

URF DURFAL, GRANDSON OF POUCH

This is URF DURFAL, GRANDSON OF POUCH, voice of the eternal revolution, and sum of Man's wisdom. It is published to carry those games long carried in THE POCKET ARMENIAN and THE POUCH, and to playtest variants and print articles and fiction that look interesting. Presently there are openings in EXCOMMUNICATION @ \$3, and in STAB-HAPPY and DUDLAND at \$1. There is no such thing as a subscription; it is only possible to receive the zine by writing for it, by trading, or by playing in a game. For every page of an article that is printed, the author will receive one issue; for every issue in which press or a letter is printed, the writer will receive that issue; a person who submits something for publication that is rejected will receive the issue that his writings that his writings would have otherwise been printed in. Back issues are 25¢ a piece. Issues 1-3 and 5-8, as well as 2-6 of The Conglomerate are available. Copies of EXCOMMUNICATION, DIPLOMAFIA, NEAR UTTER CHAOS, INDONESIAN DIPLOMACY and the House Rules are available for an SSAE. The same person prints GIGO, an irregular sf/wargaming personalzine (50¢, 6/\$2.50) and FIRE THE ARQUEBUSIERS!, an irregular 36+ page D&D zine (50¢, 6/\$2.50).

All of the above are available from Greg Costikyan, 1675 York Ave, NY, NY, 10028.

This is ISSUE #11. Deadline for next issue is Saturday, DECEMBER 25.*****

THE MILLER NUMBER CUSTODIAN AND HOBBY POLITICS

(Skip if you're bored by hobby politics)

Recently, Conrad Von Metzke, Rod Walker, Fred Davis, James Heimas and Walter Luc Haas have declared that Conrad Von Metzke is Miller Number Custodian.

Understandably, Robert Sacks (the current MNC) is somewhat upset.

Conrad's group maintains that Conrad is by right Miller Number Custodian because the majority of the hobby feels that Sacks shouldn't be MNC; and if the majority of the hobby feels that an officer is failing in his duty and should be removed, he should be.

This theory is not without merit; the idea of responsibility to the public, and of a contract between the governed and the governors is the basis for the American revolution, and for our current system of government. Essentially, the Von Metzke group is maintaining the right of revolution.

Sacks feels that this is nonsense. He feels that there is a body of tradition, of common law regarding the office of Miller Number Custodian. The MNC is appointed by the previous MNC, and holds office until he resigns (or his death, theoretically). Although he is ultimately responsible to the hobby at large, no group of men may by fiat depose the MNC and create a new one.

Sack's position is that Von Metzke's group cannot simply declare a new MNC; this is as ridiculous as anyone declaring that Gerald Ford is not the President of the United States, and that someone else—Patricia Hearst, for instance—is. The fact remains that Gerald Ford is President; and that Robert Sacks is Miller Number Custodian. He is MNC by appointment, by the traditions of the hobby, and by right, and no group can depose him.

I tend towards Sacks' view. Although it is true that the MNC is responsible to the hobby, as is any hobby officer, he is not responsible to the actions of any single group of men. Although the hobby might be able to declare a Miller Number Custodian deposed and a new one created, Conrad Von Metzke, Rod Walker and Fred Davis do not have this power.

And although the Miller Number Custodian should be recalled if he fails in his duty as Miller Number Custodian, Robert Sacks has not failed in his duties. He has performed his duties admirably, and this fact has been admitted both by Conrad Von Metzke and by

and by Fred Davis. Further, the Diplomacy Variant Commission Delegation for Relations with the Miller Number Custodian has, after deliberation, issued a report stating that the MNC has been guilty of no misconduct in his tenure as MNC.

Why, then, does the Von Metzke clique wish to depose Sacks? If Sacks has not failed his duties as Miller Number Custodian? Why are they recouring to dubious arguments in their efforts to depose him?

For purely partisan reasons of hobby politics.

Although I do not question the integrity of the people attempting to depose Sacks, although I do not question that they are merely doing what they think best for the continuation of the variant hobby, I do wish they would reexamine their motives.

To paraphrase Von Metzke,* "We should get rid of Sacks not because he has failed in his duties but because he has antagonized everyone he has come into contact with, and thus has made it impossible to cooperate with him in variant projects---and the MNC, as chief officer in the variant hobby has a duty not merely to assign proper Miller Numbers, but also to use his prestige and authority as MNC for the benefit of the hobby".

To some extent, Sacks has antagonized people he has come into contact with; he has had feuds or serious disagreements with Fred Davis, Walter Luc Haas and Rod Walker, at various times.

And these are the very same people who are supporting Von Metzke's bid for the post of Miller Number Custodian.

I don't call this an attempt to depose a corrupt official; I don't call this a necessary removal of an incompetent officer; I don't call this responsibility to the variant hobby; I call this cheap hobby politics. The Von Metzke clique wishes to get rid of Robert Sacks because its members don't like him; because they have engaged in feuds with him; because they find it impossible to cooperate with him.

