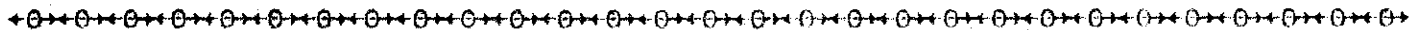
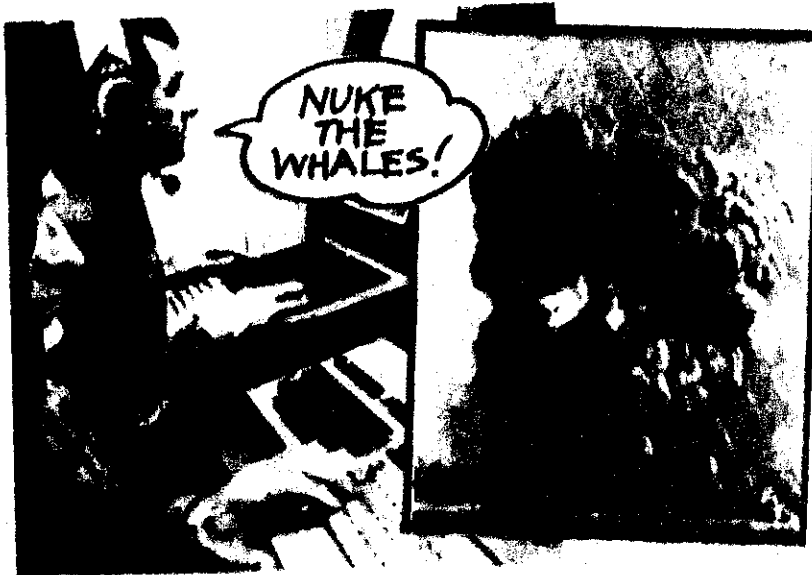


• URF DURFAL

48-49

GRANDSON OF POUCH



NUKE THE WHALES! This is URF DURFAL, GRANDSON OF POUCH #48/49, and I hope the above picture comes out reasonably well. This zine is the One True Descendant of the Fallen Pouch. We currently have openings in Youngstown II, Machiavelli, and Junta. Articles are paid for at the rate of 2 issues/printed page. Subs are 7/\$2. Back issues are available for 25¢ each or 5/\$1. The following variants can be had for a stamped, addressed envelope (though I'll accept the envelope if you affix postage because you don't have any stamps): Excommunication!, Near Utter Chaos, Grand Fenwick's Revenge, Ancient Hebrew Kingdom, World War III, Partition of the Ottoman Empire, 1721, and Stab-Happy. The following Origins variants are available: Unification of Germany and Origins of 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; the 77 Diplomacy Handbook for \$2; PHOENIX for \$2; issue 1 of FIRE THE ARQUEBUSIERS! for 50¢; all five back issues of GIGO for \$2 or 50¢ each; issues 2 and 3 of THE INVERTED GRAPEFRUIT for 50¢ each or 75¢ for both. 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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WE HAVE OPENINGS IN:

Youngstown: \$3 plus sub. The \$3 is refunded if you're eliminated or at the end of the game, but is forfeit if you drop out. Additionally, each time you miss your moves, \$1 is removed from the \$3 deposit. Fred Hyatt, John Strain, Victor Ricci, Stephen Lee, Glen Taylor, Paul Stevens, Brian Gister, (Bernard Sampson??)

Machiavelli: \$1 plus sub. 8-player scenario. Larry Elliott, David Fields, Dennis Sulsberger, Marc Arrigo, Peter Herzig, Paul Stevens, Brian Gister. ONE MORE NEEDED
IF YOU SIGN UP FOR MACHIAVELLI, WE CAN START THE GAME NEXT ISSUE.

Junta: \$1 plus sub. Postal rules in this issue. Mark Malamud.

1. Another on-time issue

2. I recently published LORD OF HOSTS 79.2, the line of the Miller Number Custodian, which includes variant wrap-up reports and Miller Numbers assigned in 1979 by me to date. 5 pages. It's available for a stamped addressed envelope.

3. There is a sf convention in New York called EMPIRICON, which will be held on July 4th weekend next year. Robert Sacks and I are trying to organize a fantasy/sf gaming convention to be held in conjunction with Empiricon, to be called CONSPIRACY. At the convention, we'll hold a Diplomacy tournament, a PrinceCon-style house-campaign for fantasy-role-playing-gaming (probably using either the High Fantasy or Runequest rules), and numerous fan and pro panels. Speakers at the panels will include noted East Coast FRP fans, as well as professional game designers from SPI, OSQ, West End, and Nimrod Games. I'll have more information for you later.

4. A number of Diplomacy zines, including LIES, DEFEATS, & NEFARIOUS THINGS are folding. A number of publishers have printed notices of condolence for these zines; since I never got any of them, I can't do that.

5. However, the New York hobby seems to be on the upswing again. Among the zines which have recently started are:

CONQUEST, c/o Bruce Schaefer, 455 East 17 Street, Brooklyn, NY, 11226. Conquest is devoted to the postal play of TSR's DIVINE RIGHT, and does not (apparently) have any plans to run Diplomacy. 25¢/issue, gamefee \$2.50.

THE VOICE OF DOOM c/o Bruce Linsey, 71 Hudson Terrace Apts., Newburgh, NY, 12550.

VOD is a Diplomacy zine; gamefee is \$3, subs are 10/\$4.50 (which, in my opinion, is about 40% too high). (Ooops---wait, gamefee is actually \$, \$3 of which is refundable). Bruce seems highly enthusiastic about publishing, and thus probably won't burn out immediately; the articles, however, are poor to mediocre.

6. DNYMPA has recently (in the past 6 months) handled the transferral of games from THE POUCH and BLACK HOLE (both folded) to new zines. I'm currently working on getting Brad Hessel to transfer the games from DIMAN. With luck, those games will have been transferred by next issue.

7. A game you should all immediately buy is KNIGHTS AND KNAVES, designed by Al Nofi and published by Nimrod Games (which I own a piece of). K&K is a diplomatic fantasy game; as soon as John Boardman gets the postal rules done, we'll have openings in it in Urf Durfal. K&K costs \$10, and is available from: Nimrod Games, 556 Green Pl, Woodmere, NY, 11598.

8. I'm now writing a column of games for FANTASTIC, which is the companion magazine of AMAZING. My first column should be in the January issue. FANTASTIC is quarterly, sells for \$6/4, and is published by Fantastic Magazine, PO Box 642, Scottsdale, AZ, 85252/

DIPFILK

All filksongs in this issue copyright 1979 by the Costikyan Publishing Empire, unless protected by previous copyright; all rights assigned to the respective authors. This issue is devoted to filksongs, especially Diplomacy and wargaming filksongs. Although we'll have our usual spate of letters, and I hope to cram the Postal Junta rules in somehow, most of the issue will be devoted to filks. I may have to make it a double issue to get all the material I have lying around in.

First, two songs contributed to Donald Wileman---both of which are by other authors, I believe. Neither are exactly filksongs, but they're interesting:

AIR CANADA

By: ?

Tune: Oh Canada

Air Canada!
Across our Native Land,
Through rain and slush,
We dash at your command.
My bags have gone to Ecuador,
Or possibly Dundee.
Yet I remain, Air Canada,
To stand in line for thee!
Air Canada!
Mo-no-po-lee!
Air Canada, we stand in line
for thee,
Air Canada, we stand in line
for thee.

HONEST ABE LINCOLN

By: Max Shulman

Tune: Old Black Joe

Contributed by: Victor Dupont

I'm Honest Abe,
With whiskers on my chin.
I freed the slave,
My face is on the fin.

I ne-ver tole
No-thin but the truth,
How come you pulled the trigger
on me,
John Wilkes Booth?

I BELIEVE

By: Dick Trtek

Tune: I Believe

I believe for every pipe that
glows with red,
A cancer grows....

Three CHEERS FOR THE NAIRMY

By: ?

Tune: Own

Oh, we used to have an Army and we had a Navy, too,
And we had a little Airforce somewhere up there
in the blue,
But there is something that I've got to tell yer,
We've been integrated now by Mr. Hallyer.
The Traditions are all dead,
And now there's just one force instead.

So it's three cheers for the Nairmy
The Canadian Defense Force.
We've bugged up the officer, we've bugged up
the ranks,
We've got brigadiers in battleships and admirals
in tanks,
We've got tunics made of khaki
And pants of navy blue!
So if you don't know what to be
On Land or Air or on the Sea,
The Nairmy's the place for you!

THE LIVING DEAD BLUES (A Dawn of the Dead filksong)

By: Robert Goldman

Tune: The U.S. Blues

Green and white, blue thick lips
I'm Uncle Tom, don't lose your grip
Give me five, I'm not alive
Ain't no trick, it's just a flick

We'll eat your meat, have a treat
End your life, eat your wife
Eat your toes, arms and nose,
It's no ruse,
You can call this song the Living Dead Blues.

CHORUS: Smash my head, Smear it wide and high,
Supper-time come and gone, my oh my.

The following two songs were originally printed as press in the now-defunct DIMAN, published by Brad Hessel.

A SONG OF WARNING

By: Liviu Storr
Tune: God Rest Ye Merry Gentlemen
Stolen From: Diman #16

Get off your butts, you stupid fools,
You'd better listen now!
France is getting powerful,
And to him you shall bow --
Unless you should with all due haste
Proceed to stab him now,
O-oh, we must soon wipe him off the board,
Off of the board,
O-oh, Fra-ance must be pu-ushed off the
board.

