

# • Երբ Ուրբալ 39

GRANDSON OF POUCH



Now incorporating THE POUCH, CAIR PARAVEL, IMLADRIS, THE POCKET ARMENIAN, THE CONGLOMERATE, LILLIPUT, URՔ DՐԲԱԼ, LUGBURZ, and UDUN.

**AT URF DURFAL:**

He now paused at the top of a crooked and gentle declivity, and obtained his first near view of the city. Graystoned and dun-roofed, it stood within hail of the Mongolian border, and almost with the tip of one small toe within it, at the northernmost point of the crinkled line along which the leisurely Yang-Tse strokes the fields of than ancient kingdom. The buildings now lay quiet in the sunset, a vane here and there on their many spires and domes giving sparkle to a picture of sober secondary and tertiary hues. (from TSCHOOD THE ODIFEROUS by Tomas Chardski). This is URF DURFAL, GRANDSON OF POUCH #39, and this zine is the One True Descendant of the Fallen Pouch. In addition to our offer to run any variant someone else organizes the players for, we've currently got openings in regular Diplomacy, Youngstown, Swiss Variant II, and Machiavelli. Articles are paid for at the rate of 2 issues/printed page, except for E. Danger Ladenheim and Adam Kasanof, who have subscriptions for life. Subs are 7/\$2. Back issues are 5/\$1 or 25¢ each. The following variants can be had for an SSAE: Excommunication!, Near Utter Chaos, Utter Chaos, Indonesian Diplomacy, Dudland, Grand Fenwick's Revenge, Ancient Hebrew Kingdom, World War III, Partition of the Ottoman Empire, 1721, and Stab-Happy. The following Origins variants are available: Unification of Germany, and Origins of WWII. Urf Durfal house rules and postal rules for After the Holocaust, World War I, and Frigg It! are also available. The Costikyan Publishing Empire is also offering: The New York Conspiracy Hymnal for \$1; all five back issues of GIGO for \$2 or 50¢ each; issues 2 & 3 of THE INVERTED GRAPEFRUIT at 75¢ each or \$1.25 for both; issue one of FIRE THE ARQUEBUSIERS! for 50¢, and PHOENIX for \$2. Persons with subscriptions to Urf Durfal may cash their subscriptions in for any Costikyan Publishing Empire product at the rate of 25¢/issue.

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1. NEW PHONING POLICY. Starting with next issue, our policy about GM's phoning players is as follows: if a player doesn't get his moves in, the Gamesmaster may (at the GM's option) call the player to get his moves. If a GM calls one player in a game who has missed his moves, he must call all players in the game who've missed their moves (in the interests of fairness). If the GM calls a player, the player will have ONE ISSUE REMOVED FROM HIS SUBSCRIPTION in order to pay the cost of the long-distance call. (Local players must still lose an issue, again, in the interests of fairness). Any player who does not wish to be called may file a notice with his GM to that effect, and will not be called. If any player is called and doesn't wish to be, he may file a notice to the effect that he doesn't wish to be called in the future, and the will have an issue added back onto his subscription (retroactive compensation for the call he didn't want). A gamesmaster may bill the publisher 29¢ for each phone call he makes. Note that a player loses an issue if he is called WHETHER OR NOT HE IS HOME at the time the call is made---if noone answers, or if the phone is busy, he does NOT lose an issue, but if a parent or spouse answers and the player is not home, he DOES lose an issue.

2. DNYMPA REACTIVATED. I've recently taken over as Capo di Tutti-Frutti of Duh New York Mafia Protective Association, upon the resignation of Brad Hessel, former Capo. DNYMPA is a regional group of New York area publishers who guarantee each others' games. If any publisher drops his zine, the other publishers are pledged to pick up the dropper's games. BLACK HOLE ceased publication about a year ago, and only one of the games has been taken care of; the others will be my first job as DNYMPA head.

Greg,

I was and am writing to commemerate the unfortunate passing of my acquaintance and bridge partner, Robert Bryan Lipton. This event left me mortally stricken, though I did recover, and in great personal agony. As I am sure you knew RBL and I were great enemies in print. In actuality I must say that I am glad I got a chance to know the man, not the print image, before his passing.

