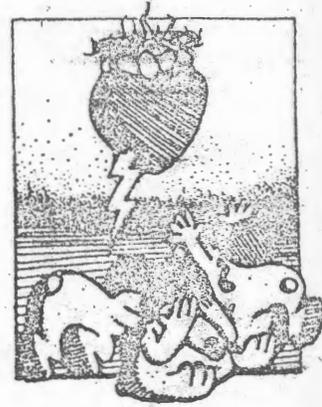


POULTRON

PRESS

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Box 396
New York, 10009



THE GREAT UP AGAINST THE WALL, MOTHERFUCKER HASSLE

We had originally planned on putting a copy of UP AGAINST THE WALL, MOTHER-FUCKER! in every copy of S&T. But, for reasons to be explained below, we have only sent copies out to about 8% of the subscribers. You are one of the group that has received a copy of UAW, M!.

Back in March the subject of UAW, M! came up at a staff meeting. Although a majority of the readers had voted for the inclusion of CHICAGO, CHICAGO in S&T, those who had rejected it had also, in many cases, voiced reservations about including UAW, M! in the magazine. Someone asked if it wouldn't be a good idea to just drop UAW, M! Soon there were two groups, one arguing for UAW, M!'s inclusion, with the other against it. A vote was taken and UAW, M! won, but just a bare majority voted for the game's inclusion in the magazine. Thus the debate continued. The main points of the argument were:

PRO: UAW, M! is a good game, better than CHICAGO, CHICAGO and proved very popular with Avalon Hill gamers when it was first published in the Columbia Spectator in 1969. It won't cost us anything to include it in the magazine and the use of the (to some) offensive name is rather academic as the name has been exposed many times in the magazine already, besides the name is an integral part of the game and it would look rather silly to cut it out of the game (something like censorship).

CON: The name will be offensive to many readers. Also, it is not a military conflict game, which is what many people buy S&T for. It is not worth offending some of the readership just to put in the magazine a game that MIGHT turn on another group of readers. Why not cut-out all the "Motherfuckers" in the game (it is already pasted up and need only be reproduced)

As a compromise we decided to send out small copies of the game to a random sample of the readers, therefore not too many would be offended and enough would see the game and be able to decide for themselves if they felt the game was worth including in the magazine. So we take our case to the people. Question 73 on the FEEDBACK questionnaire is the one you will use to record your verdict. Put one of the following numbers in box to indicate your answer;

1=Yes, include UAW, M! in a future issue as an "extra" game with a board big enough to play on.