Now, although you may blink your eyes
And tell me that I'm wrong;
Though France is still your ally now,
He won't be very long!
(He likes to wait until the time
That suits his plan the best.)
O-oh, he is a very deadly pest,
More than a pest,
O-oh, Fra-ance really should be put to
rest.

You ask of me why I hate France,
The answer's very clear:
He's killing me, and now I feel
The end is drawing near.
If I had help, I know I could
Obliterate him fast!
O-oh, let's altogether stomp him now,
Stomp on him now,
O-oh, Fra-ance should be stomped upon
right now!

I WISH I WERE A ROBERT LIPTON GAMEZINE

By: Dick Trtek
Tune: I Wish I Was an Oscar Meier
Wiener"

I wish I were a Robert Lipton gamezine,
That is what I really want to be;
'Cause if I were a Robert Lipton
gamezine,
I would be so very crap-py.

MAN OF HOPE AND GLORY

By: Dick Trtek
Tune: Land of Hope and Glory

Man of Hope and Glory, GM without compaar,
Robert Bryan Lipton's adjudications are queer...

THE HUNNISH MIGHT

By: Glen Taylor (?)
Tune: Greensleeves
Stolen From: Diman #19

'Twas due date, and the Limey fleets
Did gyre and gimble in the 'zine
All restless were the Rushin' hordes,
And the Frogs Wops demean.

"Beware the Hunnish might, my son!
The blades that cut, the shells that crash
Beware the Frankish fleets, and shun,
The am-bi-gu-ous Rus!"

He took his soixante-quinze in hand
(Long time his cannonballs he sought),
Then rested he by a Diman tree,
And stood awhile in thought.

And as in warlike thought he stood,
A Panzergruppe, with bombs aflame,
Came rumbling through the Panzerbrush,
And Stuka'd as it came.

One, two! One, two! and Through and through
The Spad 13's went snicker-snaks!
He left them dead and with their Head
He came zigzagging back.

"And hast though slain the Boche, my son?
Come to my arms, my valiant boy!
Oh, Sturmevix! Oh, countermix!"
He rejoiced in his joy.

'Twas due date and the Limey fleets
Did gyre and gimble in the 'zine.
All restless were the Rushin' hordes,
And the Frogs Wops demean.

BOB, TAKE OUR GAME

By: Dick Trtek
Tune: God Save the Queen

Bob, take our Dippy game,
Bob save our Dippy game,
Bob, take our game.
Gypped by a GAM crock,
Won't you please take a look,
Then put us in your book
As an orphan game.

TIME OF THE GERMAN

By: Rick Crabill

Tune: Time of the Preacher by
Willie Nelson

But he could not forgive him, though he
tried and tried
And the halls of his memory still
echoed his lies
He swore to get vengeance, and he swore
to survive
In spite of this mess
And he got out his pencil and wrote him
some press
It was the time of the German
In the year of '04
His betrayal is over and now what's
in store?

I COULDN'T BELIEVE IT WAS TRUE

By: Rick Crabill

Tune: ?

Last night I came home and I looked
through my mail
I searched for my Urs Durf but to no
avail
I looked and I looked but no wine did
I see
No turn-sheet to ponder, no press
beckoned me,

And I couldn't believe it was true,
oh Lord,
I couldn't believe it was true,
My eyes filled with tears,
And I must've aged ten years,
And I couldn't believe it was true.

DIPPY ZINES

By: Rick Crabill

Tune: Bockends by Paul Simon

Time it was
And what a time it was
It was...
A time of innocence
A time of confidences
Long ago... it must be...
I had his promises
Preserve your Dippy Zines,
They're all that's left you.

SUN MYUNG MOON IS COMING TO TOWN

By: John Boardman

Tune: Santa Claus is Coming to Town

You'd better not hate
You'd better not fight
You'd better believe
The Radical Right,
Sun Myung Moon is coming to town!

You'd better not sneer
You'd better not laugh
Or black-belted goons
Will tear you in half,
Sun Myung Moon is coming to town!

He is the new Messiah,
A hundred times as good
As a loud-mouthed Okie Baptist
Or a teen-age Hindu hood!

He doesn't want fame
Or power or land
Just women in bed
And cash in his hand
Sun Myung Moon is coming to town!

He's looking for girls
To start a new race
So open your legs
And shut up your face
Sun Myung Moon is coming to town!

Unquestioning submission
Is what he wants from you
He thinks a lot of Chung Hae Park
And Richard Nixon, too!

He's making a speech
And leading a band
They say that he's worth
A few thousand grand,
Sun Myung Moon is coming to town!

Hid kids are around
In every niche
Begging for dimes
And making him Rich
Sun Myung Moon is coming to town!

He's come in from Korea
To make us understand
He's going to make America
Just like his native land!

He's pulling in crowds
From far and from near
They won't know his name
By early next year
Sun Myung Moon is coming to town!

THE DIPLOMACY PLAYERS' DRINKING SONG

(or, A Six-Pack a Year, Sir)

By: Evan Jones

Stolen From: The Pouch #65

Tune: Vicar of Bray

All those who've used the Dippy board
And allies have impaled, sir
Have great distrust for spoken word
Or they've already failed, sir.
But one thing that we've all intoned
As it would well appear, sir,
That when we play we should be stoned
And drink a sixpack a year, sir.*

Whenever Reinsel plays a game
He's ground beneath the hoof, sir;
Hawaiian Punch his mind will tame,
And this provides us proof, sir,
That sober minds are swept aside
By diplomatic cheer, sir
All decent players must abide
The rule of a six-pack a year, sir.

When C. Von Metske, Reinsel downed
And falsely called him "fag", sir,
Von Metske made the truth reknowned
Concerning Reinsel's mag, sir.
It sanctions crooks like Trick Dick
(His idol and his dear, sir),
It violates Gay rights of prick
And abhors a sixpack a year sir.

When John Boardman was in his prime
He knew it straight and clean, sir,
That even in a decade's time
He still would print his zine, sir
That quality was guaranteed,
And that he'd have no fear, sir
If that, when GRAUSTARK was in seed,
He'd drink his six-pack a year, sir.

When Robert Lipton tied for first
In '71EG,
He said, "If Berman didn't thirst
For beer, I'd have won easy.
We both drank till we nearly died,
And though it may seem queer, sir,
We drank the same and so we tied,
For we both drank a six-pack a year, sir."

*At ten cross-the board games a year, with six cans a year, averaging ten years a game, you get 600 cans a year, not including interludes of imbibulations between games. Makes a man glad to be alive!

Now Duncan Smith's a man to beat
If done you'd show some pride, sir,
And though he may have some conceit,
Tis surely justified, sir.
He says "The only way to win,
Is guzzle down that beer, sir!
To reach success you can't begin
Till you drink your six-pack a year, sir."

Al Nofi should be mentioned, too!
He's known throughout the nation.
A Beaker Person proud and true,
Defender of Libation!
And though he's hardly played at all,
He keeps his tankard near, sir,
And makes that sober suckers fall
As he does his six-pack a year, sir.

When you hear Ulanov agreeing
With the I.D.A., sir,
You'll soon see his subscribers fleeing,
On that fateful day, sir.
How can THE POUCH support that crew
Of level-headed drear, sir,
Who our most sacred rite eschew:
To drink a six-pack a year, sir?

"Of beer you can't imbibe too much,"
Say sages quite profound, sir,
"The drink improves the mind, as such,
And makes the world spin round, sir."
So we will drink the livelong day
And let our minds be free, sir,
We'll watch that map of Europe sway
To the tune of a six-pack a year, sir.

If you desire to rise to fame,
And your opponent's hedge, sir,
Just belt it down between each game,
And give yourself the edge, sir.
Amid our revels and our fun,
Let's shout it loud and clear, sir,
"We'll drink from dusk till rising sun;
We'll drink a six-pack a year, sir!"

Two songs about the end of the Conspiracy:

WAY DOWN UPON THE HUDSON RIVER

By: Dick Trtek
Tune: Swanee River

Way down upon the Hudson River,
Where one can't see,
That's where we used to sit and think up
Plots of conspiracy.
Tweak the nose of Walt Buchanan,
Bur Lakofka's shirts.
Screw up the Boardman numbers,
And watch IDA abort.

Soon many faces gather'd round us,
Looking for fun,
We gained numbers as time fled onward,
Our day would ne'er be done.
We sailed forth at ev'ry DipCon,
Waterguns and all.
We misplaced all of the whoopee
cushions,
But still we had a ball.

But then the years they rushed right
past us,
The hobby declined,
Warehousing and ratings blossomed,
Enjoyment was maligned.
Now all the sines are dull and dreary,
Everywhere I look,
With names, numbers and information,
Just like the old phone book.

WE ALL LIVE OFF THE TRIDENT SUBMARINE

By: Adam Kasanof
Stolen From: NY Conspiracy Hymnal
Tune: We All Live In a Yellow Submarine

From the town where I was born,
Came a man who made the laws.
And he told us of his life
In the legislative halls.

So he sailed to Washington,
Where he found a sea of green
And he funneled some back here,
As the Trident Submarine.

We all live off the Trident submarine,
etc.

