropped out of the hobby, all the hobby functions---Orphan Games Project, the numbers systems, etc.,---were executed by IDA functionaries.

By 1984, the Diplomacy hobby was united. Nine-tenths of all postal players were members of the IDA, and the hobby was growing year by year. The IDA Treasury was at an all-time high. The number of zines published in the hobby had declined from a high of 100 (in 1977) to twenty-four by 1984, twenty-one of which were game zines and published no articles and no press. The other three were DIPLOMACY WORLD, THE COUNCIL COURNER, and GRAUSTARK, which occasionally printed an article or two attacking the American Empire. Everything was clear; the feuds were forgotten.

All was sterile.

SCENARIO TWO: In 1977, the Diplomacy hobby continued much as it had previously. Feuds were rampant; articles were produced by the score. The IDA survived by the skin of its teeth through a tremendous feud that looked as if it might tear the hobby apart. Yet another feud occurred in the variants hobby. Hundreds of zines were produced, hundreds of new people entered the Diplomacy hobby through Avalon-Hill and the GENERAL.

As the number of people in the hobby rose, zines came and went. DIPLOMACY WORLD became less important than it had been previously, because it came out so seldom, and rarely contained anything new or startling. The Boardman Numbers and Miller Numbers continued as previously. Doug Beyerlein resigned and appointed another BNC in his stead.

Feuds continued. Hundreds of articles were written. Creativity was at an all-time high. The number of zines had risen from a mere 100 (in 1977) to approximately 150 (in 1984). The largest circulation of any zine was 1500 for URF DURFAL, GRANDSON OF POUCH AND FALLOVIAN STOATBREEDERS DYNASTY, with DIPLOMACY WORLD a close contender and GRAUSTARK not far behind. All was chaos. Much was immature.

But everyone seemed to be having a good time.

Which scenario do you prefer?

Because it may very well matter. The conflict between those two views of the future of the Diplomacy hobby is one which will undoubtedly influence the future.

In the latest issues of BROTHERHOOD OF THIEVES (produced by Ferkin Doyle and Charles Speigal) there is an Editorial which, basically, proposes scenario one).

The Editors of that zine feel that it is time the Diplomacy hobby grew up, that it matured out of its predilection for feuding and chaos, and grew up into a nice clean hobby, fun for the whole family.

The example they present is that of the postal chess hobby.

It seems that in the 50 s, the chess hobby was in chaos. Local tournaments were often run incompetently, and the postal chess hobby was small and chaotic. Then, runs the story, the United States Chess Federation came along, and Organized Things. The USCF magazine became the showpiece zine of the hobby, and all tournaments were run under the auspices of the USCF. The chess hobby was redeemed from Awful Anarchy, and it grew to tremendous size.

The counter-example I present is that of the science fiction hobby.

The science fiction hobby in the 30 s and 40 s was chaotic. Dozens of zines were printed, feuds were rampant, no organization was present. Conventions were often more con than convention. Publishers took money for subs, and folded, disappearing with their assets. Then the National Fantasy Fan Foundation came along. The N3F had as its objective the unification of science fiction fandom under the auspices of a single organization. The science fiction hobby would be cleaned up; the NFFF zine would become the showpiece zine of the hobby, and every fan would be an N3F member.

Needless to say, the N3F failed miserably. It still hulks along as a broken

organization, a shadow of its former self, with a few hundred members in a million-man hobby.

Feuds remained rampant; hundreds of zines were printed. Conventions were run often, and sometimes the convention manager would disappear, only to pop back into sight in Argentina. The hobby remained disunified, and it grew to tremendous size.

Frankly, I prefer fandom to the chess hobby; I prefer scenario two to scenario one. I don't WANT to see this damn hobby turned into a single organization devoted to the furtherance of the postal play of Diplomacy. I'm not even in this damn hobby to play Diplomacy postally; I'm in it for the zines, the amusing articles, the press, the variants, the egoboo, the politics, Slobbovia. I thrive on the hobby's variety, on its genius, on the creativity that it presents.

I don't want to see the hobby organized. I want it disorganized and creative. Messrs Doyle, Speigel and Buchanan; I have a vision of this hobby as strong as yours, and I'll fight you tooth and claw for it.

DIPLOMACY IS A WAY OF LIFE!

ALL HAIL DISCORDIA!

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((So you think hobby politics doesn't get rough? Ho ho. This is a copy of a document sent to the IDA/NA Council when I was Special Projects Editor, and the rest of the Council was accusing Ben Grossman, Periodicals Editor and as harmless a doper as you'll ever meet, of rigging the annual elections.)) (from Ur# #19/20)

AND FUCK YOU TOO

Firstly, IT WAS ME AND NOT BEN GROSSMAN WHO SPOKE TO BAKER ON THE PHONE! Grossman may have talked to him later, but I was the first to inform Baker of the British votes fiasco.