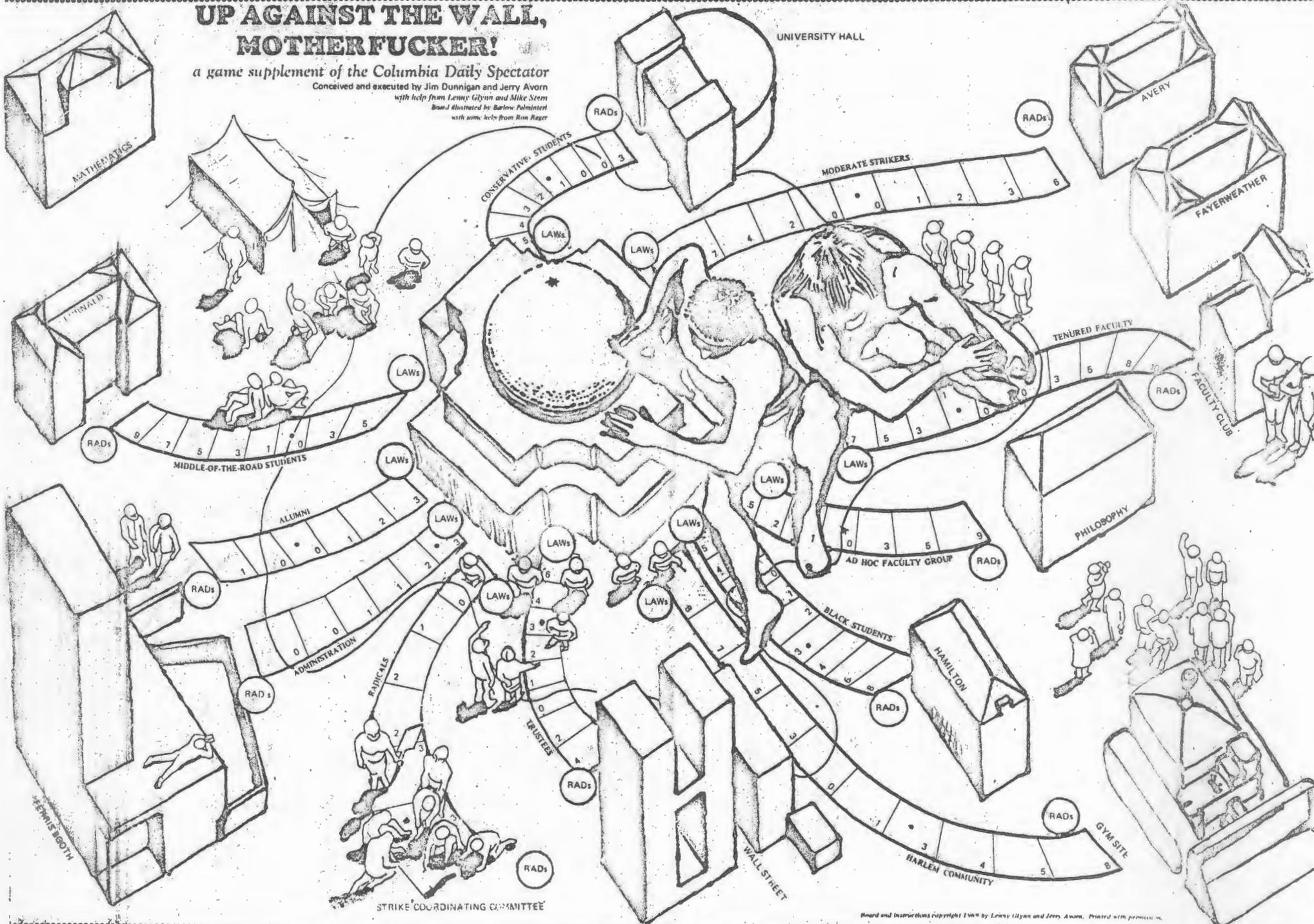
2=Same as 1 above but with all of the "Motherfucker" words cut out (we'll just cut them out of the present text).

3=No do not put UAW, M! in S&T.

UP AGAINST THE WALL, MOTHERFUCKER!

a game supplement of the Columbia Daily Spectator

Conceived and executed by Jim Dunnigan and Jerry Avorn
with help from Lenzy Glynn and Mike Stern
Board illustrated by Barlow Palminteri
with some help from Ron Reger



With the first anniversary of last spring's demonstrations and of 'CONNECTION' fast approaching, we present a commemorative supplement to the supplement: a playable game-simulation of spring on Morningside Heights. It has been designed with the same kinds of operations research and game theory techniques that are used by mathematicians, business, and the military to generate models of interaction that can be used to predict events in real life. We call it UP AGAINST THE WALL, MOTHERFUCKER! Instructions follow...

The playing board for UP AGAINST THE WALL, MOTHERFUCKER is made up of eleven tracks, each of which represents a quasi-political subgroup likely to be involved in the spring demonstration: black students, liberal faculty, alumni, uncommitted students, and so on. At the center of the board is Low Library; it is the goal of the ADMINISTRATION player to win the influence of these groups by moving the Position Unit Counter (PUC) of each track inward toward Low. The RADICALS player, on the other hand, strives to move the PUCs on each track away from Low, radially out toward the edges of the board. The approximate initial political orientation of each subgroup is indicated by a dot in one of the squares on its track. The circular line surrounding Low Library represents an ideological isograph; that is, a PUC inside the circle means support for the ADMINISTRATION, and one outside the circle represents sympathy for the RADICALS. Fence-straddling for a given group is symbolized by a PUC directly on the line.

Underneath the boxes in each track are numbers ranging from 0 to 10. These indicate the magnitude (and value) of support from each group. You win UP AGAINST THE WALL, MOTHERFUCKER by amassing more support-points than your opponent, or by wiping out you opponent altogether (see below). The manner in which the PUCs are manipulated will be explained below.

The game consists of twelve turns. Place (or, better, paste) the board on a smooth flat surface. Cut out the Position Unit Counters, mount them on cardboard or heavy paper, and place one in every box with a dot in it, one per track.