And his friends are all aboard,
All the government can afford
And the bank begins to pay

We all live (etc)

THE LAST DIPCON

By: Bob Lipton
Tune: Streets of Laredo
(c) 1978 by Robert Bryan Lipton

Taking the train to the East Coast for Dipcon,
I fell in with one who was going to Penn.
He said to me, "I hope you brought out your camera.
It's the last chance you'll have to see Diplomacy
fen."

"The fen have been leaving for fields much greener.
Where they can crack jokes and make puns without end
The New York Conspiracy was their long stronghold,
And after this they'll all be gone 'round the bend."

I turned to him staring, "Are you a Conspirator?"
He turned to me, smiling, "Could you be one too?"
We said "There is no way to know a Conspirator,
Unless you are one, and are high-ranking too."

"I might be a Conspirator, though I am from Port-
land."

"I might be one though I am from Diego."

"We might be Conspirators, though from the West
Coast.

Unless you're Rod Walker, there's no one to know."

"If you're a Conspirator, this is your last con.
The players have won, they have taken the field.
But though they have won, it has been a grand
battle,
The field's a disaster that we're glad to yield."

I said "I still don't know if you're a Conspirator."
He said "I am one, let's conspire en route."
I said "Six years earlier we might have conspired,
But the players have won, and I don't give a hoot."

Taking the train to the East Coast for DipCon,
I fell in with one who was going to Penn.
He said to me "I hope you brought-out your camera.
It's the last chance you'll have to see Diplomacy
fen."

(Trident Submarine, continued)

And we live a life of eas,
Every one of us
Has all he needs
In the black, with heaps of green
From the Trident Submarine.

RONALD KELLY

By: Robert Lipton
Tune: Home on the Range
Stolen From: EMLADRIS #2

Oh, give me a game
Where I won't find the name
Of that newspaperman from D.C.
Where there are seven folk
And a topical joke,
Is that one isn't Ronald Kelly.

CHORUS: Ron, Ronald Kelly,
He's in every game that I play.
He's in eight-plus,
So why make a fuss?
He writes ten sets of moves ev'ry day.

How often at night
When the heavens are bright,
And the stars wheel about in their way,
Have I sat there, amazed,
And asked as I gazed,
Why must he be in each game that I play?

CHORUS

There is no man alive,
How hard he may strive,
Who can equal that strongest of ten.
No, not Andy D.,
Or even our Edi,
That's cause Ronald is really twelve men.

CHORUS

Oh, give me a game
Where I won't find the name
Of that newspaperman from D.C.
Where there are seven folk
And a topical joke
Is that one isn't Ronald Kelly.

MINUTEMAN

By: Adam Kasanof
Stolen From: NY Conspiracy Hymnal
Tune: Rocket Man

I took my speed last night, preflight,
Zero hour 4:00 AM on such a spaced-out flight.
And it isn't gonna be a long, long time,
till Moscow radar turns around to find,
Those aren't the blips they think they
are at all, oh no no no,
They're-----Minutemen!
Minutemen, dropping on the Reds there all
alone,
And it isn't gonna be a long, long time!

DIPPY WIZARD

By: Scott Rosenberg
Stolen From: THE POCKET ARMENIAN
Tune: Pinball Wizard

Ever since I bought Diplomacy, I've played the
postal scene.
From GRAUSTARK to ARENA, I've always swept it
clean.
But such a great tactician, I've never ever seen,
That stab-happy demon sure plays a mean Dippy!

Even with my favorite countries, he can beat my
best.
His allies do the fighting, and he just grabs
the rest.
He never seems to worry about long-range strat-
egy,
That stab-happy demon sure plays a mean Dippy!

He's a Dippy Wizard, he lies away his life,
A Dippy Wizard's got such a bloody knife!

He ain't got no connects, no reputation to keep.
Says go to hell to ratings; into each game he
leaps

With new ideas on playing, and pays his gamefee,
That stab-happy demon sure plays a mean Dippy!

He can't stab me now, we've always been allied!
I guess I'll just have to join the other side.

I though I was the Diplomacy king,
But I just handed my DipCon fee to him!

EPITAPH FOR DAS RHYMEKRIEG

By: Scott Rosenberg
Stolen From: THE POCKET ARMENIAN #13
Tune: Jerusalem

And did that Jones in Das Rhymekrieg
Spew Myddle Ynglysh on my page?
And was his dreadful poetry
The cause of readers' rightful rage?
And did the works of Kasanof
Blemish the pure and virgin sheets?
Indeed, was Das Rhymekrieg published here
Off Queens' foul and muddy streets?

Bring me my pen of biting wit!
Bring me my reams of paper clean!
Bring me my ink! Oh pages print!
Bring me my mimeo machine!
I will not cease from publishing
Nor shall my zine ever be late!
Das Rhymekrieg's mark must be erased
That none my zine will underrate.

YOU CAN TRUST ME: USING YOUR REPUTATION

When many players think about what sort of actions you, as a player, are likely to take in a game, their perceptions will be influenced not only by what the positions on the board are and the current alliance-structure in the game, but also of what they know about you---your reputation from previous games, and the attitude which you project in your letters and phone calls. By projecting the right attitude, you can influence their decisions in the direction you desire; the cat. , of course, is that you can't change your reputation in the middle of your career as a Diplomacy player, and you can't change the tone of your letters half-way through the game---although you can, of course, use a different tone when writing to different players.

DOCTOR STRANGE: My reputation, for instance---and the reputation of many Conspiracy players---is that I'm wierd. Conspiracy players will do something stupid because it's cute, or try a strange strategy simply because it's amusing. Conrad von Metzke will, for instance, order (as Austria in S01) f tri-adri, # vie-tyo, a bud-tri---giving him ven in '01 and a change to find another game in O2---simply to see what the reactions of the other players are.

By projecting a gonzo image, you can persuade the other players to let you do things they'd never let a straight-forward player do---as a gonzo player, you will probably do the silly thing you claim you're going to do. For instance, there is a very powerful opening for Italy known as the Key Opening. This is: S01: a ven-tri, f nap-ion, a rom-apu; F01: a tri-ser, f ion c a apu-tun. This gives Italy two builds in Q1 (Austria still gets one for Greece, and possibly a second for Rumania), and results in tremendous Italo-Austrian strength against the Turks from O2 onward (especially with Italian fleets maneuvering towards Turkey's underbelly in the Med). Now, as a straight-forward player, Austria is unlikely to allow Italy to use the Key Opening---the Opening requires too much trust on the part of Austria. After all, Italy might always decide just to stay in Triest---and since Austria won't be heading for Serbia at the same time, Austria may not even get that center, leaving a very weak Austria to face a strong Italy. But if you're a gonzo player, Austria will be more likely to trust you when you say "I want to try this really cute anti-Turkish openings, and I know it sounds like I'm setting you up, but this is a really great opening".

Another thing you can do as a gonzo Italy is---believe it or not---get three builds as Italy in O1. In S01, move a ven-tyo, a rom-ven, f nap-ion. Tell the French that you want to ally with him against Germany---and you want to do so because you're a gonzo player and you really like the idea of a Fraco-Italian alliance against Germany because it sounds so stupid and improbable. Tell the Germans that, of course your units are going to be used against Munich, you're going to take Trieste. Tell the Austrians that you aren't going to take Trieste, you're going to take Munich ---and the second unit is there so you can assure the Germans you aren't heading for Trieste. Show the Austrians your letters to France, and reinforce your argument by claiming you're a gonzo player.

Unless the Germans are incredibly paranoid, they'll believe you---with luck, you can get the French to support your army into Munich. Move ven-tri---with luck, the Austrians will believe you and head south. (If not, you've still got two builds). And, of course, hit Tunis with your fleet. (As an alternative, you might consider hitting Greece with your fleet---possibly with Turkish support.) Believe it or not, I've seen people pull this off---three builds for Italy in O1.

PLEASE DON'T HIT ME: If you have a weak position---Florence in MACHIAVELLI, to a lesser extent Italy or Austria---or you're a novice, decry your weakness to anyone who'll listen. Gratefully accept the crumbs of alliance that some stronger player lets fall from his fingers. Plunge into the alliance with enthusiasm, obeying the players commands generally (but don't do anything stupid). With luck, you will persuade your ally that you're so weak that you'd never consider stabbing him---why, you'd be annihilated instantly! A poor novice like you has to follow the

brilliant advice of a more experienced player---you'd be lost without your ally's advice! Your ally will continue believing this until the moment that you shaft him.

This ploy can also be pulled effectively if you take over a position in the middle of the game. Obviously, you don't know the diplomatic structure---who is in bed with who, etc---and must rely on the advice of someone who has been in the game longer. So much the better if you have two centers and everyone else has eight. Claim your willingness to "puppet" yourself to a stronger power, and obey his ever demand as long as he ensures your continued survival. Under these circumstances, you probably will never get a chance to stab---working your way up from two centers to major power status would be difficult---but you will probably ensure your continued existence, and may gain some centers---possibly even ending the game as a second or third-place country. If possible, you should covertly---or, if necessary, openly---work to establish a stalemate line; in a stalemate situation, even your piddling power has a chance of participating in a draw (especially if the ally to whom you have been so loyal demands that you participate in any draw).