Therefore, if you want anyone to resign, ITS ME AND NOT GROSSMAN.

To any request for my resignation, my response will be this: \*And fuck you, too\*.

People, at least credit me with a little bit of intelligence; I'm not going to lie to Baker, because the matter will inevitably be found out by the rest of you. Although I may have garbled what I was trying to say, although Baker may have misunderstood me, I DID NOT LIE TO BAKER; I'm not stupid.

Furthermore, I have, since the inception of this Council, been fighting for CONSTITUTIONALITY. We have accepted Lakofka's constitution, but now, instead of working with Lakofka's constitution as it is written, you people want to ignore it and run the IDA/NA your own way.

Damn it, an organization has GOT to abide by its own constitution, or it becomes nothing more than an exercise in arbitrary power.

The IDA/NA has proven itself to be an utter disaster; working with a consti-

tution that is badly written to begin with, it manages, with its first election, to alter the correct and proper vote to fit in with the Council's ideas of how the vote SHOULD have come out.

People, let me tell you in blunt terms: THE NAME OF AN ORGANIZATION HAS NO EFFECT in constitutional law WHATSOEVER ON ITS PURPOSE OR THE WAY IT FUNCTIONS. The is the IDA/NA yes; but this organization does not therefore exclude the Brits.

((This was about the 1977 IDA/NA elections fiasco, which I describe in some detail at the beginning of this magazine, I believe.))

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## AFFIRMATIVE ACTION

from UD #25

American government has a nasty habit of attempting to solve problems by treating their symptoms and not the problems themselves. A case in point is the affirmative action program.

The root of the problem that the program attempts to treat is the economic split between blacks and whites. I won't bother to quote statistics; I'm sure we are all aware of the very real fact that blacks, on the average, are demonstrably less well off than whites.

It is a truism that poverty breeds poverty. Poor people are unable to obtain good educations because good educations cost money. Communities in poor rural or suburban areas are unable to afford decent schools; inner city school systems disintegrate as the inner city disintegrates. Uneducated people are unable to obtain decent jobs. Therefore, a vicious cycle of poverty results; poverty implies lack of education, which, in turn, means poverty.

The affirmative action program is an attempt to alleviate this cycle by allowing poor blacks to obtain college educations. The theory is that, if such people are able to obtain college educations, they will be able to break out of this cycle, paving the way for an increasing exodus of blacks from that cycle---leading, ultimately, to a society not divided on racial/economic lines.

The problem is that affirmative action is too little and too late.

Children learn best at an early age. The majority of the original thinking of most people occurs during young adulthood; intellectual work thereafter is often mere mining of concepts and ideas developed previously. If one is to educate a person, one must begin early; reading, writing and mathematics are the skills on which all further education must be built.

It is in the primary and secondary schools that an attempt to better the educations of blacks must be made; it is in these areas that the inequity of American education makes itself most felt. The number of illiterates who are graduated each year from the American school system can only be termed shocking. The number of people who graduate at less than twelfth-grade reading levels is similarly distressing. The problem is bad enough in America as a whole; the problem is intensified in poor black areas.

Affirmative action attempts to patch a problem long after it becomes unmendable.

If an inadequately educated man is graduated from an inadequate school system, and then accepted at a college because of his race and not because he matches the scholastic requirements of that college, he is only being done a disservice. If he is more than normally intelligent, he will have no trouble making up his disadvantage; if he is not, he may find himself out of his depth.

As inadequately-educated people are admitted to the college, the scholastic standards of the college must be lowered to accommodate them. This reflects itself in an entire graduating class which consists of people not up to the college's previously high standards. The quality of American education suffers as a result. America is ill-served; the college is ill-served; and, ultimately, blacks are ill-served. For blacks are promised a wonderland of cornucopia which is not forthcoming.

The question is not whether blacks deserve special consideration, for they do; the inequities of the system must, if possible, be righted. The question is whether affirmative action is the best program for righting such inequities. The past few years have shown, I believe, that it is not. A few black college graduates are produced; but the vast majority of blacks remain under-educated and under-employed. In addition, the quality of American education is depressed even further.

If helping blacks break out of the cycle of poverty is truly a goal of the American government, it would seem to make more sense to concentrate on the primary and secondary school systems. If a massive effort is made to better the quality of education in black areas, blacks will graduate from high school with more of the skills necessary to obtain jobs, and with the ability to compete with whites on the same level for college admissions. The entire black---and American---community would be benefited as a result---not merely a few lonesome college graduates. The quality of American education would be increased, rather than depressed. And the plight of American blacks would be alleviated to a greater extent.