STEP ONE: The RADICALS move first. The attacking player consults the Projected Leverage-Over-Time chart (PLOT) on page c7. This determines the combat influence he will be able to exert during that turn (indicated by Level of Administrative Will (LAW) for the ADMINISTRATION, and Ratio of Activism Determinants (RADs) for the RADICALS). LAWs can be represented by small pieces of paper colored red, white, and blue, or by individual capsules of Secanol. Small pieces of paper colored red or marijuana seeds can be used for RADs. The attacking player then deploys his LAWs or RADs in the boxes so marked in each track, as he chooses. He may concentrate most combat pieces on one track, distribute them over all the tracks, ignore one or more tracks, and so forth.

STEP TWO: If, on any given track, there are any of your opponent's combat pieces opposite your combat pieces, (as of course there won't be on the first half of the first turn), you may choose to "attack." This is done in the following way: the attacker computes the odds in his favor by counting the number of combat pieces he has at his end of a given track and dividing by the number of combat pieces the enemy has on the other end of the same track. Thus, if there are six RADs and three LAWs on a track, the odds are 2-1 in favor of the RADICALS. (NOTE: following standard combat-game practice, if the odds are uneven, they are computed in favor of the defender; that is, when dividing, any remainder--no matter how large--is disregarded, so that 39 LAWs attacking 10 RADs would result in odds of 3-1 for the ADMINISTRATION).

Having computed the odds, the attacking side rolls a single die and refers to the University Conflict Outcome Matrix (UCOM) below to determine his results.

UNIVERSITY CONFLICT OUTCOME MATRIX:						
ODDS (attacker-defender)						
DIE ROLL	1-2	1-1	2-1	3-1	4-1	5-1 or better
1	TE	TE	TE	TE	TE	TE
2	o	AL	TE	TE	TE	TE
3	o	AL	AL	AL	TE	TE
4	YE	AL	AL	AL	AL	AL
5	YE	YE	AL	AL	AL	AL
6	YE	YE	YE	AL	AL	YE

o means that nothing at all happens.
 TE means that all of the defender's combat pieces (RADs or LAWs) on that track are eliminated.
 YE means that all the attacker's pieces on that track are eliminated.
 AL means that the player with the lesser number of pieces on a given track loses all of them on that track, while the other player must remove an equal number of his pieces from that track.

You must roll the die again for each different track you attack, but you can attack as many tracks as you want in a single turn. You may never attack at worse than 1-2 odds.

STEP THREE: After each attack, you may move the Position Unit Counter (PUC) one box closer to your combat pieces (LAWs or RADs) if and only if you have eradicated all of your opponent's combat pieces in that track.

STEP FOUR: After one side has completed its part of the turn, the other side repeats Steps One through Three.

CONTINGENCY CARDS

A set of Contingency Cards is provided on page c7. These are to be mounted on heavy paper and placed in a pile, face down, near the playing board. Before each move, a player draws a contingency card. You may use it immediately, or you may save it, or, if it is not to your advantage, you may disregard it. You need not reveal its contents to your opponent.

THE MOTHERFUCKER GAMBIT

At the beginning of his turn, each player may choose to up the ante by shouting, "Up Against the Wall, Motherfucker!" You should call a UAW,MF! with feeling, as it is usually the high point of the game. For the ADMINISTRATION, it represents calling in the cops or worse; for the RADICALS, it means calling a strike, or taking another couple of buildings. After calling a UAW,MF!, the player rolls the die and consults the UCOM, but the results apply across the board (not just in a single track) in the following manner:

TE means that ALL of the defender's combat pieces are removed from play.

YE means that the attacker (who called the UAW,MF!) loses all of the combat pieces he has on the board.

AL means that the player with the lesser number of combat pieces loses all of them, while the other player must remove an equal number from the board.

The attacker may then advance the PUCs as above.

The game ends after each player has taken twelve turns. Each then adds up the total number of points on his side (measured by the point values under the boxes on his side of the circle in which a PUC is found). The winner is he who has the most points. The loser calls a news conference.

CONTINGENCY CARDS AND PLOT ON PAGE C-7

PUC	PUC	PUC	PUC	PUC	PUC
PUC	PUC	PUC	PUC	PUC	

GAME BOARD WILL BE FOUND ON PAGES C-4-5

A few theoretical remarks

By JIM DUNNIGAN

Jim Dunnigan, 25, is a history major in the School of General Studies. He has designed several commercial games, including "1914" and "Confrontation," and is currently working on a teaching game on the origins of World War II.