GOD WILL GET YOU FOR THIS! Many players try to cultivate the impression of being a loyal ally who will never, EVER, stab anyone. Stabbing is evil. More, such players will suicide against anyone who stabs them, and threaten to attack the stabber in any future game. "You stabbed me", they claim. "Therefore you are an evil, nasty person---and if I'm ever in a game again, you can bet that I'll attack you right off. Furthermore, I'm going to do my best to hurt you as viciously as possible before I'm out of this game---I don't care if France takes all my centers while all my units are off fighting you, I'm going to GET you!"

One good thing about projecting this impression is that some players will think they can play you for a dupe. Obviously, they have to worry about what you're going to do when they stab you; however, in the meantime they can be assured that you won't stab them. They won't worry about the units you've placed next to their home centers, as long as you have a pseudo-reasonable justification for their presence; and when you do stab, they will be astounded. (You can try to preserve your reputation as one who never stabs by "informing" your ally that you're about to attack him too late for him to do anything about it---mail your letter informing him on the day of the deadline.)

The other advantage is that your allies will think twice---or three times---before stabbing you. Unless you have scruples about cross-game negotiation (I, personally, have none, and think such scruples are silly) you can reinforce their unwillingness to stab you by threatening reprisal in other games. Additionally, when you stab your ally, you may be able to justify doing so as a sort of preventive retaliation action---"I knew you were going to stab me, so I attacked you to prevent you from doing so, you moral leper!"

STICK WITH ME, KID! Being Michael Rocamora, Ben Zablocki, or someone else who is well-known as an excellent player has its advantages as well as its disadvantages. One disadvantage is that the other players may decide that you're too dangerous to deal with, and must be destroyed toute suite. (This happened to me---although I'm really a rather mediocre player---at an Origin one year. I was the only postal player in the game, and the rest decided that, as I obviously knew a lot about the game, they should knife me in O1. They attacked my Austria with all four adjacent powers---except Russia. Russia claimed he was my ally, but refused to move any of his units in O1. "What, you want me to move outside of my borders on the first turn? But...but...that's naked aggression!" A most frustrating game).

The major advantage is that you may be able to overawe any novices---or even relatively experienced players who are in awe of your reputation. (Michael Rocamora, for instance, at one DipCon picked up the 1st prize, plus two Best Countries---there were only two rounds to the tournament). Tell the players, quite honestly,

that you'll stab if it seems like the intelligent thing to do---but as long as it is in your interest to retain the alliance, and as long as they don't do something stupid, you'll remain faithful. Any reasonably intelligent player will buy this. Subtly imply that doing anything except what you tell your ally to do is "doing something stupid". (Don't say, "stupid", of course---point out, quite reasonably, why the move your ally made in contravention of your instructions was stupid, and why it hurts the alliance's chances against its enemies). With luck and skillful Diplomacy, you may be able to manipulate less experienced allies.

Another advantage to being a well-known player is that other good players will treat you with respect. Other good players won't be afraid of you enough to attack on sight; nor will they be foolish enough to puppet themselves to you. However, they will think twice about attacking you, and will be more than willing to form an alliance on a cautious basis.

I AM THE DARK LORD: If you are a good player, you might cultivate the reputation of a knife---one who stabs at a moment's notice for the slightest provocation. (Gaining this reputation as a lousy player is likely to be suicidal). As a knife, you may find difficult getting allies---but your allies may come to you. For instance, if you are one of the four Eastern powers and two of these powers ally against the third, you have a ready-made ally in the third---he may fear you, but he'll need your strength.

In fact, your greatest asset as the Dark Lord is the fact that everyone fears you. You can play upon their fears---"Stay out of Sweden, you asshole, or I'll stab you so deeply you'll never get up." "Well, Joe, I've been thinking of stabbing you. You'd go under so fast you'd never know what hit you. However, that would leave me in a chancy position. If you give me Rumania and Greece, I won't stab you." "Well fellas, I've remained more or less neutral in this war up till now. How'd you like me to come in on the enemy's side? No? I thought not. How about a couple of 'ginters, guys?"

A SIX-PACK A YEAR, SIR: This style of play is best-suited to face-to-face play, and really owes its origin to the style of Poker playing. The idea is to imbibe tremendous quantities of alcohol during the game---or at least to pretend to do so. The other players will imagine that you're perceptions are buzzed and blurred by your drinking; in reality, you will have build up a tremendous resistance to alcohol over the previous week by drinking constantly. (Or, possibly, you have a natural resistance). A postal variation of this is to project the image of a pothead---"Shit, man, I'm sorry about those moves---I was stoned out of my gourd all week, and wrote them hastily three days before the deadline while sky-high. Don't worry, I'm not going to stab you." Yet a third alternative is to write all your letters in such illiterate English that your correspondents will assume that you're a low-grade moron.

NOTA BENE:

This article is based on my observations of the playing style of several New York players over the years. For your edification, these are:

DOCTOR STRANGE: Matthew Diller

PLEASE DON'T HIT ME: Greg Costikyan

GOD WILL GET YOU FOR THIS!: Arnold Proujansky

STICK WITH ME, KID: Michael Rocamora

I AM THE DARK LORD: Edi Birsan

A SIX-PACK A YEAR, SIR: Ben Grossman

An interesting new zine---and the first new NEW York zine for a while---is Bruce Schneier's CONQUEST, 455 East 17 Street, Brooklyn, NY, 11226. It is devoted to the postal play of TSR's DIVINE RIGHT. Subscriptions are 25¢/issue; gamefee is \$2.50 plus sub.

LIPTON IN SPACE

a brief distraction

robert bryan lipton

I had taken to carrying a huge knife, owing to the murderers living around NYU. That was a good thing. The creature looked like St. Patrick's day spaghetti, greener than a marijuana bud and screaming like a bagpipe being run over by a truck. It was about seven feet high. I got my huge survival knife from my belt, and pulled the rubber cap off the end of the hollow handle. Bennies poured out into the palm of my hand. No time for half measures. I tossed them all down at once, no water (there were perhaps nine). Maybe there were some dexies in there too. I threw the knife aside (those bennies work quick) and prepared to meet the creature hand-to-pasta, or whatever. I started gobbling like a turkey, and old trick I learned in Arkansas. That technique really disconcerts one's opponent. The creature skirled back something, doubtless an obscenity in its native tongue. I then remembered a small quantity of itching powder I kept in a tiny plastic bag. On my dresser, at NYU. I forgot about the itching powder. The creature vanished in a shower of orange sparks.

I looked around. I was in a linen storage closet aboard the Salsoul, one huge mother of a spaceship. I got there, the hell with how I got there, I got there, I had to rescue this princess broad. I had no idea why. Maybe I was being paid. I wandered the big steely gray halls of the ship, and after about three hours with no food or water, located her cell. The door wasn't locked from the outside, and I walked in.

"Hay there! I've come to save you! I'm Robert Bryan Lipton, litterateur and publisher, bearded pipe smoker extraordinaire!"

"Oh, thank heavens!" she observed. She had blonde hair (my favorite) and blue eyes and huge...well, she looked very appealing. The door opened behind me. I whizzed to face it.

There was a guy in a tin suit about to drill me with his shooting iron. I pulled out my own .45. It was about halfway out when I remembered: I hadn't been without food, wa water, or sleep for three hours; it had been three days. Bennies do that to your time sense. I fell forward, the weight of my pistol yanking me down. When you go splat after a double bomb load of bennies, it feels like you've leapt from a Concorde with no parachute. But luckily, I hit the floor so ferociously that I rolled into the guy's legs and he walloped the floor and became unconscious (or dead, I didn't bother to check).

"Can I help you?" she asked.

"Kill me, I want to die quick," I mumbled or something like that. I felt baaaaaad.

"What?" she hadn't heard. My instinct to live took over. I managed to say,

"Please look in the pouch on the outside of my right ankle. There you will find some bluish pills. Force as many of them as there are into my mouth. Thank you." I moaned. She got the happy pills and gave them to me. Oh wo wow. That felt better. Isprang to my feet.

"You've saved me!" she breathed, smiling.

"Peel my banana!" I said. Those blue meanies sort of affect the conscious brain a bit in the reasoning department.

"What?"

"Come one. We got that lovely sleeping couch in here and nothing else is doing."

"You pervert! You scum!"

"harsh talk from one who should be disrobing with gratitude that I saved her from the vile jiggers aboard this ship."

"If it gets to that, you haven't actually saved me. We're still here, and those jiggers are still all around us."

"Well-" I was cut off as the door burst open.

JUNTA is published by Creative Wargames Workshop, 330 East 6th St, Suite 1E, New York, NY, 10003, and is available from them for \$10. Vincent Tsao is the designer. It is an excellent game---and sufficiently simple that you will be able to explain it to and play it with people who are not into wargames. It is well worth the money, and you should buy it. (No, I do not get a commission).

A second reason you should buy it is that URF DURFAL is opening up a postal game of JUNTA, using the following rules.

A. When you write to enter JUNTA, you must tell the gamesmaster what the Family Name of your family will be. This is simply to distinguish your family from others in the game---since the adjudications will be in print rather than visible on the board, a word-code rather than a symbol for each family is necessary. Obviously, names should generally be Spanish or Portuguese (although German names are also acceptable).

B. Before the game begins, I will publish the names and family names of all the players, with their addresses. In the same issue in which this information is printed, I will include an insert to each player telling him what cards he has drawn. All players are automatically assumed to lay all of their Influence Cards face-up before the game begins, so I will also publish the Influence Cards controlled by each player in the issue.