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from UD #30:

...In the latter stages of the Spanish Civil War, the Communist Party was on the relative right-wing in the Republic. Their slogan was the war first, the revolution later, whereas the anarcho-syndicalists called for a vigorous continuation of the revolution. The Communists and the liberal democrats entered into political alliance against the anarcho-syndicalists, and the anarcho-syndicalists were slowly driven from the government, and bourgeois institutions were reinstated throughout Republican Spain. Thus, in the 36 elections, one of the campaign slogans of the Communist Party was \*Vote Communist to save Spain from Marxism!\*. I kid you not.

As long as we are speaking of the Spanish Civil War, recently Franco-American canned products has been advertising under the slogan \*Frankly, I like Franco.\* To a confirmed democrat with a knowledge of twentieth-century history, this is an obnoxious and totalitarian slogan that well befits the fascist conglomerate-member that Franco@American is. Recently, people have been scrawling \*Frankly, I like Lenin\* on Franco-American ads in the subways; for those of you who desire more authenticity, you might try \*Frankly, I like Azana\* (a republican leader) or \*Frankly, I like Caballero\* (a moderate Marxist leader).

from UD #30:

### THE MIMEOGRAPH AS A SYMBOL OF REVOLUTIONARY SEXUALITY

A couple of months ago, while I was operating my Gestetner, the girl next door came down the hall and stared wide-eyed into my open door. Smiling enigmatically, she turned and returned whence she had come. It seems that she and her roommate had heard the stentorian beat of my machine, and had arrived at the conclusion that my roommate and his girl were humping away in my room against some reverbratory object.

Thus, the beat of a mimeograph machine may be mistaken for a sexual rhythm. Similarly, the rotary motion one makes when operating a hand model is a fluid motion that also has overtone of sexuality.

I can recollect only two appearances of mimeographs in film; both of these appearances contained overtone of sex. The first I recall seeing was in *LOLITA*; in the scene at the summer camp, Lolita is seen operating a mimeograph (Gestetner series 100, I was unable to get a look at the model number); the following night, twelve-year old Lolita sleeps with her step-father.

The other appearance I recall is a short shot from Bertolucci's *THE CONFORMIST*. The Fascist Clerici and his wife are in Paris and on their honeymoon; they visit Professor Quadri and his wife. Quadri is a communist intellectual in exile, whom Clerici is checking up on in preparation for Quadri's political murder at the hands of the Fascist secret police. Quadri and a group of his friends have decided to produce a pamphlet, the nature of which is uncertain, but it probably contains communist propaganda. The shot shows Clerici's wife and Anna Quadri (the professor's wife, also a communist intellectual and very bourgeois-decadent) operating a mimeo machine; in actuality, Clerici's wife is doing the operating while Anna Quadri tells her \*Faster! Faster!\*. During the afternoon of that day, Anna Quadri seduces Clerici's wife.

In general, the mimeograph is associated with revolutionary activity; it is the cheapest and easiest way of producing large numbers of leaflets and other printed material on short notice. If one reads histories of the Russian, Hungarian, and other revolutions of the late nineteenth and twentieth centuries, one will discover that the mimeograph is an important tool of propaganda during such revolutions.

The sexual aspects of the mimeograph I have already discussed; the revolutionary aspects are also clear. Might one postulate, therefore, that one of the things that draws young publishers to the hobby (and to science fiction fandom) is the subconscious sexual and revolutionary appeal of the mimeograph?

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from UD 31/32:

### CARS ARE FASCIST!

John Michalski, publisher of *THE BRUTUS BULLETIN*, reprinted my article on the neutron bomb in his zine. In the following issue of the zine, there was a letter from Eric Kirchner, an upstater (sneer) who wondered why I thought cars were fascist.

Firstly, let me state that I do not mean \*Hitlerite\* or \*of or pertaining to Mussolini's political philosophy\* when I say \*fascist\*; rather, I mean \*something to which I am opposed\*. In the last few decades, we've seen conservatives calling radicals fascist, radicals calling conservatives fascist, and democratic liberals calling every form of totalitarianism fascist. Thus, we may presume that the word has lost most of its old force, and that it no longer pertains only to an interesting form of socialism coupled with extreme nationalism; rather, \*fascist\* means \*political enemy\*.