Robert Sacks, although in certain respects an impossible person, is competent, has respect for the rights of others, has great respect for legality, and has always fulfilled his duties admirably. What more can be asked of a Miller Number Custodian?

Robert Sacks is by right Miller Number Custodian. Although the hobby at large has the right to replace him should he abuse his power, no clique of Diplomacy publishers may do so merely because they dislike the man.

My feelings on the MNC matter are above. However, although I feel strongly what I've said, I don't feel that those people involved in the attempt to depose Sacks are evil people; merely that they are letting their feelings get away with them and not thinking things through. I've opened up a channel to them by talking to Conrad Von Metzke, and hope that, in eventual-ity, some sort of agreement can be reached. The variant hobby has had its problems and sur-
vived; but a split along the lines of the Miller Number Custodian, a sort of Babylonian Captivity of the Miller Numbers is the last damn thing we want.

Robert has indicated to me that he would like to resign as Miller Number Custodian in about a year's time; however, with his regard for legality, he will remain as MNC if only to fight his thing out with Von Metzke. He doesn't want to see the prestige of the MNC weakened by the sort of nonsense that's going on.

no possible compromise that has been proposed is a plebiscite conducted among variant publishers and gamesmasters as to who should be Miller Number Custodian. Although this might be one compromise, it would also compromise hobby tradition about the transferral of the Custodian

This quotation is from something Conrad said in a conversation with me via phone. Therefore it is inexact and probably wrong; what is said here is merely my impression of what he was trying to say.