C. Players must submit votes for the Presidential election for the following issue. All voting is considered simultaneous; if no player is elected President on the first ballot, a second ballot takes place.---in the same issue. All players must submit conditional orders detailing how they vote if a President is not chosen on the first ballot. (You may make play of Vote cards conditional on the outcome of voting on a previous ballot). Players may submit conditional orders for any number of ballots. Assuming that an infinite number of ballots will not result in a President---because the player's orders will not give any single player a majority of the vote---a second election takes place in the next issue, and we keep on running elections until someone is elected President. With his orders, each player must indicate which positions he will assign to each other player should he be elected President.

D. Immediately after I adjudicate the votes and determine which Player becomes President, I will call the President and tell him how many BPesos the first turn's budget will consist of; he must then tell me what budget he will announce for the first turn. I will publish the proposed budget with the results of the Presidential balloting. Players will vote for this budget at the beginning of the first turn.

With the issue, I will tell the President how many BPesos the second turn's budget will consist of. With his moves for the first turn, he must submit a proposed budget for the second turn, which will be published at the end of the adjudications for the first turn.

E. The sequence of play for postal JUNTA is:

1. Voting on the Budget
2. Assassination Execution
3. Banking
4. Coup Declaration
5. Dealing Political Cards
6. Announcement of Next Turn's Budget

F. Each turn, each player must submit orders detailing how he votes on the Budget. Since only one ballot takes place, he may not submit conditional orders.

G. With his orders, each player must submit a Location---Mistress', Nightclub, etc. The choice of location may be made dependent on the outcome of the voting for the Budget, and/or on whether or not the Minister seizes the Chamber of Deputies. The Minister---and any player using an Assassination Card---must submit orders indicating who his assassination target is to be, and what Location he is to be sought for at. Assassination orders may be made conditional on Budget votes. Any player who has a card which

protects him from assassination is automatically considered to play it if he is ever the target of an assassin.

G. If a player chooses the Bank as his Location (and the Bank is open), he must submit orders indicating how many BPesos he is depositing or withdrawing from his Swiss Bank Account.

H. If a Player has the capacity of starting a Coup, he must submit orders indicating whether or not he wishes to do so, and if so, what cards (if any) he wishes to play when he initiates the Coup.

I. Assuming no Coup is announced, the proposed Budget for next turn, as submitted by the President at the beginning of the current turn, will be printed; players must submit votes on the Budget for next turn. With the adjudications, I will include a notice to each Player indicating what cards he holds and what new card he has drawn.

J. The Minister of the Interior must submit an order seizing the Chamber of Deputies if he wishes to do so; this order is assumed to be conditional on the rejection of the Budget by the Chamber (although the Minister may specifically order the Chamber seized in any case). If the Minister seizes the Chamber, he is assumed to do so successfully---a Coup may not be initiated until the Coup Declaration Phase (which, note, occurs after banking). However, players may, of course, make Coup declarations and assassination attempts conditional on the seizure of the Chamber.

K. If the President is assassinated, the rest of the turn's orders will be adjudicated, but on the following turn the players will submit votes for a Presidential election (and no other orders). Presidential elections follow the procedure outlined in C and D.

L. If a Coup is declared, Phases 6 and 7 do not take place. A coup sequence is initiated, and on the following seven turns, the players will submit orders as per the Coup rules. During each Coup turn, players should submit retreats for each of their units to be executed if their units are forced to retreat. If a retreat for a unit is not submitted (or if a submitted retreat is impossible), the game master will randomly determine a unit's retreat among the provinces to which it is permitted to retreat.

M. If the rebels win the coup, they must immediately submit votes for a new President. The outcome of this vote will be published in the issue following that in which the last coup turn was published. After adjudicating this vote, I will call the President as per D to determine what budget he wishes to announce, what player he wishes to send to the firing squad, and how he wishes to allocate the Positions. All of this will be published with the outcome of the election, along with Phases 6 and 7.

N. If the loyalists win the coup, I will call the President on the last turn of the coup to determine what budget he wishes to announce. Phases 6 and 7 will occur after the last coup turn. At this time, the President must also tell me what player he wishes to send to the firing squad, and whether he wishes to reallocate positions.

O. I have added a whole bunch of new cards to the JUNTA deck. You won't find out what these cards are until you get one.

GAME LENGTH NOTE: From a quick reading of these rules, it might seem as though a postal JUNTA game would go on for a long time. However, given the number of Money Cards in the game, a game of JUNTA without any Coups and only the first election would be 12 turns long. Assuming two Coups and three Presidential Assassinations, a postal game will be 29 turns long---which is about equivalent to a 10-year postal Diplomacy game.

LETTERS:

From Ben Grossman:

On the establishment of forces for the defense of the nation. I myself stand 100% opposed to any form of mandatory or financially-motivated service. Simply put, if something isn't worth doing because it matters to you, it isn't worth doing at all. I cannot really consider that requiring people, especially the youth (those largely excluded from the decision making) to put their necks into nooses for any set of reasons (protecting allies, "defense of democracy", "defense of the free world", or such shit) bears much relevance to the American concepts expressed in the Declaration of Independence and the Constitution, which are presumably the foundations of our state. Similarly, I am very dubious about the use of a paid army to accomplish those same ends. It serves largely to establish a power-elite and to economically enslave those sections of the population unable to support themselves otherwise. Furthermore, if the situation were such as to place such an army as the barrier between myself and a determined invader, I should have big doubts about the willingness of that army to die for me...since I certainly wouldn't return the favor.

Simply put, I have to conclude that indeed, only such a system as the Minutemen maintained represents a just and wise treatment of the situation. I propose exactly the come-when-your-ideals-call units John Michalski was pooh-poohing in UD 43/44.

Some comments: John Kelley UD46; obviously, you lack a proper understanding of what army life is like; its DULL. The reason such vast portions of the draftees in Vietnam were getting stoned every night was just that, nothing else to do but go out and take a chance on getting killed...which would you prefer? And if you think that the youths of today who would be drafted aren't a bunch of pot-heads, you obviously aren't living in the real world---Americans only survive because they consume immense quantities of mind-numbing drugs to dull the unpleasantness of our society.

Altho I understand that yesterday the House put the kibosh on this year's Draft efforts, it won't be long before they go for it again (the war-mongers, that is (which I tend to consider as including most elected officials, most appointed officials, and most businessmen (remember, war is GOOD for big business))). For anyone who is likely to be put between the rock and the hard place, I'll be glad to discuss alternatives. I myself will NOT, under any circumstances, either register or report to the military. Whether when my time comes it will be necessary for me to go underground or whether there will be enough War Resisters to make any efforts against us impossible will have to be seen.

Dennis Sulsberger: re rock: obviously you have missed out on some of what's happening. One of the prime points of rock is that it is socio-politically relevant ...that the people involved are reacting to their environment (which is what punk is all about). Try the Tom Robinson Band (which has since unfortunately split).

((Ed-The idea of "economic slavery" is absurd. If you are paid to do something, and do it without the threat of physical coercion, you are doing so of your own free will, and no "slavery" is involved. You say a paid volunteer force "enslaves those population sections of the population unable to support themselves otherwise." I've already dealt with the absurdity of "slavery"; for the rest, if someone is unable to support himself otherwise, isn't taking the option of joining a paid volunteer force away from him doing him a disservice? Obviously, joining the paid military, he feels, is better than the alternatives, and doing away with the military on the basis that it "enslaves" people like him leaves him WORSE off, not better off.

((Yes, war is good for BIG business. Small business, on the other hand, benefits very little.

((Rock is not, by necessity, a political genre; rock music can exist without political content, in the same way that a novel or cantata can exist without political content, although, of course, any of the three forms can contain political message. To see new-wave rock solely as a manifestation of the political malaise of our times is to see one dimension of a many-sided movement.

((Otherwise, I mostly agree with you, Ben.))

From Fred Davis:

On forced bussing. I wonder why there has been so little protest from people allegedly interested in civil rights on this matter. It is my opinion that you can do almost anything to a person and, for a while at least, he will put up with it; but when you threaten his children, you are really asking for trouble. When you threaten my child's opportunities to get a good education; and worse, even threaten the child's safety and well-being by dragging him to a ghetto school, I will either vote with my feet by moving to a different political jurisdiction, or support whatever sort of candidate is needed to end bussing, even if it's a political dinosaur like Ronald Reagan, or both.

I am a Democrat, but I'm afraid that it may take the backlash of something like a right-wing regime to end the nonsense of forced bussing. At the very least, this bussing will end the public school as we know it, as all but the most poverty-stricken whites will send their children to private schools, or moved to suburbs. All that the bussing has accomplished in Boston, Baltimore, Cleveland, etc. is to accelerate "white flight". I can think of no better way to destroy our cities. (Incidentally, there is such a shortage of funds to pay for gas, the way the contracts are written, that many jurisdictions will be running out of money to pay for the gas needed for ALL types of school bus operations before the year is out. This is another reason for abandoning this stupid concept).

I happen to favor registration of all citizens at age 18 (not just males!) for service in the event of national emergencies, but I'll gladly join you in fighting forced bussing.

You are in error in stating "the Supreme Court has refused to rule on the constitutionality of the graduated income tax and social security." First, the Income Tax is incorporated as part of the Constitution (Article XVI, ratified Feb. 3, 1913), so it cannot be declared unconstitutional.