Secondly I would like to say that I support the two pipe theory, no matter what the Brier commission reports. The alleged killing pipe, as I am sure you knew, was a corncob. At Dip Con, Lipton was smoking a large meerschaum. On inquiry RBL stated that he always smoked meerschaums. Thus my suspicion and the questions, What happened to the other pipe?, Who is the possessor of the killing corncob? Where did he go after the slaying? Was there a conspiracy? Is it part of a nationwide CIA plot to assassinate the greats of Diplomacy? Am I next on there list? I think the answer to all these questions is yes and would appreciate your backing on an attempt to force the review of the commissions previous findings.

My third point is in printing a support of freedom of release of all Lipton related documents. This includes the "spurious" biography of L. Sprunge van de Kamp. I have had the privilage of encountering this work and feel it should be mass marketed. How did I find this blackliated work in print? It is a fairly long story but I will give it anyway.

About three weeks ago I was attending the Friday night session of the local Buggers Anonymous chapter. After the standard introductions and beginnings the group degenerated once again into a conclave attempting to find out what was behind buggery. I gave up on this when they began to argue over the merits of young and old flesh. Walking quietly away from the table I went to the chapters library. There, between a copy of "The Ins and Outs of Buggery" and JT Richters "Penetrating to the Interior of the Buggery Cult" I found the van de Kamp biography. Leafing through it I could quickly see why the New York crowd might not have wanted it published. Between there involvement with SLA in the Hearst kidnaping and the illegaling channeling of funds into the LaRouche for President fund (from the huge profits of there "Dip"zines) modified by the Boardman "colation" day drug orgies you have quite a compromising work there. Lets get it published.

Lastly Greg I would like you to get in touch with John B. and tell him that I forgive him for all of his efforts to get me during the early 70's and that I realise that he is suffering from acute paranoia and that it is not his fault. Also tell pinko John that I have dug up evidence of his involvement with the Young Socialist League and other left wing organisations and that nexttime there is a HUAC hearing I'll make sure he is heard about. Good luck at Brown.

An Anonymous Ex Dippy Publisher/Player  
Residing In Southern California

## LETTERS

from Alex Polansky:

I read with interest your editorial comment "Exploitative Capitalism", and while I agree with the overall sentiment expressed therein, I must take issue with some of the particulars of your argument.

Firstly, under a truly capitalist system (i.e., something similar to what Adam Smith described in WEALTH OF NATIONS), one does not have a free choice in the type or location of work available. For the same reasons that you cited in the second paragraph of your article (wherein you described how capitalist economies will cure prejudice in their countries through the workings of competition and the free market), a person going into a trade for which he is less qualified than his competitors will be forced out of the business, or he will have to move to another region of the country, where the competition is less numerous or less competent. In this way both a man's trade and his geographical location are determined, though no external authority imposes these conditions.<sup>1</sup>

Indeed, this is the beauty of Adam Smith's system; everything gets done, but nobody has to govern. Despite its simplicity, the Smithian system is more treacherous for a worker than a socialist-communist system, for according to Smith, men are employed only so long as they are useful, whereas under the socialist-communist system once one is in a job, it belongs to one forever.<sup>2</sup> (In the Soviet Union, employment is guaranteed, although on the negative side, unemployment is illegal).

Secondly, it is mistaken to consider the United States of America a capitalist state.<sup>3</sup> One of my favorite little-known facts is that the American Progressive and Socialist parties which existed in the late 19th and early 20th centuries actually were asking for a smaller income tax and fewer social services than exist today. We live in a welfare state where some aspects of an earlier age survive as anachronisms. Do not let the appearance of thriving free enterprise mislead you---the fact is that no new heavy industrial corporation has been started in the past two decades (no new automobile companies in at least four decades),<sup>4</sup> and American government is leeching whatever lifeblood has survived twenty years of "progressive" taxation with regulations which serve only to consolidate the already rampant monopolistic forces present in our economy.