The automobile, in my eyes, is a machine with many faults and no redeeming qualities. The automobile uses petrochemicals as fuel. Petrochemicals are the major source of most of the fertilizers that keep the world fed. In the centuries and milleniae to come, petrochemicals are going to be desperately needed to feed Earth's population; and without petrochemical fertilizers, there will be mass starvation. Additionally, as we exhaust our metal resources, we will turn increasingly to plastics and other artificial materials; plastics are made from petrochemicals, as are many of the artificial fibers currently in use.

Thus, petrochemicals are one of the most fantastically valuable and urgently needed resources in the world. Burning petrochemicals so some suburban schmuck can ride in comfort from his ranch house in Westchester to his job in the city is absolute insanity; oil is too damn valuable to throw around like that.

Secondly, the automobile pollutes. I don't think I need to elaborate on this. There are two ways of preventing automobiles from polluting; one is installing pollution control devices, which increase the amount of gas used by the car, aggravating my first protest against cars. The second is conversion to electric cars, which means that the pollution occurs at electricity generation plants, rather than in the car's engines. This doesn't strike me as much of an improvement, especially when one considers that generating electricity, shipping it to a car, and running the car off a battery is considerably less efficient (and therefore produces more pollution and uses more gas) than simply running the car off an internal combustion engine.

Thirdly, the use of the automobile necessitates the construction of a vast network of roads. These roads cannot easily be built by private enterprise, which means that government has to do so; this aggrandizes government power, thus accelerating the trend towards socialism in America. Roads destroy the ecology of the area through which they are built for anything up to ten miles to either side; not only do pollution fumes and speeding cars threaten the flora and fauna of the area, the road disrupts natural watersheds, cuts across hunting areas, and the noise produced by speeding cars causes the abandonment of the area by larger animals.

Fourthly, alternative modes of transportation, such as trains, are very much more efficient. Trains (and buses) can move people more quickly and more cheaply from one place to another. For instance, Providence (Rhode Island) is forty miles from Boston. Driving from one city to the other in a car with 20 mpg means the expenditure of two gallons of gas, roughly \$1.20. Taking the train costs \$4. However, this calculation does not include depreciation on the car, insurance costs, the cost of garaging the car in both cities, the cost of oil, brake fluid, transmission fluid, and tires, or the cost of building and maintaining the roads on which the car drives. The \$4 train fare does include the cost of maintenance on the



tracks, salaries for Amtrak employees and Amtrak overhead. Admittedly, the government still supplies some funding to Amtrak, so the fare might really be \$4.50 or \$5---but this is undoubtedly less than the actual cost of owning and driving a car.

Additionally, the social costs are fewer. Trains, being more efficient, use less power and produce less pollution (per capita). Tracks running through an area do not destroy the ecology of the area in the same way or the same extent that roads do. All in all, trains are definitely superior to automobiles.

Further, cars, at least as they are manufactured in America, Europe, and Japan, are designed to fall apart after four years. This insures a steady cash flow for the automobile manufacturers, but means an incredible waste of metal and other scarce raw materials.

If cars are inefficient, polluting, gas-guzzling, and replaceable by trains, why is it that cars have survived so long, that the automobile industry shows no signs of trouble, and that public transportation is less and less popular, rather than more and more popular?

Two reasons. Firstly, automobiles are convenient. You can drive almost anywhere; you can only take a train between two points. Thus, cars give you the illusion of freedom, of individuality, of being independent; this is, after all, only an illusion. You are as much a slave or as much free whether you take the train or drive a car.

But in some areas, such as Oklahoma or North Dakota, there is not an adequate mass transportation system. The only way of getting anywhere is by car. Thus, an Oklahoman has a valid argument for owning a car---he cannot live in the comfort which Americans are expected to without one.

This may be a valid argument in Oklahoma; it is not a valid argument in Europe or the Northeast Corridor. Anyone who lives in Boswash or the suburban area and who drives a car is committing an inexcusable crime, because there is adequate mass transportation in the northeast. I can get from here to anywhere, either by train, subway, or bus.

Secondly, automobiles appeal to the American mystique. In addition to the illusion of freedom, a car is a status symbol. The car is a sexual symbol. Who, after speeding down the road at 450 in his six-wheeler (to borrow George Harrison's phrase) is going to spend his days hanging on to a strap in the subways? How can you hump your girl in a bus? How can a train compare to the sleek, elegant, curvaceous styling of your new Porsche? This sort of bourgeois materialist garbage is precisely that---garbage.

Consider this, please. The major reason there is starvation and malnutrition in India, Bangladesh, and Indonesia is the fact that those nations cannot buy enough oil from the Arabs to produce enough petrochemical fertilizers to feed their populace. They can't do so because the price of oil is too high. Why is the price of oil too high? Because the western nations (especially America) are importing vast quantities of oil, forcing the price up.