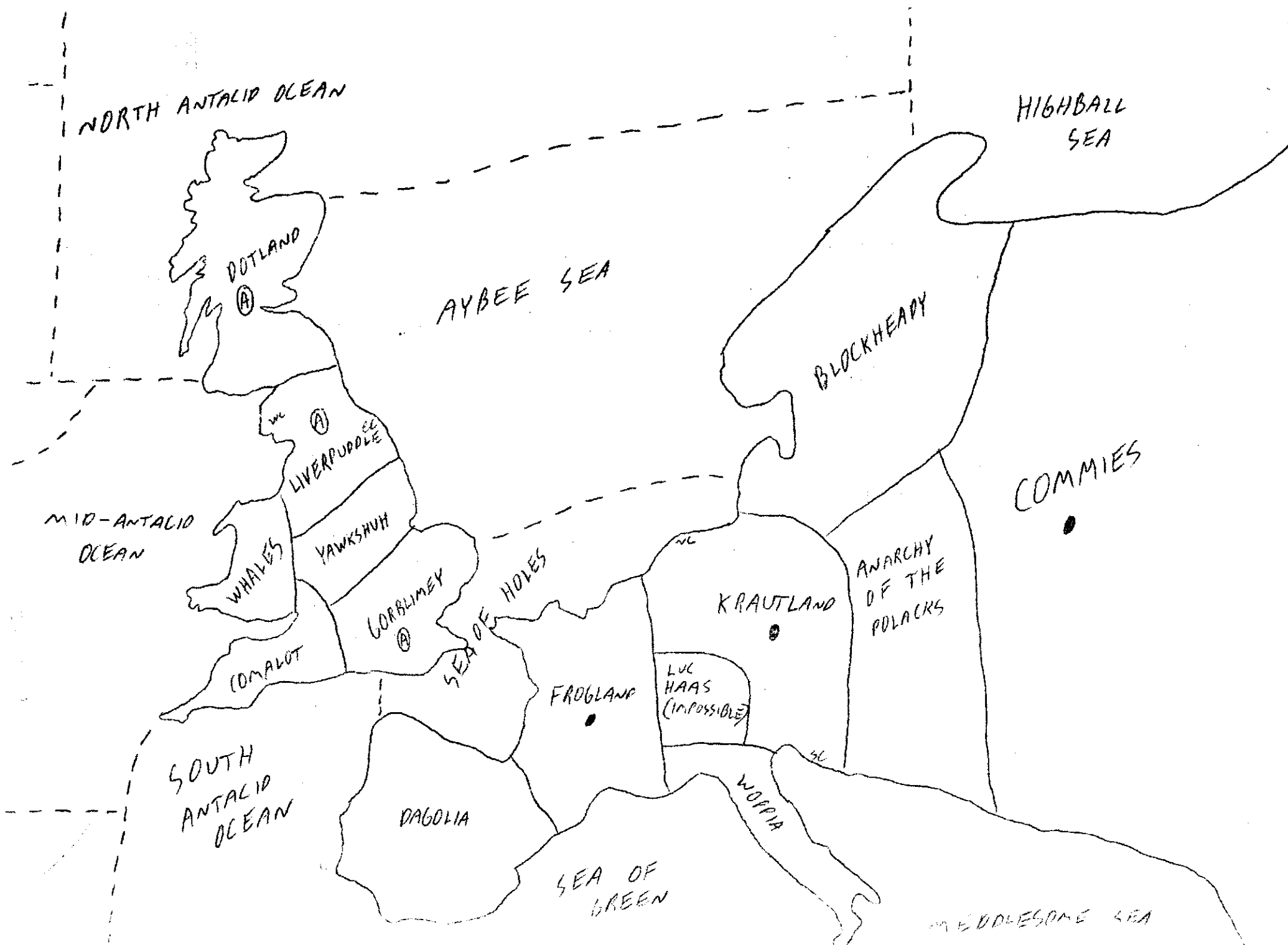
DUDLAND

A Diplomacy Variant

Designed by Greg Costikyan, with help from Scott Rosenberg

Based on a Press Release series by Scott Rosenberg

1. The Rules are the same as those in the 1971 Diplomacy rules book, except as noted below.
2. The powers and their home centers are as follows:
ALBION: Dotland, Gorblimey, Liverpuddle
CALIFORNEIAY: San Frandudco, Alcalá, San Sativa
CANADYLAND: Yukon, Nova Dotia, Bilingual, South Canuckia
CUSTODIAN OF THE DUDNESS: See below
DUDLAND: Capitoldud, Jamaicadud, Duditch Villitch
HÖRSIERARKI: Hicksville, Lebennin, Cowtown
TEEDEEAY: Nylkoorb, Harad-Jackson, Rottenborough
3. The game begins in the winter of the Year of the Dud 737. The players may build their initial units in their home supply centers, before the first Spring turn begins.
4. During the 737 build season, the Custodian of the Dudness designates one province on the board as his home province. He may designate any province that is not the home center of some other player as his home center. This province becomes a supply center province if it is not already one, and is the sole home center of the Custodian.
5. At the beginning of the game, the Custodian's home center is said to be "Dudded". After each Spring and Fall moves take place, one additional province becomes dudded. The Custodian chooses which province is to become dudded, but it must be adjacent to a province that was previously dudded.
6. Any unit that moves into a dudded province, or is present in a province when the province is dudded, is immediately transported to an unoccupied province on the board. The Custodian chooses which province the unit is to be transported to. Units transported during Spring moves will have their province chosen by the Custodian during the Summer Retreat season (and thus will not be able to move during the following Fall); units transported during Fall moves will have their province chosen by the Custodian during the Autumn Retreat season, (and thus will be able to move during the following spring turn). I.e., dudness transportation occurs during the same time as retreats.
7. If a unit moving into a dudded province is stood out of that province by another unit, it is not transported.
8. If the Custodian fails to order a destination province for a transported unit, the Gamesmaster will randomly determine where the transported unit will land.
9. The Custodian's units are immune to the effect of the Dudness.
10. Although the Custodian owns only one home supply center, he may build units in any dudded province. Dudded supply center provinces are not automatically owned by the Custodian; he must move a unit into the province during the Fall turn in order to ~~take~~ take the supply center in the same manner as any other player. Note that there may be dudded supply centers that the Custodian does not own, and non-dudded supply centers that he does own.
11. If a player's home center is dudded, but the center is not taken, the player may build in that home center (assuming he has a build). During the following spring turn, the built unit is transported as per rule 6.



NORTH ANTALID OCEAN

HIGHBALL SEA

DOTLAND
A

AYBEE SEA

BLOCKHEADY

LIVERPUDDLE
WC
A

MID-ANTALID OCEAN

WHALES

YAWKSAVV

CORBLIMEY
A

SEA OF HOLES

KRAUTLAND
WC

ANARCHY OF THE POLACKS

COMALOT

FROGLAND
A

LUC HAAS (IMPOSSIBLE)

SOUTH ANTALID OCEAN

DAGOLIA

SEA OF GREEN

WORPIA

COMMIES

MEDDLESOME SEA

12. Starting in the Winter of the Year of the Dud 739, Dudland may build one Dud-Out Unit. (This may be either a Dud-Out Army (DudA) or Dud-Out Fleet (DudF)). Dudland may never have more than one Dud-Out unit. If the Dud-Out unit is annihilated, Dudland may build another such unit. If Dudland has no builds in the Winter of 739, but does have at least one unit, it may designate any of its units a Dud-Out Unit.

13. Starting in the Winter of the Year of the Dud 740, Teedeeay may build one Dud-Out Unit. In the Winter of the Year of the Dud 742, all the other powers become able to build a dud-Out unit. No power may ever have more than one Dud-Out unit.

14. A Dud-Out Army or Fleet is immune to the effects of the dudness. Further, if a Dud-Out unit moves into a duded province, the province becomes un-duded, i.e., reverts to normalcy. If a Dud-Out unit is in a province that the Custodian orders duded, the province does not become duded.

15. Once during the game Teedeeay may build a double army (the Besh-Puppets). They may build this unit at any time (including the initial builds season). Only one supply center is needed to support this double army (DA). Teedeeay may only have one DA, and may never build another. If the army is annihilated, Teedeeay may thenceforth only have single armies.