Secondly, the Supreme Court did rule on the constitutionality of the Social Security Act, back in May 1937. I forget the name of the test case---I believe it involved some New England employer. I just don't have the time to look it up.

The major reason why SAT scores go down every year is that more and more students are taking the test each year. Twenty years ago, only middle class students who fully expected to go to college took the SAT. Now, in some areas, almost all students take the test. Obviously, the scores are going to drop under such circumstances.

((Ed-If one accepts the rationale that the state has the power to force you to send your child to school, regardless of your wishes or the wishes of your child, I don't see how one can complain when the state decides HOW it wants your child to go to school. Personally, I oppose compulsory education; I oppose bussing; and I oppose state-support of schools. There is nothing that this boondoggle of a government school system does that cannot be better done by private schools. Including, indidentally, educating the poor; before the advent of universal compulsory education, poor areas were full of small profit-oriented schools which taught the basics of education at a modest fee. (As I recall the case of the New England employer---I read about it in high school, and my memory is hazy---the New England employer refused to take social security payments out of the checks of his employees, on the basis that if they wanted to pay social security they could do so, and he wasn't going to force them. As I recall, the employer's position was upheld.

((Please note that your social security credit ears no interest. Consequently, if you took the money you pay into social security and put it in the bank, you'd have a much greater amount available for retirement. This would also increase the amount of money available as savings, and therefore available for capital investment. However, the social security forces you to give your money to the government; and the government has free use of your money until you begin to receive social security payments. All in all, the social security system is a massive swindle)).

from Robert Goldman:

I've enjoyed your political and economic articles, being of the anarchist persuasion myself (please don't use that watered-down dipshit word libertarian). However, I find your economic views ill-suited to Modern Society. I recommend THE NEW INDUSTRIAL STATE by Galbraith as a source of information on which to base a laissez-faire theory more suited to the economic realities of today.

from Robert Stimmel:

Recently I saw "Orchestra Rehearsal" (Decline of the West in C-Sharp Major). It reminds me of my article on "cycles of government". (I believe it was Urf Durfal which carried it).

In the movie a lenient conductor has trouble getting his orchestra to work hard and play well together. The musicians also have a strong union. Finally they go on strike and later there is complete anarchy. After almost all is destroyed, they reassemble and play well together. But then the orchestra leader is strict and conducts in the German military manner.

In my article I said that socialism often leads to a military dictatorship rather than to communism.

More on forced busing:

Some favor a constitutional amendment to prohibit forced busing. This would lead to segregated education.

I favor a constitutional amendment which would, in addition to prohibiting compulsory education, permit complete freedom of choice of public schools. It would also require free busing for those who needed it to attend an integrated school.

With my opinions someone might think I'm a young person who doesn't like school. However, I'm one of the oldest persons in the hobby.

Perhaps Carter, Kennedy and Brown will deadlock the convention and Adlai Stevenson III get the nominations.

((Ed-Yes, but what difference is there between military dictatorship/communism, Hitler/Stalin? Both deny and destroy all individual and economic rights, subsuming individual rights and the economy to the state.))

from Glen Taylor:

You said arrangements will be made for you or John ((Boardman)) to take over the dipgames from DIMAN, specifically 75HW which I'm playing in. When will this happen? After Hessel's year-long hiatus I'm anxious to get the game back on the tracks. I hope you'll decide to take it over yourself; with only four players left (one of whom has only one unit) it shouldn't add to your workload much, and I promise you at least 1/2 page of press per issue, with Goltz writing as well. You're always lamenting the lack of press in Urf; here's a change to change words into action! Although if Boardman took it over, the CMING would no doubt be better than yours...

I intended to send you a long loc on the ongoing capitalism-versus-the-world debate being raged in Urf, but since I lost the last issue I can't. I do have one question for you, however: what do you know/think about an organization called Young Americans for Freedom? I read some of their propoganda and it sounded good, so I joined. Most of what they say seems reasonable to me as a libertarian, although they emphasize "conservative" rather than "libertarian", and they seem to be in favor of the fundamentalist/bullshit religion which is currently in vogue among retarded Americans (the majority). What exactly is Students for a Libertarian Society, and what does it do?

I really enjoyed reading the back issues of Urf. I wish that you would print more news and material of a personal nature: what you're doing at Brown, and just in general where your head is (though your subbers who don't know you personally and the "gamer" Dipfreaks who sub to Urf--though there probably aren't many of those--might not be interested). I thought I'd had all I could stomach of "personal news" back when Ben Grossman was printing "The Prewad Leftist", but that was because all he ever printed was drug-induced ramblings. Such material from you would be welcome.

I heartily agree with your scathing denunciation of disco music. However, I am at a loss as to why you exonerate the so-called New Wave, which is nothing but a distillation of the worst qualities of disco (admittedly, that process of distillation doesn't discard much). New Wave music is even more atonal and rhythm-oriented than disco. Occasionally its lyrics are meaningful--e.g., "God Damn the Queen" by some British group---but very rarely can they be understood over the raw, throbbing beat. In my opinion, there are very few groups left who are producing decent music and at the same time have their own unique style (this dwindling group includes Queen, Boston, ELO, Kansas, and Styx). New Wave is garbage.

In a general attack on American mediocrity and apathy--with which I also heartily agree--you pose the question, "How come so few people I see on the street are smiling?" I'd like to ask why everyone in New York, and any other large city within my experience, avoids eye contact. I go to college in a small town, and many people here are friendly and express greeting to utter strangers (and sometimes even strike up a conversation, thereby making a new acquaintance or friend)--but people in cities avoid each other. It's sad.

Your statements about the possibility of a draft are an eloquent expression of my own beliefs on the subject. Do you mind if I write a letter to the college newspaper here, quoting from you and adding my own thoughts, and signing it with both our names? I'll send you a copy first, if you wish.

The debate on "Free New York" is amusing. I agree with your statement that most Americans would be glad to see you go; recently at a party I mentioned your "Free New York" movement, and the general reaction from everyone, including several upstate New Yorkers, was laughter and the statement that your secession would increase the GNP of America by about 20%. However, as Gruen says, it's the idiots of America who think that; well-informed people realize that, with the loss of Wall Street and the factories in your fair (sic) city, it's the American GNP that would decline, to say nothing of culture. So, I doubt that you'll be able to stir up enough interest in the scheme even to get a candidate on the mayoral ballot; if you do, it's almost impossible that he'd ever be elected; and if he were, America would not take kindly to your secession. Still, if you bring it off against all the odds, I'll emigrate to the Free City right away. Being a New Yorker has nothing to do with where you live---it's a state of mind.

(Ed--I'm having difficulty getting Brad to give me the records for the DIMAN games. He's agreed to do so, but never seems to remember to mail them to me; I'll remind him again.)

The YAF is an organization of "traditional-conservatives", at least so far as I understand it. In other words, they support a strong military (and probably support a draft), support a free market, support a strong police force, and oppose legalization of drugs. The Students for a Libertarian Society is a group of college campus organizations affiliated with the National SLS; its goal is to expose as many college students as possible to libertarian ideology, promote libertarian ideas, etc. Most recently, the SLS was the core around which the anti-draft movement coalesced, with great effect on the Congressional vote to reject the registration proposal. The National SLS offers many services to student libertarian organizations which wish to affiliate with them, including pamphlets and other material at minimal costs, speakers who are willing to travel to campuses, and so forth and so on. If you're interested in forming an SLS chapter at VPI, the National SLS would be very interested in hearing from you, and could lend you advice and support on how to do so. Their address is: 1620 Montgomery St., San Francisco, CA, 94111.

Actually, new wave and disco are very different indeed. Disco has no lyrics (two or three phrases repeated endlessly); new wave does. Disco is loud, studio-formulated artificial music; new wave generally shuns studio effects, and relies very much on 50's-style, simple guitar music. The song to which you refer is a punk song (very different from new wave) called "God Save the Queen" ("Her Fascist Regime"). Your experience with "new wave" seems to be little more than

exposure to a few British punk songs---and punk, as I've said, is not the same thing as new wave. I suggest you go out and buy some Talking Heads, Ramones, and Tim Curry albums---I suspect you'll like them. Something that you've doubtless heard; the Rolling Stone's "Shattered" is a song with extreme new-wave influences. Please, write that letter.)

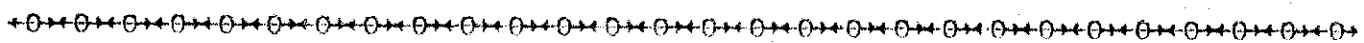
From John Strain:

Free City---nuts. We had a four year Civil War about this thing of leaving the Union in 1861-65. I don't think it's a better idea than, say, playing nuclear games with real bombs. Since I'm a Texan by birth, watch what you say about Texas, son! I was born in 1951 in Waco, a small town of 100,000 good souls.

GenCon had problems, I guessed it would be that way due to the flap of copyrights a while back. Maybe you like it--but I don't. "Trtek Still Lives" is what killed off RBL's zine...As for the Zine Poll, what's good enough for Mr. Zing was good enough for Poll.

Nuclear Strategy: why not appoint some bigwig VIP, arm him with 2 lasers, 1 MG and 3 atomic bombs, sent him one-way to the moon? Then send his opposite number there also? Or, put the entire military on the moon, then blast it...