Consider: when you drive your car, you are guilty of murder, because someone is starving as a result.

Consider also: the accident rate. Consider the comparative safety of trains.

If you live in the northeast and drive a car, you are despicable. If you live in the northeast and drive a large car, you are a fascist. You deserve to die.

---

from UD #31/32:

THE WIZARD OF WOODMERE  
by Dick Trtek

SCARECROW: I know! They call me nothing but an old stuffed bag, just a name and an address.

DOROTHY: I'm sorry.

SCARECROW: Sure, but things would be different if I had a zine.

DOROTHY: A Zine?

SCARECROW: Yes, you know, a Diplomacy zine! (Sings):

- |  |   |
|--|---|
| 1) As the hobby keeps a-growin,<br>There s just no way of knowan<br>Ev ry cronk who plays by mail...<br>By a simple computation<br>I d improve my reputation<br>If I only had a zine.      | 3) From my iv ry tower,<br>I d exert tremendous power,<br>An important force indeed...<br>I d give my foes no quarter<br>And head up the pecking order<br>If I only had a zine. |
| 2) I d have a lot of features<br>To appeal to ev ry creature<br>Who made the game his home...<br>There d be article on theory<br>Panned by no one less than Peery<br>If I only had a zine. | 4) Within those halloed pages<br>I d be immortalized for ages,<br>A legend in my time...<br>I d make the honor roll<br>On each and ev ry Poll<br>If I only had a zine.          |

DOROTHY: That is quite a dream!

SCARECROW: Ah, but an impossible one, I fear. I ll never have my own zine.

DOROTHY: Maybe the Wizard can give you one.

SCARECROW: Do you think so? A zine of your own is really quite a lot, you know!

DOROTHY: If he can send me back to Indiana, Surely he can give you a zine.

SCARECROW: Very well, then!

BOTH (SING): We re off to see the Wizard, the Wizard of Woodmere, New York.  
We ve read he is a wonderful wiz, because he s never touched pork.

If ever, oh ever, a wiz there was, the Woodmere wiz is one because,  
Because, because, because, because, Because.....

SCARECROW (after prolonged silence): Just why is he so great, anyway?

DOROTHY: How the hell should I know? And where the fuck is my dog?

---

The above articles are a pretty much random selection of those printed in URF DURFAL over the last fave years. Many good articles have not been printed for space reasons, or because I m embarassed by the sentiments I expressed in such articles. Anyone who is interested is invited to purchase back issues of Urf Durfal at the rate of 25¢/issue, or 5/\$1. I don t have all issues in stock. I do, however, have back issues of most issues of THE POUCH and IMLADRIS (at the same price) if anyone cares.

# DISCO

Occasionally, I am told that my hatred for disco is irrational---that I am simply rejecting a new form of music as so many people have rejected new forms of music before me. I maintain that this is not the case. Yes, my musical tastes were more or less established during the 60's (despite the fact that I am currently in college), and thus I don't particularly like soft rock, country, et cetera, and can't really listen to punk: but still, I all of these are forms of music; disco is not.

Disco is a decadent music for a decadent society. It is produced electronically; musical expertise is not necessary. Lyrics become unimportant; in point of fact, they must be repetitive, to emphasize the all-important beat. No subtle tones, riffs, or nuances are permissible, as they will interfere with the musical experience; disco is not meant to be listened to, but rather experienced. Disco is supposed to reverberate through one's body, causing one to jerk with the beat in the manner of a medieval flagellant.

Disco, I am told, is good for dancing. While I do not dance, I take exception to this claim: it is my contention that disco is lethal to dance. In order to dance to ballroom music, one must attain a certain proficiency in a skill. Modern and experimental dance require continuous and strenuous training in a skill that has become an artform. Square-dancing is at least a social activity. Even the "spontaneous" dancing of the sixties, ideally requires the dancer to experience and shape the music into a visual form: good "spontaneous" dancing requires talent.

Disco dancing, however, comes in two forms. Firstly, there is dancing for those who do not know how to dance: essentially, this involves a number of people waving their arms about and jumping up and down in response to the omnipresent beat. Some vague attachment to a partner, in terms of positioning and body attitude, is usually required. Secondly, there are so-called disco dances, such as the Hustle. Unlike the traditional ballroom dances, these dances are designed to be as straightforward and mindless as possible, so that the canaille can learn them with ease.