16. A Double Army is considered to move and hold with the force of two armies. If it moves, it is considered to automatically have a support, and will dislodge an unsupported unit. If it is attacked by a unit with only one support, it will not be dislodged. If it supports another unit's attack, that attack is considered to have two supports. Note, however, that a single unsupported attack on the Double Army is considered to cut its support.

17. Once per year (either in the Spring or Fall), the player for Californiay may send a Letter of Attack to any unit on the board. He does so by informing the GM that he is sending a Letter of Attack, and what unit it is being sent to. The affected unit automatically holds. If it was ordered to support or convoy, its order fails.

18. St. Hermann's Seaway and the Coor's Canal are treated as Kiel/Con/Den are in the regular game.

19. There are four "four-way" points. Lake Inferior, Lake Moron, Shekon and the Mundane Peninsula all border on each other; Mare Nostrum, Lake Moron, Labofkoid Lizzard Land and the Mundane Peninsula border on each other; Flatland, Canuck, Lake Moron and Lake Erie border on each other; and Lake Erie, Lake Dud, Canuck and Upstaytdud all border on each other.

20. Yukon, Liverpuddle, Frogland, Krautland, Potato and Commies all have two coasts.

21. A unit may move from the Ball Bearing Sea to Commies (north coast only).

22. If all of a player's home centers are taken, but he has at least one other supply center in his possession, he may designate any supply center that he owns as his "government-in-exile", and build units in that center. If this center is then taken, he may not further designate another center.

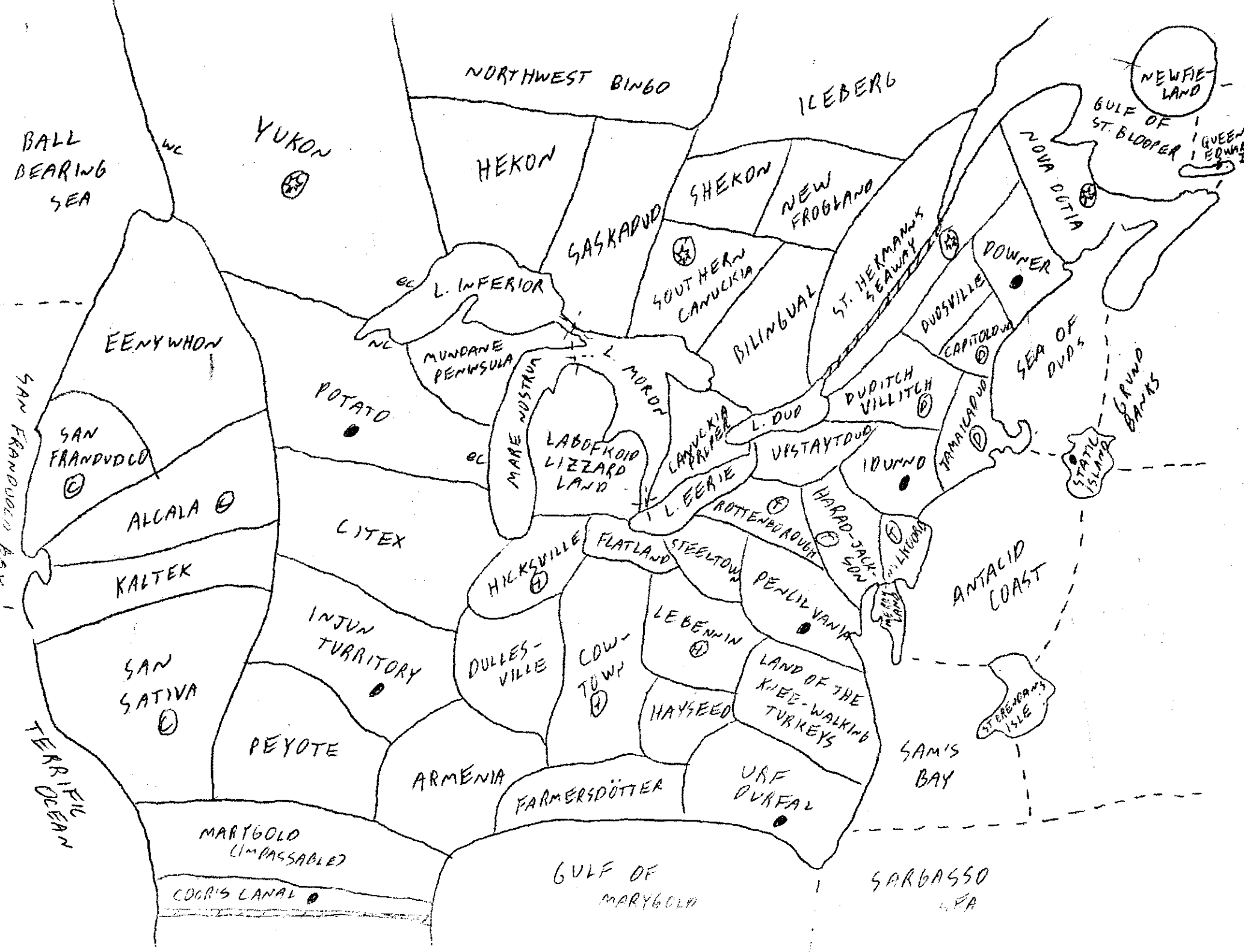
GAME OPENINGS!