Despite this gloomy set of statements, I feel that America is at last coming out of the post-Vietnam slump. People are starting to realize that if they want good government they must watch over their elected officials. Although Howard Jarvis strikes me as being but a demagogue, his supporters have demonstrated that the American people are still willing to make some kind of a stand against what they perceive as an injustice. This is most heartening to me, for I feel that when the people resign themselves to bad or indifferent government, they assure its continuation.<sup>5</sup>

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<sup>1</sup>Not necessarily. Not all producers in a sector of the economy are equal; the superior producers can survive and increase their wealth more easily, and have the option of living in any area. Inefficient producers may be forced to move or to change occupation. However, even a mediocre or inefficient producer may live any place he desires if he is willing to pay price of living in a highly competitive area---lower wages or increased work hours. In other words, if I am a relatively inefficient pin-maker in highly pin-competitive Yaphank, I have the option of moving to Oshkosh, where the pin industry is less competitive and prices higher, or of staying in Yaphank and making less money. Part of the beauty of the free market system is the freedom it allows to individuals---one is free to do more or less as one likes, but one must be willing to pay the price for doing so.

<sup>2</sup>Actually, socialism---"workers' control of the means of production"---is not necessarily incompatible with free market capitalism. Worker-owned factories competing in a free market are a reality in Yugoslavia. However, bureaucratization of an economy is incompatible with a free market; and governmental control of national economies is increasing everywhere in the industrialized world.

<sup>3</sup>True. America is a corporative state. Italy under Mussolini stressed a "corporative" economic system; the entire economy was organized into a dozen or so industrial collectives, each of which contained representatives of labor, management, and the government, and each of which set prices, standards, and market shares for the industry it represented. In the United States, almost every industry is heavily regulated and heavily controlled by some government body or another---and without exception, these regulatory bodies work hand-in-glove with the industry they were established to regulate, to the great benefit of the largest and most powerful companies in that industry. What is the difference (economically) between Mussolini's Italy and modern America? Only a matter of degree (and the fact that civil and economic liberties maintain a precarious toehold in American life).

<sup>4</sup>Quite so. There is a limit to economies of scale; once a certain point is reached, making a factory bigger decreases productivity, rather than increasing it. Similarly, once a certain point is reached adding more units to an administrative structure decreases the efficiency of the administrative structure, rather than increasing it. Thus, there is a natural limit to the size of a corporation---even a diversified corporation---in a free market. However, governmental regulation and the susceptibility of congress to organized pressure have made it possible for disgustingly large diversified corporations to exist. In fact, as the major corporations continue to diversify, a larger and larger portion of the world's economy falls into the hands of a smaller and smaller number of corporations. In this environment, it is almost impossible for a new business to grow to any size in a long-established industry. Further, such huge corporations are inefficient and act as a drag on economic growth---as well as acting monopolistically to force prices unrealistically high.

<sup>5</sup>Perhaps. But I see the "limits to taxation" people as another expression of '70's "me-too"ism. The people who are calling for government spending limits are not acting out of any ideological conviction or economic analysis, but simply from a desire to pay less taxes. I'd like to pay less taxes, too, but drastically cutting government spending and taxes is not a realistic solution to America's economic and social problems. A concerted and continuous effort to drastically restructure the current economic set-up is necessary to return us to a libertarian society in a laissez-faire economy.

Alex: I wrote "Exploitative Capitalism" not as a defense of America---an "Isn't our nation grand" thing---but as a response to an article in ISSUES, the Brown politics/art magazine. Said article was written by two radical feminists who claimed that "exploitative capitalism" was responsible for race and sex prejudice in the United States, and that only with the coming of socialism could the evil of prejudice be expunged. I am a firm believer that the American body politic is severely diseased and that drastic measures are necessary; but radicals seem to be attacking the wrong problems for the wrong reason. Nonetheless, it is well to remember that the Students for a Libertarian Society was founded largely by former members of the SDS, and that the Libertarian Party contains a large number of former radicals; despite the apparent insanity of radicals, they remain the single most important group from which converts to limited-statism or anarcho-capitalism can be expected.