((John is running two postal games), Special Weapons in Battle, and a role-playing type game, unnamed as it's a composite of existing rules sets. Each turn takes me hours to process. In SWIB, you're in charge of a country; in the role-playing game, a single man is the smallest unit you may have. Inquiries accepted; just write me at 1154 Harbor Dr, North Ft. Myers, FL, 33903.



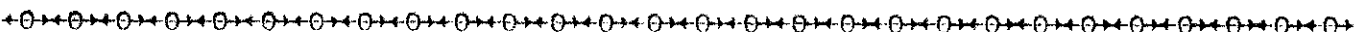
THE GAMES

79? (PAW Game) GM: Greg Costikyan F01

Austria (Baillie) a TYO-tri, a SER s f slb-GRE
England (Hyatt) f NTH c a edi-NWY, f nwg-BAR.
France (Kopel) MMR! GM provides neutral moves. a spa-POR, f mid-SPA(sc), a pic-BEL.
Germany (Dupont) a kie-HOL, f den-SWE, a sil-MUN.
Italy (Schulz) a VEN-tri, a ROM-ven, f tyn-TUN
Russia (Kelly) f bot-BAI, a mos-WAR, a UKR s f sev-RUM.
Turkey (Strain) a BUL-rum, f BLA s a arm-SEV.

Table with 2 columns: Country and Count/Label. Austria: tri, vie, bud, SER, GRE 5 B2; England: edi, lvp, lon, NWY 4 B1; France: mar, bre, par, SPA, POR, BEL 6 B3; Germany: mun, ber, kie, HOL, SWE 5 B2; Italy: ven, rom, nap, TUN 4 B1; Russia: stp, war, mos, ~~slb~~, rum 4 even; Turkey: ank, con, amy, BUL, SEV 5 B2

Ron Kelly, Apt. 314, 6038 Richmond Highway, Alexandria, VA, 22303 takes over as Russia.



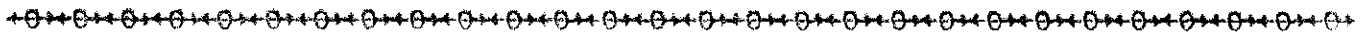
74HX (Turnabout/Black Hole Game) GM: Greg Costikyan F16

The last adjudications for this game were published 5 weeks ago, in UDUN #6. Shortly after that magazine was published, the gamesmaster got a letter from France requesting an extension of the deadline, since the deadline was fixed for Urf Durfal #47, two weeks from Udun's publishing date. However, no adjudications were published in Urf 47, because the gamesmaster was sick. After Urf 47, France re-requested an extension of the deadline; however, since it has been 5 weeks since the last adjudications, and since all other players managed to get their moves in, I seeno reason to accede to this

Both draw proposals were defeated.

England (Verheiden) f tyn-NAP, f naf-WES, f BOT s f nwy-STP(nc), f eng-MID,
f NTH h, a LVN s a PRU-war, a KIE s a MUN s & a BER s french a sil.
France (Hollingsworth) R a pie-mar. a PIC, a SIL, a MAR, f LYO, f TUS, f TUN
/h/, f rom /h/ (r9otb). NMR!
Russia (Michalski) a WAR s a MOS s s war
Turkey (Scott) a PIE-tus, a APU s f nap-ROM, f ion-TYN, f ADR s f aeg-ION, a TYO
s a BOH s a GAL s a VIE, a SEV s a UKR s russian a war, f BLA h.

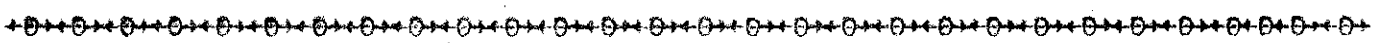
England: edi, lvp, lon, nor, swe, den, stp, kie, ber, bel, hol, MUN 12/11 B1
France: mar, bre, par, tun, spa, por, ~~spa~~ 6/6 even
Russia: war, mos 2/2 even
Turkey: ank, smy, con, bul, rum, gre, ser, sev, bud, tri, vie, ven, rom, nap 14/13 B1



777 (Dudlo's Game) GM: Greg Costikyan S04

Austria (Cross) NMR! a SER /h/, f gre /h/ (r-alb, otb).
England (Crabill) f BAR & a NWY s a FIN-stp, f den-BAL, f nth-DEN, f edi-NTH, a KIE-ber.
France (Gannon) a BEL s a HOL s a bur-RUH, a par-BUR, a GAS h, f mid-IRI, f bre-ENG.
Germany (Schiff/C.D.) NMR! a MUN, a BER /h/.
Italy (Verheiden) NMR! a VIE, a TRI, f ADR, f ION, a TYO /h/.
Russia (Taylor) a MOS & f BOT s a STP, a BUD s austrian a ser.
Turkey (Divver) a RUM-ser, f AEG s a bul-GRE, f BLA s a con-BUL, a SEV h.

Will Eric Verheiden, 200 S. Azusa Ave #2, Azusa, CA, 91702 please take over for Italy? Other addresses are:
Brad Cross, c/o Mieding, 7720 Lakecrest Dr, Greenbelt, MD, 20770
Richard Crabill, 5508 Volta Ave., Bladensburg, MD, 20710
George Gannon, 4301 Lawrence St, Colmar Manor, MD, 20722
Glen Taylor, Virginia Polytechnic Inst., Blacksburg, VA, 24061
Luis Divver, 3521 Duchaine Rd, Lanham, MD, 20801



76JJ (PDL-6) GM: Greg Costikyan S07

England (Stimmel) f lvp-IRI, f NTH s f pic-bel (r-eng, otb), a BEL-hol, f wes-TYN,
f TUN s f tyn-ION.
France (Strain) a mar-PIE, f BRE s a par-PIC, a pie-TUS, f ROM-nap.
Germany (Hinton) a MOS-sev, a UKR-rum, a GAL s a vie-BUD, a boh-VIE, a TYO-tri,
a mun-BOH, a bur-MUN, f KIE-hol, f BAL h.
Italy (Gould) a VEN-rom, f NAP-rom.
Turkey (Taylor) a ARM s a SEV s a RUM s a TRI s a bud (r-otb) s & a ALB s a TRI;
a bul-SER, f ion-ADR, f con-AEG, f smy-EAS.

Two draws have been proposed: one between Germany and Turkey; the other between England, France, Germany, and Turkey. Vote on them with your next moves. A single no vote defeats a proposal; if you fail to vote, you will be considered as abstaining.

W1106

Byzantium (Grossman) r f ion-SICI. owed one.

Cairo (Strain) owed one.

France (Gruen) D a brit.

Leon&Castile (Gould) B a TOLE, a BRGS

Rus (Schwartz) B a SMOL.

Seljuks (Wileman) owed one. b the empire state building, b a arm (imp.)

Abassid Islam (Gister) B m BAGD.

Eastern Orthodoxy (Stimmel) b m NOVG.

Fatimites (Linden) D m aeg. OUT!

Roman Catholicism (C.D.) owed two.

ABASSIDS EXCOMMUNICATE SELJUKS, HRE (fails), and E.O. (fails). EASTERN ORTHODOXY
S1107 EXCOMMUNICATES HRE.

Byzantium (Grossman) a CHAL-icon, f SICI h, a ALEX h.

Cairo (Strain) f Jeru-CAIR, f ION s f cbyn-EAS, f NOPR-tyr, a anti-JERU.

France (Gruen) a bord (r-brit, otb) s a AVIG-arag, a BLOI s a PAR-avig, f MID-bobi.

Leon&Castile (Gould) a BARC s a ARAG s & a NAVR s & f BOBI c a brgs-BORD, f BALE-tyr,
a tun-HAMM, f SATL-bale, f IREL h, f LEON-satl, a TOLE h.HRE (Newell?) EXCOMMUNICATED! NMR! f NTH, a CHES, f MASS, a FRAN, a MAYE, a PISA,
a GENO, a LORR, f SAXO, a BOH, a SALZ.Rus (Schwartz) a TREB s a MOSU s a treb, a CON s a patz-BUL, a smol-ESTO, f LON h,
a HUNG s a cher-PATZ, a KHAZ /h/.Seljuks (Wileman) EXCOMMUNICATED! CONV TO CHRISTIAN SCIENCE (nser). f GRE ~~to~~ to
mythology (nser), a ICON & a arm (nsu) s rus a mosu-anti (nso), a icon is a classical
stylized carving of a crucified christ.Albigensis (Heuer) m bale-CORD & conv to albi, m sara-BRGS & conv to albi,
m SALZ h & conv to albi, m corn-CHES & conv to albi, m bur-AVIG.Abassid Islam (Gister) m rom-TYN, m ANGO s m MOSU-treb & conv to aba, m icon-AEG,
m trip-TUN & conv aba, m tun-HAMM & conv aba. m ALEX h & conv aba, m BAGD-mosu
& ~~to~~ aba.Eastern Orthodoxy (Stimmel) m hung-EPIR & conv eo, m croa-ADR, m con-PONT, m KHAZ
s m TREB h & ~~to~~ eo, m novg-BULG & conv eo.

The proposed draw was defeated. A second draw proposal has been made, between HRE,
Leon&Castile, Rus, and France as temporal powers, and Eastern Orthodoxy and Abassids
as religious powers. Vote on the draw with your next moves.

76BR (Erehwon Game)

GM: Greg Costikyan

S11

Germany (Baillie) f WAL s rus f lvp, a yor-EDI, f hel-NTH, f bel-ENG, a bre-GAS,
a spa-POR, f mid-NAF, f kie-BAL, a mun-BOH, a pie-TUS, a ven-APU, a tyo-VEN,
a vie-BUD, a TRI-ser.