We currently have openings in EXCOMMUNICATION!, a variant taking place in 1100 A.D., in which both political and temporal powers are depicted, and which won the 1975 Calhauer Award for Best Variant Design (U.S. Region) @\$3; in Stab-Happy Diplomacy @\$1; and in Dudland @\$1. Since these gamefees include subscriptions to the zine until the game is finished, they are obviously bargain prices.

EXCOMMUNICATION PLAYERS PLEASE NOTE;

The following people are on my little list as having signed up for Excommunication. If you want to play and you aren't listed; contact me.

Eric Goldberg, Tom Gould, Ben Grossman, Adam Gruen, William Linden, Ricky Phillips, Arnold Proujansky, Robert Stimmel, Robert Sacks. (9, 14 needed)



ADAM KASANOF'S GREATEST HITS

PRESS RELEASE

Costikyan Publishing Empire, 7611.20

Greg Costikyan, President of the Costikyan Publishing Empire, publishers of URF DURFAL, GIGO and FIRE THE ARQUEBUSIERS announced today that his company was planning to publish a book to be called "ADAM KASANOF'S GREATEST HITS, Annotated Edition".

The book is planned to contain most of Adam Kasanof's writings, including some all new material. It will include the entirety of JEREMY PAULSON, JDL and JOHN VANIBLE, AGENT OF M.A.D.S. to date, as well as such now-out of print gems as STAR TREKKIESUPERDUPERCOSMICOMICON and ARMENIA, GEM OF THE OCEAN, all annotated extensively by the author. The work will be extensively illustrated, and printed with as much care as possible, on several different colors of paper.

ADAM KASANOF'S GREATEST HITS will be divided into five volumes;

Volume One: The Early Years Will include STAR TREKKIESUPERDUPERCOSMICOMICON (including parts never previously published), and other works by Adam Kasanof between the period 100 BC and 1974.

Volume Two: The Series Will include all of JEREMY PAULSON, JDL and JOHN VANIBLE, AGENT OF MADS to date, as well as such little known series as MY SEXUAL ADVENTURES BY GIL NEIGER, MY WORLD AND YOU CAN HAVE IT BY DAVID GLADSTEIN, THE URF DURFALIAN CANDIDATE, and THE FLASHING POLICEMAN.

Volume Three: Non-fiction Will include MOTHMAN, WRITING SOFT-CORE PORNOGRAPHY, KKK IN D&D, and THE USE OF TECHNOLOGY IN DIPLOMACY.

Volume Four: Short Stories Will include THE SINO-SOVIET BORDER, STRANGE DOINGS ON THE SPANISH MAIN, THE CALL OF CTHULU, and others.

Volume Five: Songs & Poems Will include ARMENIA, GEM OF THE OCEAN, the APOCRYPHAL HOBBIT MARCHING SONG, ADAM GRUEN'S JUNIOR NAZI CORPS, various submissions to DAS RHYMEKRIEG, and CENTUM VINI AMPULLAE IN MURO.

As well as an Introduction, a Preface, a Preface to the English Language Edition, a Dedication, a Deducation, an Author's Note, an Editor's Note, Collation Comments, a Foreword and a Preface to the English Language Edition, ADAM KASANOF'S GREATEST HITS will include a short biography of Adam Kasanof, and essays by Scott Rosenberg and others about Kasanof's style.

All in all, ADAM KASANOF'S GREATEST HITS may be one of the most exciting publications to hit the Diplomacy hobby since VERITAS VINCIT. It is slated for publication in late February.

The first printing will be a numbered, limited edition of 100 copies. You can reserve yours now by sending \$1 to Greg Costikyan, 1675 York Av, NY, NY, 10028.

Printed Simultaneously in Canada by COSTIKYAN PUBLISHING EMPIRE OF CANADA, in Germany by Costikyan Crafplinger Zeitung, and in Britain and Australia by COSTIKYAN PUBLISHING EMPIRE OF GREAT BRITAIN.

Review:

EAST FRONT, designed by Kip Allen and Steve Bettum, from The Control Box Inc., 7705-14th Avenue, Brooklyn, NY, 11228. \$15 (??)

Yes, folks, yet another east front game—this time produced by The Control Box, a group of former SPI employees.

EAST FRONT is purportedly an attempt to blend the simplicity of Stalingrad with the scale and realism of War in the East. The game shows its origins to some extent—the production system and some of the basic mechanics can be seen to be outgrowths of WIE or Stalingrad. In addition, the excellent graphics show a striking similarity to standard SPI graphics.