Smash the Government Postal Monopoly. Taxation is Theft. Conscription is Slavery. ' all like that.

# THE SEX MILLION \$ MAN

EPISODE #3:

NARRATOR: Our Story So Far. Steve Austen, engaged in the near-fatal crash of the X-69 Test Plane, was saved through the miracle of bionic technology. Although his doctors strove with great skill, they were unable to save certain portions of his anatomy. But these portions---including a certain, ah, member---were replaced with mechanical parts of even greater ability than the organic flesh they replaced. Part of Austen's body, for instance, is now capable of changing temperature greatly in a span of 10 seconds for use as a heating or cooling element, acting as a pneumatic hammer, dispensing liquids in limited quantities, and acting as a variable-band laser. And now, on with the story.

OSCAR: Steve, it's time for you to go on active duty; the period of testing is over. Your mission is to penetrate the People's Biological Research Laboratory, in the Urf Durfal province of Outer Mongolia. ~~Dr. Chastity Jones~~ Dr. Chastity Jones, one of America's leading scientists in the field of bionics (she was, in fact, instrumental in the design of your own apparatus), was kidnapped ~~in xxxxxxxx~~ while on holiday in Singapore by the Chicoms, as is being held captive at the Urf Durfal installation. Her knowledge of bionics is up to date and complete; we cannot allow her knowledge to fall into the hands of the Reds, as this would endanger freedom, liberty, and the American Way. You must find her.

STEVE: Alone?

OSCAR: That's right. You will parachute from an altitude of 75,000 feet from an SR-71 spy plane, flying over Chinese air cover, into Outer Mongolia. You will be armed only with your wits, a Red Army uniform, and your---ah, superior endowments.

STEVE: In other words, I'm supposed to parachute from an altitude of fifteen miles into the middle of the Gobi desert, without food, water, or weapons, find an installation in the desert, rescue an American scientist, and return her to the west----all by my little lonesome?

OSCAR: That's right. Your plane is waiting. Oh, Steve...

STEVE: Yes, Oscar?

OSCAR: One thing. If you should hear a siren and see a flashing light, that means your coolant system has gone haywire, and you are about to reach critical mass.

STEVE: WHAT? You mean I'm sitting on an H-bomb?

OSCAR: Now, now, Steve....

NARRATOR: Some hours later, Austen intrepidly parachutes into the Gobi, not far from the People's Biological Research Laboratory in Urf Durfal. Burying his parachute and donning a Red Army uniform, complete with fur-edged hat, the six-foot American begins to stride northward, towards the installation. As the sun sets slowly into the East (for Austen is now in the Eastern Hemisphere), he arrives at the outskirts of the installation. Peering through the barbed wire surrounding the Laboratory, Austen fails to notice the approach of three Red soldiers from behind.

*heavy Chinese accent.*  
SOLDIER: Halt! What are you doing here?

STEVE: Uh, I was looking for the John, actually...

SOLDIER: Face me when you talk to me!

SOLDIER: An impelialist dog! A paper tiger! Here, in our velly midst! Come this way, lunning dog lacking!

STEVEN: If I could come THAT way...

SOLDIER: Be quiet!

NARRATOR: As Austen is marched at gun-point into the installation, he works his fly open, and his organ from his pants. Suddenly, he whirls, and a bright red line of lightswings with his member, slicing the Reds neatly in half.

SOLDIERS: Aaaaaaagh! (screams)

NARRATOR: Running swiftly now, with his equipment hanging outside his clothes for easy access, Austen makes for the major building of the installation. Entering the doorway, he discovers a large number of oriental gentlemen and one occidental gentlewoman proceeding with gusto in sexual activities of various types. A portrait of Chairman Mao, attached to the rear wall of the room, is blindfolded.

STEVE: My, my! What would the Chairman think of this.

NARRATOR: All activity in the room suddenly ceases.

CHASTITY: I'd like a piece of THAT!

VOICE: A lunning dog lackey of the bourgeoisie!

STEVE: Nobody move....I've got you covered!

VOICES: Yaaah! Die, filthy imperialist! Chee bai lung chow!