Disco, in essence, is like television: it panders to the lowest common denominator. Disco music is purposefully vapid, non-innovative, and repetitive: it is designed for bad dancing, not for listening. More, it is designed to be danced to by ANYBODY, no matter how uncoordinated or talentless. Sufferers of muscular dystrophy must be ecstatic over the cultural acceptance of disco, as it enables them to take part in a social activity on the same level as other human beings. Ultimately, disco will be destructive of serious music in America, as it will discourage musicians from acquiring any real expertise with their music, lyricists and writers from producing innovative work as disco is a tight and exclusive genre, and industry producers from production of material with some artistic merit.

From a personal point of view, disco is destructive of the social environment in which I live. My idea of an enjoyable party is between ten and ten thousand people, a sufficient quantity of alcoholic potables, and witty conversation. My peers seem to believe that an enjoyable party consists of disco music played at as great a volume as possible, pseudo-erotic gyrations (euphemistically called "dancing"), and alcohol. One can only presume that the fact that American children are not taught to speak properly, nor to engage in conversation with any wit to speak of, leads them to enjoy activity where they are not forced to reveal the mundanity of their conversation; where the sole interpersonal interaction depends on body movement.

# Dummies & Deadbeats

## The Role-Playing Game of Diplomacy Fandom

### REQUISITES:

The abilities of each player are determined by random die-rolls; roll three six-sided dice (3D6) for each characteristic. The characteristics are:

1. **IMMATURITY:** Indicates the character's inclination toward feuding, and his lack of judgement and selfishness.
2. **EGO NEED:** Indicates the degree to which the character needs the approval of others in order to feel fulfilled.
3. **GAME SKILL:** Indicates how well the character can play the game of Diplomacy.
4. **COMPETENCE:** Is a measure of how well the character can meet the pressures of every-day life.
5. **WEALTH:** Indicates the amount of money the character obtains from outside sources, and consequently the amount he is able to expend in Diphobby pursuits.

### CHARACTER CLASSES:

There are three general roles each character can assume. They are: Publisher, Player, and Personality. By choosing a role best suited to his character's abilities, a player may bring his character to the very top of Dippy fandom.

Each character class has five basic levels of accomplishment. Each character begins at level one, and must work upward.

### CLASS LEVELS:

#### **Publisher:**

1. Bilgemaster
2. Crudpubber
3. Pubber
4. Greybeard
5. Grand Old Man

#### **Player:**

1. Novice
2. Fledgling
3. Journeyman
4. Pundit
5. Grandmaster

#### **Personality:**

1. Nonentity
2. Name
3. Raconteur
4. Big Name
5. Legend

### ENTERING A GAME:

Each player must enter at least one game every turn, as follows:

Level-# games entered per turn

- 1.-1 2.-4 3.-8 4.-4 5.-1

Players may either enter a character-controlled game or a non-character-controlled game. In a non-character-game, players roll for the game-skills of the six other players in that game and that game only. In a character-game, the players enter games controlled by particular Publishers. The Publishers may choose to include players in the same game or not. Any extra Players needed are created by the Publisher as per the non-character-games.

### RESOLUTION OF GAMES:

In each season of play, a die is rolled for each Diplomacy game being played. On a roll of 1 through 3, all players must roll two dice. The result for each is compared to the number obtained by subtracting his Competence from his Immaturity. Any player whose die-roll is less than Immaturity minus Competence immediately drops from the game.

### CONSEQUENCE OF DROPPING:

Each time a player drops a game, he loses 1 fandom point.

In the season following a drop, any other character may apply to step in as a replacement. There may only be one replacement player per game. A character may apply as a standby to as many games as he desires, but may not apply to a game in which he was previously a player or is currently playing. Should more than one standby apply

to a character-game, the publisher will choose which is selected as a replacement. In the case of a non-character-game, the character with the largest standby rating will be used. In case of a tie, no player will be chosen.

A non-character-game which finds itself with no player-characters playing in any given season will be disbanded immediately and considered unfinished.

#### **ENDING A GAME:**

Each turn, a die is rolled for each game. On a roll of 4-6, all players must roll 2D6 (two dice). The die-roll is added to the character's Game Skill. Totals for each player are compared, and the character whose total is the lowest is removed from the game, being considered eliminated. In case of ties, all those with the lowest total will be removed at the same time. If all players in the game tie at the same score, no one is eliminated that season.

Each turn, the procedure is repeated for each game. When one player remains in the game, he is the winner; if all player's scores tie on a turn, the game is considered a draw among them.

#### **N&N:**

Each season each player must roll 2D6. The roll is compared to a number generated as follows: Competence + Game Skill - Immaturity - #of games entered. If the die-roll is greater than this total, the player is considered to have N&N'd in all games for this season. Should a player N&N twice in any game, he is considered dropped from the game.