The map is twice the size of a normal SPI boardgame (half the size of WIE), and is printed in three colors. It runs from the tip of Scotland in the northwest to the Caspian Sea in the southeast, and includes north Germany, most of Rumania, and large portions of Turkey, as well as European Russia. The color scheme for the terrain is confusing in some respects—three different shades of green are used to represent three different densities of forest. The board uses the SPI numbering system, and appears attractive and realistic.

The counters are an innovation in themselves—they are die-cut hexagonally. Hexagonal counters are, of course, really nothing more than a gimmick, but they are attractive—and they allow stacking in small hexes more easily than the square SPI counters do. However, the fact that they are smaller than square counters and thus the unit symbols and strengths are printed more minutely can cause a bit of eye strain. Eight-hundred counters are included, which seems to be more than generous in all respects. The counters themselves are attractive, being printed in three colors.

The rules, while nicely laid out, are one of the worst set of rules I have seen in a professionally published game. They seem to be arranged with deliberate intent to confuse. They're unclear and ambiguous, do not explain any of the mechanisms sufficiently, are written in simple language when complex terminology is necessary, and complicated language with directness is necessary. I found that I needed explanations from the designer on several counts, and I usually manage to understand even lousy rules.

The game system seems to contain a number of worthwhile innovations. For example, the supply rules are interesting; as a unit gets further and further from its supply base, its level of supply decreases, with continuous decreasing of combat and movement abilities. The Supply effects chart lists five levels of supply, and it is theoretically possible to continue to levels of supply beyond that.

The Combat results system is also interesting. It is essentially a combat differential system, but terrain effects, supply, weather and game period are all factored in.

And lastly, Axis and Russian units decrease and increase (respectively) in strength as the game goes on. There are two 'levels' of Axis strength, and two of Russian strength, each level represented by a different counter. For example, a Level One German Infantry Corps is a 4-5-6, while a Level Two unit is a 4-4-4. As the game progresses, Level One Axis units are gradually replaced with Level Two units, while Level One Russian units may increase to Level Two either by engaging in a successful combat in front of Moscow, Leningrad or Stalingrad, or by replacement via reinforcement.

All in all, EAST FRONT is not a bad game. It contains a number of intriguing innovations that I'd like to see developed in further games, and the graphics are good. Although the rules seem to have been written by the chimpanzee-and-typewriter method, with a bit of thought and experimentation they can be puzzled out. It's faster paced and smaller than WIE (an important consideration for people like me, who live in apartments in which entire rooms are the size of WIE boards). The Campaign Game is still too long to play in one sitting, and several of the scenarios seem a bit unbalanced, but all in all the game is definitely worth getting, unless you have a phobia about east front games.

WORST OPENING MOVES

((The following article is reprinted from THE POCKET ARMENIAN #1. TPA is no longer being printed, but back issues are available from Scott Rosenberg, 182-31 Radnor Rd, Jamaica, NY, 11432 at 25¢ per issue)).

by Greg Costikyan

Many articles, most of them tedious, have been written about good openings. However, very few, if any, have been written about bad openings. I intend to rectify this horrendous wrong.

But why would you want to know bad openings? It is common knowledge in Diplomacy fandom that to be a BNF one must be a lousy player*. Also, if you are fascinated with press, using lousy opening moves can create some rather interesting press situations.

Guiding Rules:

1. Accomplish as little as possible.
2. Antagonize as many other players as possible.
3. Leave yourself as open as possible to attack.

TURKEY: Against Armenia

Sp. 01: F Ank-Bla
A Smy-Ank
A Con H
Fa. 01: A Con-Arm
F Bla C A Con-Arm
A Ank S A Con-Arm

Against the World:

Sp. 01: F Ank-Con
A Smy-Arm
A Con-Smy
Fa. 01: F Con-Aeg
A Arm H
A Smy-Ank

AUSTRIA: Against Italy

Sp. 01: F Tri-Adr
A Vie-Tyo
A Bud-Tri
Fa. 01: A Tyo-Ven
F Adr C A Tri-Apu
A Tri-Mogadiscio

Against the World

Sp. 01: F Tri-Adr
A Bud-Gal
A Vie-Tyo
Fa. 01: F Adr-Ion
A Gal-Boh
A Tyo-Pie

GERMANY: Against Germany

Sp. 01: Everybody Holds
Fa. 01: A Ber-Mun
A Mun-Kie
F Kie-Ber

Against the World

Sp. 01: A Ber-Sil
F Kie-Den
A Mun-Tyo
Fa. 01: A Sil-Gal
F Den-Ska
A Tyo-Pie

ITALY: Against Mexico

Sp. 01: A Ven-Tyo
A Rom-Tus
F Nap-Trn
Fa. 01: A Tyo-Swi
A Tus-Pie
F Trn-Wes
Sp. 02: A Tyo-Swi
A Pie S A Tyo-Swi
F Wes-Mid
Fa. 02: A Tyo-Swi
A Pie S A Tyo-Swi
F Mid-Caribbean

Against the World

Sp. 01: A Rom-Tus
A Ven-Tyo
F Nap-Ion
Fa. 01: F Ion-Eas
A Tyo-Boh
A Tus-Pie

*Witness Conrad von Metzke, Margaret Gemignani and Greg Costikyan.