NARRATOR: The orientals, not realizing the deadly weapon Austen holds in his hands, dive for the American. He cuts down many, but the vast number of the Yellow Peril overwhelm him. The Red Menace triumphs....hmm...yellow and red... Orange Menace (pause) What? What?....OH!..ah...(rapidly) Some time thereafter, the sun has set and Steve awakes groggily in a dark cell. ~~xxxxxxxxxxxxxxxx~~ An Orange soldier stands in the doorway to the cell, pointing a submachinegun. Steve reaches for his zipper.

SOLDIER: Don't ~~try~~ it or I'll kill you!

STEVE: But I have to piss!

SOLDIER: Hold it in!

(con't on next page)

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"Clemenceau once said that war was too important to be left to the generals. But I say that war is too important to be left to politicians. They have neither the patience, the training, nor the inclination for strategic thought."

---Gen. Jack D. Ripper, Dr. Strangelove

"Sixteen fleas on your hairy chest, yo ho ho and a bottle of Prell"---John K. Liberman

"They put Jesus on a cross, the put a hole through JFK, but that ain't no reason why you can't dance."---Funky Western Civilization, The Giles Band

NUKE THE WHALES!!

NARRATOR: There is a thud....

SOUND EFFECTS: thud!

NARRATOR: And the soldier falls from the doorway. Chastity Jones has sapped him.

CHASTITY: Hi there! Glad to see you're still in one piece! I'll have you out in a jiffy!

NARRATOR: She unlocks the door and enters.

STEVE: Come on, we've got to get out of here and back to the states.

NARRATOR: Chastity advances to Austen and grabs him about the waist, pulling herself towards him.

STEVE: How are we going to get out?

NARRATOR: She leans towards him, her ample breasts distending against his chest.

STEVE: We can't get picked up by jet, because there's no place one could land.

NARRATOR: She nips at his left earlobe, as her hand reaches towards his crotch.

STEVE: The coast is a thousand miles from here, so a boat is out.

NARRATOR: Her left hand unbuckles his belt buckle, and reaches towards paydirt.

STEVE: And there's no way the CIA's supersonic zeppelin can reach us before our water supply runs out.

NARRATOR: Dropping to her knees, Chastity...

SPECIAL EFFECTS (censor's beeper): \*\*\*BLEEEP\*\*\* (extending for about 10 seconds)

OSCAR: Well, Steve, I'm glad your mission was a success. However, there's one thing that puzzles me.

STEVE: What's that, Oscar?

OSCAR: In your debriefing, you failed to explain how you got out of Outer Mongolia and back to the states.

STEVE: I'm rather upset with you, Oscar. You didn't provide any transport, and there were no planes at the biological laboratory. You were rather free and easy with your number one operative.

OSCAR: I know Steve, and I'm sorry. But how did you get out?

STEVE: Just lucky, I guess.

THEME (or failing that, NARRATOR saying "The End", or something similarly silly)



C'est la games!

77IU (Urf Durfal game)

GM: Tom Gould

FL904

Austria (Penn) NMR! a BUD, a UKR, a ALB /h/. f gre /h/ (r-otb).  
England (Vesneske) NMR! f NTH, a DEN, f SWE, f HOL /h/.  
France (Gister) a MUN s a ruh-KIE, a pie-TYO, f nap-ROM, a bur-MAR, a TUN-ion baths,  
a BEL-luxemburg (nsp).  
Germany (Forrest) NRR! a war ret - sil. NMR! f kie /h/ (r-hel, bal, otb), a BER, a VIE,  
a SIL.  
Italy (Barlow) NRR! f aeg ret - ion. NMR! f ION, a VEN, a ARM /h/.  
Russia (Kelly) NMR! a MOS, a WAR, a BOH /h/.  
Turkey (Tutaoko) a SER & f AEG s a bul-GRE, a ANK s f SMY s f aeg.

STANDBIES WANTED FOR POSITIONS OF AUSTRIA, ENGLAND, GERMANY, ITALY AND RUSSIA.  
Listen, schmucks; I told you we'd adjudicate whether you got your moves in or not. So  
you didn't get your moves in, and here are the adjudications. If you don't want to be  
replaced, I suggest you get your moves in pronto.