#### **WINNING A GAME:**

A character's fandom rating goes up 2 pts

A character's game rating goes up 1 pt.

#### **PUBLISHING:**

Each season a publisher puts out a sine, he gains fandom points. The number of points is determined by a) sine format, b) quality of material.

Higher quality sines take more money to produce, but they gain more fandom points. The number of points also increases the longer a publisher publishes. Each turn a Publisher must roll 2D6. On a roll of 11 or 12, he must roll 2D6 again and compare the roll to the average of Competence and Ego Need. If the roll is higher than the average, the Publisher has gaffiated (i.e., burned out, i.e., stopped publishing) and may not reenter for at least one campaign year.

Once a publisher has begun publishing, he may stop publishing but only if he makes a Ego Need check: roll 2D6; if the number rolled is greater than his Ego Need, he may voluntarily stop publishing. Such a roll may only be made once per season. Unless such a roll is obtained, the publisher must continue publishing until broke. A broke publisher must stop publishing at once, and cannot reenter for one campaign year.

Games in a sine that ceases publication may be grabbed in the following season by other publishers. During that season, the game itself does not progress. Publishers choose games in order of pub rating, and may each select up to three games to add to their stable. Games not selected to continue are considered unfinished and are discontinued.

(Further installments of the DUNNIES AND DEADBEATS rules will probably not be published in future issues)

**GAME DESIGN:** Dick Trtek

**Graphic Design:** Greg Costikyan

**GAME DEVELOPMENT:** Dick Trtek

**Playtesting:** Nonexistent

## GAMES

76IC

Pouch Game

GM: Tom Gould

S09

Austria (Schilling): a SMY h, a con-BUL, f AEG-ion, a LVN s a mostSTP,  
 a bud-SER, a vie-TYO, a PIE & a APU s a tri-VEN, a BER & a BOH s a  
 sil-MUN.  
 England (Brockington) f nwy-NTH, a yor-LVP, f PIC s f BEL h, f hol-HEL,  
 a stp-mos (r-fin, otb)  
 Germany (Hollingsworth) a kie-HOL, f den-KIE, a SWE-nwy.  
 Italy (Costikyan) f spa(sc)-WES, a gas-MAR, a PAR-bur, a RUH s a BUR-mun,  
 f NWY h, f iri-ENG, a tus-ROM, f ION s f rom-NAP.

Ooops---left out W08 builds. Austria built a TRI, a BUD; there were no  
 other builds or removals.

77Ags

(Excommunicatbn!)

GM: Greg Costikyan

W109

There were quite a few errors in last season's adjudications. Sorry, folks.  
 E.O. also controls GRE, ANGO, and PERS, and regains BALKANS, giving him  
 a build.  
 LAC has 13 centres and 13 units, and need not remove one.  
 Albigensis owns TOLE, and has 3 builds.  
 Abassids m mosu should have been listed as dislodged, (r-arab, ango, jeru,  
 arm, otb).  
 E.O. s order M CHAL s m ango-ICON & conv e.o. was omitted.

Winter and spring seasons have been separated by player request.

Cairo (Strain) NMR! GM removes f CBYN.  
 France (Gruen) b a PAR.  
 HRE (Brockington) b f GENO, f PISA (sc), a MAYE.  
 Rus (Schwartz) NMR! a hung r-otb.  
 Seljuks (Wilsman) owed one.

Albigensis (C.D.) owed three.  
 Abassids (Gister) m mosu r-ARAB. b m BAGD.  
 Eastern Orthodoxy (Stimmel) b m KIEV.

The concession to Eastern Orthodoxy and the Holy Roman Empire fails.  
 Another concession to Eastern Orthodoxy alone, with no temporal power, has  
 been proposed. Vote on it with your next moves.

76JJ

(PDL-6)

GM: Greg Costikyan

S10

Last issues, I failed to note that France missed his moves, and thus a bel  
 and a ven r-otb. France is owed two.

England (Stimmel) f LVP-iri, f ENG & f NTH s a BEL h, f tyn-LYO, f tun-  
 ION, f ADR s f VEN h  
 France (Strain) a GAS h, f IRI h, f ROM h.

Germany (Hinton) a MOS s a UKR-sev, a GAL s a rum s (r-otb) & a BUD  
s a tri-SER, a VIE s a tyo-TRI, a RUH s a mun-BUR, a KIE s a HOL,  
f DEN h.

Italy (Gould) f NAP h.

Turkey (Taylor) a ser s (r-gre, bul, otb) a gre-ALB, f con-ABG, a ARM  
s a SEV s & f BLA s a bul-RUM.