ENGLAND: Into the setting sun:

Sp. 01: F Lon-Eng
F Edi-Nrg
A Liv-Iri (drowns)
Fa. 01: F Eng-Mid
F Nrg-NAt

Against Spitsbergen:

Sp. 01: F Lon-Nth
F Edi-Nrg
A Liv-Cly
Fa. 01: A Cly H
F Nth-Nrg
F Nrg-Arctic
Sp. 02: F Nrg C A Cly-Spitsbergen
F Arctic C A Cly-Spitsbergen
A Cly-Spitsbergen

FRANCE: Against Switzerland:

Sp. 01: A Par-Bur
A Mar H
F Bre-Mid
Fa. 01: A Bur-Swi
A Mar S A Bur-Swi
F Mid S A Bur-Swi

Against the World:

Sp. 01: F Dre-Eng
A Par-Bur
A Mar-Pie
Fa. 01: F Eng-Nth
A Bur-Ruh
A Pie-Tyo

RUSSIA: March to Siberia:

Sp. 01: A Mos-Urals
A War-Mos
F StP(sc)-Bot
F Sev-Bla
Fa. 01: A Urals-Kazakh
A Mos-Urals
F Bot-Bal
F Bla-Con

Against the World:

Sp. 01: A Mos-Ukr
A War-Gal
F StP(sc)-Bot
F Sev-Bal
Fa. 01: A Ukr-Liv
A Gal-Boh
F Bot-Bal
F Bla-Arm

(Continue with your armies across Russia and Siberia,
and with your fleets out of the Baltic and Mediteranean,
through the North-East Passage to Siberia).

A DABGEROUB THING

by Adam Kananof

Smith didn't like George Washington High. Although it was mostly empty on this June Saturday, despite the numbers of people who, like Smith, were present to take the S.A.T.'s, it had a certain imposing quality which he found annoyingly distressing. The large, beat-up classroom in which he was sitting held no one save himself and the proctor---ah affable-looking man in his early twenties, who, judging from the worn appearance of his clothes, obviously needed the extra pay he was getting for helping run the test.

Smith glanced at his watch (the room had no clock---which, coupled with its lack of windows and mustly smell made him wish he were elsewhere); 8:30 A.M. "Well", said the proctor, smiling, "I, uh, guess this is it." Smith didn't like the way he had made this theoretically innocuous remark.

"Where are all the other people?" inquired Smith, gazing around the nearly empty classroom.

"Uh, I suppose there aren't any others. You see, you've been chosen to try a special experimental section of the S.A.T.", the proctor explained.

"Verbal or math?" asked Smith

The room went black. Smith heard the huge wooden door slam shut. There was a loud laughing from somewhere out in the darkness, and then purple and green dots of light began dancing across the walls and ceiling of the room. Smith felt uneasy. The lights vanished. Smith heard a sloshing sound from the corner of the room, ahead and to the right, and ducked beneath the desk. He heard a whoosh as something came rushing overhead, to splash onto the far wall with a loud smack. A drop of the liquid hit the skin of his right hand; it was clearly boiling oil.

Smith rolled away from his seat---forward, to avoid the pool of burning oil upon the floor behind him---and was perhaps four feet distant when the desk he had been occupying exploded into a fireball. He kept rolling until he was against the door. He reached up to touch the doorknob. It turned easily. He braced himself against the portal and, twisting the knob decisively, pushed against it with all his might. The door snapped open, flinging him to the dirty stone floor of the hallway. Two black-clad figures were visible far down the hall, and Smith wondered whether they, too, were "Proctors". The two turned to face Smith, and shortly after they did so he noticed that they each held something in his hands. A thunderous echo rebounded off the dirty plaster of the corridor walls as a stream of bullets lashed and ricocheted across the floor near the spot where he had sprawled.

And everybody said the Test of Standard Written English was hard, thought Smith.
TO BE CONTINUED

DA GAMES!!!

1973HN GM: Greg Costikyan Wi 11 & Sp 12

Winter 1911

Germany (Gary Peterson): I made an error in adjudications last issue. Germany did not have a build.

Italy (David Tutacko) B A Ven, F Rom, F Nap

Spring 1912

Austria (C.D.) A Bud /h/ (R-OTB), A Rum /h/ (R-OTB), A Arm /h/.

Germany (Peterson) A Gal-Ukr, A Mos S A Gal-Ukr, A War S A Gal-Ukr, A Sil-Gal, A Boh S A Sil-Gal, A Lvn S A Fin-StP, A Fin-StP, F Swe-Nwy, F Nwy-Nwg, F Bot-Bal.

Italy (Tutacko) A Tri-Bud, A Vie S A Tri-Bud, A Tyr S A Vie (NSU), A Ser-Rum, A Bul S A Ser-Rum, A Alb-Ser (NSU), F Eas-Smy, F Aeg S F Eas-Smy, F Gre S A Bul, F Ion H, F Lon H, F Edi H, F Rom H, F Nap H, A Ven H.