Supply Centers:

Austria:	Tri, Bud, Rum, <del>Urf</del>	3	even
England:	Edi, Lvp, Lon, Den, Hol, Swe	6	B2
France:	Mar, Par, Bre, Por, Spa, Bel, Mun, Tun, KIE, ROM	10	B3
Germany:	Ber, Vie, <del>Kie</del> , <del>War</del>	2	D2
Italy:	Nap, Ven, <del>Rom</del>	2	D1
Russia:	Stp, Mos, Nwy, WAR	4	B1
Turkey:	Con, Ank, Smy, Bul, Ser, Sev, GRE	7	B2*

\*Only room for one.

78Nix (Partition)

GM: Greg Costikyan

WL920

Armenia (Wileman) B a TREBIZOND, has f SAMSUN, a TABRIZ, a TBLISI  
France (Gould) B a TCHAD, f LATAKIA, a DAMASCUS, has f LEBANON, a BAGHDAD, a SUDAN.  
Great Britain (Linden) B a QUWAIT, f CYPRUS, f ALEXANDRIA, has f CRETE, f NE MED,  
a PALESTINE, a HAJARA.  
Italy (Barlow) NBR! Neutral builds provided. B a BENGAZI, has f DALMATIA, f GULF OF  
SIDRA, a TERRITORIO MILITARE.  
RSFSR (Gister) NBR! Neutral builds provided. B a KRASNODR, has f RUMANIA, a ASTRAKHAN,  
a GEORGIA.  
Turkey (Taylor) B a ANKARA, has f THRACE, a CON, a IZMIR, a YOZGAT

77Ags (Excommunication!)

GM: Greg Costikyan

WL104

Byzantium (Grossman) has a CHER, f TREB, f ION, a ALEX, a CHAL.  
Cairo (Barlow) NBR! owed 3. has f ROM, f NOPR, f CBYN, f ANTI, a BAGD  
England (C.D.) GM removes f eng, f nree, has a CHES.  
France (Gruen) has a PAR, a BUR, a REIM, a LORR, a BORD, a AVIG, f SCOT  
Leon&Castile (Gould) B f LEON, a TOLE, has a ARAG, a BRGS, a BARC, f BALE, f SATL, a FEZ.  
HRE (Newell) NBR! owed 3. has a FRAN, a MAYE, f NTH, a DEN, f GENO, a PISA, a SALZ,  
a VERO.  
Rus (Schwartz) B a KIEV, has a MINS, a CUMA, a KHAZ, f ION, f CON.  
Seljuks (Wileman) NBR! GM removes f EAS. has a ARM, a ICON, f GRE.  
Albigensis (Heuer) has m ARAG, m AVIG, m REIM, m UCLE  
Abassid Islam (Gister) B m BAGD, Owed one. has m TUN, m EAS, m JERU, m ANTI, m TRIP.

Eastern Orthodoxy (Stimmel) has m LITH, m GRE, m CON, m TREEB, m CHER  
Fatimites (Linden) has m OBYN.  
Roman Catholicism (G.D.) GM removes m MAYE, m MASI. has m CORD, m ENG, m BUR.

\*\*\*\*\*  
76JJ (PDL-6) GM: Greg Costikyan Limbo

I'm still trying to get records out of Dave.

\*\*\*\*\*  
75BHh (Colonia II) GM: Tom Gould Limbo

At least one player wishes to continue the game. Unfortunately, I still haven't gotten the records from Dave, so adjudications will have to be delayed again. Tom Gould (address on page 2) is the GM.

Two draws have been proposed; send votes to Tom whether or not you have moves on file. The first draw is between Portugal and Russia; the second among England, Portugal, and Russia. A missed vote will be considered an affirmative vote; a draw proposal fails if it receives a single negative vote.

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78Mgo (Near Utter Chaos) GM: Scott Rosenberg Limbo

Not enough moves on file. Get moving, people!