Italy (Gould) f bla-CON, a GRE h, a ROM h, f NAT s f IRI-lvp.

Russia (Johnson) a SEV-arm, a mos-UKR, a stp-MOS, a war-GAL, a RUM s a bud-SER,
f LVP s f NWG-nat, f edi-CLY.

Turkey (Hollingsworth) a con-BUL, a ANK s a ARM s it f bla-sev (nso).

A draw between Russia and Germany has been proposed. Vote on the proposal with your
next moves.

MACHIAVELLI

GM: Greg Costikyan

Middle Ages

All but one of the players prefer to wait until we have eight players. Note that we picked up two players and lost one since last issue; so we only need one more player to start the game.

77IU (Urf Durfal Game)

GM: Tom Gould

Au05/W05/S06

Autumn05

Austria (Strain) NRR. R a ukr-otb.

England (Stimmel) r f hol-HEL.

France (Gister) NRR. r a mun-otb.

Germany (Forrest) NRR. r a vie-otb

W05

Austria (Strain) b a TRI (owed one)

England (Stimmel) b f ION.

Germany (Forrest) NBR. Owed one.

Russia (Kelly) b a WAR.

S06

Austria (Strain) a TRI s a VIE s a tri, a BUD s a ukr-rum (nau),

England (Stimmel) f mid-SPA(sc), f eng-MID, f lon-ENG, f BEL & f NTH s f hel-HOL,

a KIE s ger a mun h.

France (Gister) NMR! a TYO, f NAP, a PIE, a TUN, a PAR, f BRE, a RUH /h/, a hol /h/ (r-otb).

Germany (Forrest) NMR! a MUN /h/.

Italy (~~Sardinia~~ C.D.) NMR! a VEN, f ROM /h/.

Russia (Kelly) a WAR s a GAL s & a UKR s a sev-RUM, a mos-SEV.

Turkey (Tutacko) f GRE s f eas-ION, a ALB s a SFR s & f BIA c a AFM-rum.

A concession to France has been proposed. Vote on the proposal with your next moves.

Failure to vote counts as abstention

PRESS -- 77Ag#

SAN SOPHIA: Missions from Eastern Orthodoxy have converted the Adriatic and Pontus to Buddhism.

CAIRO: Empires of all enlightened real believers shall bow down the knee to the one true faith! So why aren't they bowing?

PRESS --

(76BR) PROPAGANDA-THE SPENDTHRIFT: This game is likely to set a record for the least incoming correspondence ever generated in a game of postal Diplomacy. It sure makes for rotten coordination. By the way, is the ice cream at the Providence bus depot still pretty good? ((Ed--beats me. I usually take Amtrak)).

(79?) ANKARA: Nov 1, 1901: Fresh News, Our units have contacted the enemy. Victory will soon be ours to share with our friends of Europe

(79?) BERLIN: International law recognizes only treaties among nations of equal or near-equal strength: if force is required to enforce a pact, the force must exist.

(76JJ) PARIS: "Whodunit?" Mystery upon mystery breeds neverous trigger fingers. Silence does not help either! ANYbody on French Soil---watch out!

(76JJ) LONDON: German spies in trouble for reporting that England was building a fleet in Edinburgh. It was built in London.

(78Nix) ITALY, August 1923: Italy claims Africa as her rightful possession. Attackers will be dealt with accordingly. Commander of the Ionian Fleet shot for--uh, well, he was just shot.

(79?) GENEVA: It's agreed, then? My sexual favors for your alliance?

(78Mgo) CHOIBALSAN: Adjudications, anyone?

DIMAN GAMES

I am currently in the process of getting Brad Hessel to give me his records for the games which he used to run in DIMAN so they can be revived. He still hasn't given me the current positions; however, I've reconstructed the following two game wrap-ups from a file of old DIMANs. Both of these games were run and completed in DIMAN, but never had game-end reports published. Consequently, I'm publishing them here. ATTENTION, BOARDMAN NUMBER CUSTODIAN!

75HN "Third Game" DM-3

Austria: Andy Pillsbury (out W06)
 England: Jim Nash (dro F08), C.D.
 France: Bill Klitake (out W05)
 Germany: Eric Goldberg
 Italy: Drew McGee (won W13)
 Russia: Joe Blaylock (dro F10), C.D. (out W10)
 Turkey: Don Rittel
 Gamemaster: Brad Hessel
 Zine: DIMAN

	01	02	03	04	05	06	07	08	09	10	11	12	13	
Austria:	4	5	5	5	2	-	-	-	-	-	-	-	-	
England:	5	5	6	6	5	4	2	2	1	1	1	1	1	
France:	5	5	4	1	-	-	-	-	-	-	-	-	-	
Germany:	5	5	6	7	9	12	13	11	9	11	13**	13*	12	
Italy:	4	4	3	4	6	7	10	12	15	17	15	16	18	WINS
Russia:	5	5	5	6*	6	6*	5	4	3	-	-	-	-	
Turkey:	4	5	5	5	6	5	4	5	6*	5	5	4	4	

76BS "Gamemasters' Game" DM-5

Austria: Geoff Burkman (res S03), Gary Cohen (drew W08)
 England: Robert Sergeant (drew W08)
 France: W. Elmer Hinton Jr (drew W08)
 Germany: David Mueth (out W08)
 Italy: Richard Preisler* (drew W08) *in S08, Preisler changed his name to Richard Preisler-Kernamer
 Russia: Charles Spiegel (dro W03), Ron Kelly
 Turkey: Joshua Shaine (dro S05), C.D. (out W06)

	01	02	03	04	05	06	07	08	
Austria:	5	4	4	5	6	8	10	10	DRAWS
England:	5	6	6	8	7	8	7	8	DRAWS
France:	5	4	4	5	6	7	8	8	DRAWS
Germany:	5	6	7*	6	5	2	1	-	
Italy:	4	4	5	5	6	6	7	7	DRAWS
Russia:	6	6	3	3	4	3	1	1	
Turkey:	4*	4	5*	2	-	-	-	-	

Anyone who is interested in filksongs should join APA-FILK, the Amateur Press Association for filksingers. APA members publish small magazines which are incorporated together in an issue of APA-FILK, mailed to all members. If you want to get the zine without contribution, send some money (the amount you'll need to pay will be dependent on the size of the issue) to Robert Bryan Lipton, 556 Green Pl, Woodmere, NY, 11598. People who wish to contribute should either publish 75 copies of your contribution and mail it to Bob; or type it neatly on white paper and mail it to Bob along with \$1 per page.

Armenia (Wileman) a ERZURUM h, a DAMASCUS h (sf arm), f EASTERN BLACK s f samsun-YOZGAT, a trebizond-SAMSUN, a maras-ADANA, a mosul-ALEPPO.
 France (Gould) r a sudan-aswan, r a transjordan-midian. f sinai-RED SEA, a DRUZE s a MIDIAN-transjordan (sf fra), f gulf of adalia-CYPRUS (sf fra), f LEBANON-palestine (sf fra), a CAIRO-alexandria (sf fra), a aswan-territorio militare (sf fra) (r-kassala, otb).
 Great Britain (Linden) a HAJARA s a TRANSJORDAN (sf gb) s f PALESTINE s arm a damascus-lebanon (nso), f crete (r-otb) s f cyprus-NE MED.
 Greece (Forrest) a ESKHEHIR s f marmara-USKUDAR (sf gre), f AEG s f ne med-CRETE (sf gre), a athens-PELOPENNESUS, a BUL /h/, a CON /h/.
 Italy (Strain) a SUDAN s a territorio militare-ASWAN, a ALEXANDRIA s a derma-FARAFRA, f gulf of sidra-SE MED, f icon-GULF OF SIDRA,
 RSFSR (Gister) a KRASNODR s a GEORGIA s a krasnodr, f western black-RUM (sf/rsfsr), a grozny-ASTRAKHAN.
 Turkey (C.D.) a NEVSEHIR /h/, a yozgat /h/ (r-otb).

Armenia: trebizond, erzurum, malatya, samsun, tabriz, teheran, yerevan, DAMASCUS	8	B1
France: algeria , latakia, lebanon, sudan , palestine , cairo, transjordan, CYPRUS	5	D1 or 2 even
Great Britain: cyprus , quwait, summan, crete , baghdad, PALESTINE	4	even
Greece: pelopennesus, athens, salonika, bul, dodecanese, thrace, izmir, CON, USKUDAR, CRETE	10	B3 (room for 2)
Italy: nap, bengazi, territorio militare, dalmatia, tohad, alexandria, SUDAN	7	B1
RSFSR: krasnodr, astrakhan, uzbekhistan, georgia	4	even
Turkey: ady , malatya , ankara	1	even

WINTER BUILDS WILL BE COMBINED WITH SPRING ORDERS; MAKE SPRING ORDERS CONDITIONAL ON BUILDS.

 URF DURFAL, GRANDSON OF POUCH #48/49
 c/o Greg Costikyan,
 PO Box 865,
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 Providence, RI, 02912
 CUSHUDSON PROVINCES

Address Correction Requested
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3 RA CLASS

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DEADLINES: 24 OCTOBER FOR 74HX, 76IC, 77IU 27 OCTOBER FOR ALL OTHERS