Russia (C.D.) A StP /h/ (R-OTB), OUT.

Turkey (C.D.) A Sev /h/.

Deadline: December 31.

1974CS GM: Greg Costikyan Limbo
This game is delayed because only one of the three players got his moves in. FRANK BERO and MIKE HINMON TAKE NOTE. Please get your moves in nexish. Winter 1910 moves are needed.

1974HJ GM: Tom Gould Winter 07

Turkey(Mike Hinmon) NMR! R F Alb

Russia (Kelly) B F StP(nc), A Mos, A War

The gamesmaster made an error in his adjudications lastish. He forgot to note that Turksih A Arm moved to Sev, taking that Russian center and allowing the Russians only three builds. SPRING 08 MOVES DUE NEXTISH; DEADLINE DECEMBER 31

1974FM PA1 GM: Scott Rosenberg Limbo
Sorry folks, but no moves in for Austria, and I really can't adjudicate it without them. Please, Walter Blank, get your moves in! You can be replaced, you know.

1974AGov HERE WE ARE!!! GM: Scott Rosenberg Wi 07
Austria: bud (1) even
China: pek, han, can, phi, vtn, omo, for, osa, man, tok, sai, bor (12) even
England: ~~lpl~~, lpl, ~~ire~~, ire, hol, ~~por~~, por, bel (5) R 1
France: par, mar, bre, mor, spa, mun, ~~bel~~ (6) even or B 1
Italy: rom, ven, nap, mog, pen, tun, egypt, eth, yom, bul, gre, smy, con, Tri (14) B 1

India: del, cal, mad, bma, ~~lxa~~, cey, tha, joh, cam, bag, Jav (10) even
Russia: mos, war, sev, stp, oms, vla, rum, snk, swe, kor, kar, kyo, clu, nwy, ank, (24) B 4
vna, pos, ser, ber, den, kie, edi, lon, ira

England: NMR. GM removes dislodged F sat
France: NMR. GM retreat F JAV OTB. No builds.
Italy: B A Ven.
Russia: R F Con-Bla. Builds A WAR, A VLAD, F STP(nc), A OMS.

sorry for the delay, folks.

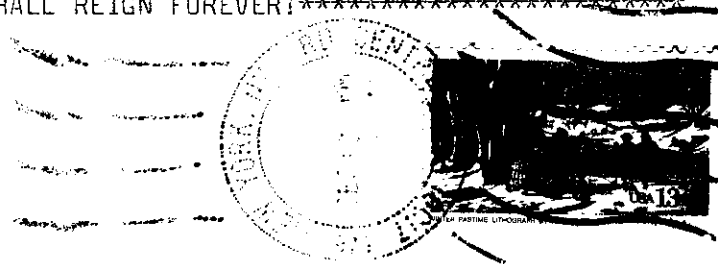
1975B PA6 GM: David Barlow Limbo
The game is delayed because four out of the six players NMR'ed. This group includes ROSENBERG, GRUEN and GROSSMAN, all of whom see either me or David regularly. Thus there is no excuse for this. Unless you people get your moves in, fuck it, I'll drop the game.
There was an error in last season's adjudications;
Italy (Malmquist) Retreat A Tri-Vie.

1974GH PA2 GM: David Barlow Sp 1910
Austria (C.D.) A Eyo /h/, A Bud /h/ (R-OTB).
England (Fox) A Lon H, A Gas-Bur, A Spa-Gas, F Mid-Wes, F Hol-Bel, F Naf S F Mid-Wes, F Nwg-Nth, F Mar S Tur F Wes-Lyo (NSO).
Germany (Blank) NMR! F Den /h/, A Lvn /h/ (R-OTB), A Sil /h/, A Bur /h/, A Boh /h/, A Pru /h/.
Russia (Zimmerman) A Nwy-Swe, F Nth-Helg, A StP-Lvn, A Mos S A StP-Lvn, A Ukr-War.
Turkey (Penn) F Pie-Mar, F Tyn S F Ion-Tun, F Ion-Tun, F Adr C A Alb-Ven, A Alb-Ven, F Gre-Ion, F Smy-Aeg, F Bla S A Bul-Rum, A Bul-Rum, A Tri-Vie, A Ser S A Rum-Bud, A Rum-Bud, A Con-Bul.

Two draws have been proposed; one between England, Germany, Russia and Turkey; the other between England, Russia and Turkey. Vote on them with your next moves. You may vote yes (or no) on both. A draw proposal has to be agreed to unanimously to pass. If both succeed, I shall kill myself.

*****ULAN BATOR SHALL REIGN FOREVER!*****

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This is your last issue
Are we trading or not?? 2
Other(specify) _____

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The Post Office is making a profit this year, skimming the money of people like us. It's bad enough that they're incompetent, but I didn't realize that they were so incompetent that they could make a non-profit corporation make money!