Starting June 7, Glen Taylor's address will be 6908 Buchanan St, Landover  
Hills, MD, 20784

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79IU (PAW game) GM: Greg Costikyan Limbo

I rather foolishly left my game files in Providence when I moved back to  
New York. I managed to make up most of the moves that were in those  
files by calling the appropriate players, but one player in this game  
apparently does not have a telephone, and thus I was unable to contact  
him. I'm fairly sure his moves were in my files, and thus, to be fair,  
I'm forced to delay this game. If you're the person I'm talking about,  
I'll make a note of it on your issue.

-----  
80Icv (Youngstown) GM: Greg Costikyan Limbo

I'm sorry to delay this game once again, especially right at the start,  
but we have the same problem as described above. Additionally, Brian  
Gister was unable to get his moves in due to the fact that he had a run-in  
with a subway, and is currently in stable condition awaiting operation  
as Presbyterian General. By next issue, with luck, he will be in good  
enough shape to write moves.

-----  
78Nix (Partition) GM: Greg Costikyan Limbo

Again, Gister is incommunicado as the result of an argument with a  
subway. See 80Icv above.

-----  
79Ojb (Machiavellia) GM: Greg Costikyan SU1455

Austria (Elliott) a milan-G MILAN, a TYROL-como, a FRIUL s a carin-VICEN,  
a austr-CARIN.

Florence (Sulsberger) a PISA-piomb, a MODEN s a parma-MANTU

France (Arrigo) a avign-TURIN, a savoy-MONTF, f egol-GENOA, a SALUZ b  
g saluz.

Milan (Montonaro) a COMO, a PAVIA, a CREMO h.

Naples (Stevens) f wts-WGOL, f ETS-piomb, a AQUIL h, f paler-WTS.

Ottomans (Gister) g tunis-f TUNIS, a HERZE S & f LA c a duraz-DALMA,  
a RAGUS h, f wm-BOT.

Papacy (Fields) a BERGA s a mantu-BRESC, a romag-BOLOG, a patri-PERGU,  
a spole-ANCON.

Venice (Polisky) NMR! f dalma (r-ua, istri, croat(sc), otb), f L, a FERRA,  
a PADUA, a TRENTE, a VENIC, a TREVI.

Does anybody wish to stand by for Venice? I'll give a free 7 issue sub  
to anyone who takes over the position

The proposed draw between England and France fails. A draw among England, France, and Turkey is proposed; vote on it with your next moves.

England (Crabill) f lon-NTH, a edi-LVP, a mos-UKR, a lvn-MOS, a BOH s French a mun-tyo, f ber-BAL, f bar-NWG, f swe-SKA.  
France (Gannon) a MAR-pie, a bur-MUN, a mun-TYO, a WAR s english a mos-ukr, a wal-YOR, a PAR h, f NAF s f TUN s & f LYO s f wes-TYN, f spa(sc)-WES.  
Italy (Verheiden) f nap-APU, f tyn-NAP, a ser-RUM, a tri-VIE, a TUS-pie, a ven-TRI.  
Turkey (Divver) NMRI a BUL, f AEG, f ION, a GAL, a BUD, a ALB, a SEV, f CON /h/.

(con t from 3rd page)

Why dredge up this ancient history?

The story is only one of many which show that this hobby has little respect for legality of institutions. The prevailing view is that whatever is \*expedient\* has priority---and expediency usually means whatever two or three people who consider themselves important in the hobby can agree upon. Thus, it was \*expedient\* to deny Ray Heuer the Presidency, because Len Lakofka and some others thought he would not do a good job. This is wrongheaded. In a hobby in which most communication goes on by mail, and in which face-to-face communication among hobby members is rare, an institution must have firm and unchallengeable rules and procedures. A willingness to \*do good\* is not enough, because different people may have different ideas of what is good. Abiding by legalities and rules of procedure may sometimes be time-consuming and inefficient, but only if an organization faithfully follows its own rules can it expect to retain the trust of the whole hobby.

One of the things that distresses me at the moment is the dissolution of IDA/NA. There is currently a move by the IDA/NA Council to dissolve IDA/NA and turn its funds over to the DPA. The Diplomacy Player's Association is an organization recently started by DIPLOMACY WORLD; with, as far as I can tell, no real rules or purpose. Thus, this is tantamount to turning IDA's funds over to Jerry Jones.

Unilateral transference of the IDA/NA funds is arbitrary, and does not take the desires and rights of the IDA/NA membership into account. At the very least, IDA/NA members who do not want their money turned over to DPA should be entitled to a refund. Better, a referendum among IDA/NA members should be held to determine whether they approve of the dissolution of IDA/NA.

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