\*\*\*\*\*  
NOTES

3. THIS ISSUE IS ON TIME. Currently, Urf Durfal's schedule is that we have triweekly deadlines and a quadriweekly publishing schedule (giving me a week to get the issue out). This is the first issue on time for several months, and we're going to keep future issues on time as well. I've things get better and I find I'm getting moves faster and have little trouble putting the issue out, we'll put Urf back on a triweekly publishing schedule.

4. WE NEED STAND-BY AND REPLACEMENT PLAYERS!!! We need players for the following positions:

77IU: Austria, England 78Mgo: Italy  
78Nix: Italy  
77Ags: Cairo

Most of these are pretty good positions. If you take over a position, 7 issues will be added to your Urf subscription. (Note: if any of the current players for these positions get their moves in next issue, they won't be replaced). If you are interested in a position, but need maps or rules, please write and I'll send them to you.

5. GAME OPENINGS: We have openings in:

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

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

Nachiavelli: \$1 plus sub. The dollar is not refundable. 2-6 players needed.

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

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

THE LAST DIPCON

By: Bob Lipton  
Tune: Streets of Laredo  
Stolen From: APA-FILK #1, Something of Note #1  
(c) copyright 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 change 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 last 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 Portland."  
"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."

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Ah, where are they now. For you player-types, who never write press or letters, I suppose I should explain this. The Diplomacy hobby was originally founded by John Boardman (publisher of GRAUSTARK), who published the first postal zine. John was (and is) a science fiction fan. Most of the original players and publishers also were science fiction fans. The second wave of Diplomacy players were primarily wargamers. Both groups can be described as fen; more interested in wit, well-written zines, and amusing company than 24-page zines filled entirely with game-reports. I am no great friend of science fiction fan, nor of wargamers; both groups tend to be introverted, obese, and sexually deprived. However, the elite of both groups generally are pretty intelligent---and, being literate by necessity (how can one become an sf fan or a gamer without being able to read), they by and large write pretty well and produce interesting zines.

In the last few years, the better zines have died---MixuMaxu Gazette, Costaguana, The Pouch, The Pocket Armenian, and so forth. There are a few zines left, and a

few new ones that are pretty good---RUNESTONE, Slobinpolit Zhurnal, Arrakis---but damn few. The field is left, as the song says, to the gamers: the Walt Buchanans who wish to turn the hobby into postal ratings and tournaments, a chess hobby; the MidWesterners such as Jerry Jones who produce warehouse zines with nothing but game reports; the Ron Kellys who play in endless numbers of games, but seemingly have no interest in anything else.

With the departure of the New York Conspiracy, the hobby is a good deal more boring, and a good deal more sedate. The IDA/NA, perhaps, sighs thankfully and pretends that with no further feuds or major political issues, it can go about building a hobby in the mirror image of the chess hobby; but, for me at least, publishing a zine is no longer an exciting part of my life, but almost tangent to it. Something that I enjoy doing, certainly, but with no great enthusiasm, a hobby that requires a small portion of my time.

With the departure of the familiar people who I grew into the hobby with, most recently the foldings of MLXUMAXU GAZETTE and DER FLEIGENDE HOLLANDER, I've seriously considered folding URF and starting another zine---either an sf or gaming zine. Stopping publishing completely is out of the question; I enjoy publishing, not only seeing my name in print and writing, but the physical acts of typing and mimeographing are pleasant. But I've published sf zines before and I haven't found that as enjoyable as a regular Diplomacy zine---although I've certainly received more feedback from sf fen than from Diplomacy players---and wargaming fen as a publishing group seem to be dying, to be replaced by hobby-members in a thriving leisure activity. That is, what is happening to the Diplomacy hobby is happening to the wargaming hobby, but more quickly.

So---what the hell. Until the IDA/NA-types have their way, and the IDA/NA starts officially rating zines as to regularity and reliability of game adjudications; until the IDA/NA (or some other hobby organization) starts to organize frequent face-to-face tournaments; that is, until the hobby loses the last remnants of its soul, I shall continue to publish. AND GET YOUR FUCKING MOVES IN, ASSHOLES.

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