When Lenny Glynn and Jerry Avorn asked me to help create a game about Columbia, my initial attitude was, What the hell, why not? I was caught up with most of my current game design deadlines and with only two weeks to do it in I couldn't screw it up too much. So, if you're bored with chess you've got UP AGAINST THE WALL, MOTHER-FUCKER! as a diversion.

The game is not a put-on. The flippancy stems from my realization that the game would not have to get past some blue-nosed "family market" oriented publisher. Indulge me a little. As games go UAW,MF is closer to a simulation than most. A simulation, of course, is something which tries to mimic reality. Well, aside from the fact that mimicking reality helps to sell adult games, it can also prove a useful research tool. The plot thickens.

You've no doubt heard of the Institute for Defense Analyses. It consists of wall-to-wall scientific types. THEY are very familiar with games and simulation, at least the more hip ones. After all, scientists put it where it is today. And where is it today? You no doubt heard of the Directorate for Simulation and

Computers (SIMCOM) which belongs to the Industrial College of the Armed Forces. How about the Joint War-games Agency? These two organizations, and many more like them, develop and use computer-assisted games, or "simulations." The basic idea is this: If a simulation mimics reality closely enough, you can "predict" possible futures. Impossible, some of you say. Not at all. Beginning during World War II, Operations Research (the field to which simulation belongs) scored remarkable successes in "predicting" such things as where submarines attacking convoys were located or how best to defend bombers from German aircraft. It also played a crucial part in developing the atom bomb. Similarly, simulation is very important in physics. Presently simulation is used in such diverse areas as foreign relations (by the State Department's Foreign Service Institute), the military (the navy has a multimillion dollar wargames operation at Newport News) and business, where simulation games are very big. And successful. Computerized simulation is too expensive not to be.

Education is getting into simulation also. Dartmouth has computer terminals all over the campus and teaches simulation for research as well as instruction. Out at Urbana, the University of Illinois' Computer Education Research Laboratory has developed PLATO which, with the assistance of a unique plasma display system, will...well, Go see the

movie 2001 and you'll get a peek. And this brings us back to UP AGAINST THE WALL, MOTHERFUCKER, which is as close to a computer-assisted simulation as you can get without using a computer. Why the computer? The computer keeps the books. It handles the details. An operations research simulation looks at an event to be simulated as a "system" which has "movable parts" and is oriented towards an "objective." In the case of UAW,MF the movable parts are the major participants of the spring confrontation, past or future. In most human systems the "objectives" are ill defined, if at all, by the participants, which may be one reason for the mess the world is in. Thus one immediate benefit you obtain from social simulations is a defining of objectives, or at least possible objectives. To get even this far you must attempt to define the situation as well as the relationships between the parts of the system. In UAW,MF I arbitrarily defined the "system" as two major ideological directions (which made the "game" simple although less accurate). Proponents of these two ideologies vie for the favor of various other groups. The game pieces represent the relative "influence" of the two major groups, and to this is added another assumption: That the proportion of influence fluctuates between the Radicals to the Administration as the confrontation progresses. Throw in a few more assumptions and you have a game

(*simulation*).

Keep in mind that the game is meant to be modified by changing your inputs (assumptions). The goal is to try to re-create the original situation; but even then you aren't finished. Just because you've arrived doesn't mean you got there the same way the original event did. But you've learned a lot about what was going on while you were doing it. Simulation is based on information; you've got to do your homework. Footnotes aren't enough. Your system has to work and you have to be able to see why, or why not. A book may be written, and that is that. A simulation is never completed.

Columbia isn't much of a school when it comes to Operations Research and simulation research. The IDA is small change in this respect. This may be a relief to some people, but in the long run it can be very harmful. Like most techniques man has created, Operations Research can be used for both good and evil. "Dr. Strangelove" is much less of a fiction than you might think. People in the humanities, particularly at Columbia, seem to be reluctant in committing themselves to work in this area. This is regrettable. The potential of Operations Research is vast. Here I have only scratched the surface. If future Dr. Strangeloves (who CAN be good guys) do not receive a humanistic education in a "language" they can understand and respect...

I don't have to describe it.

the contingency cards:

ALAN WESTIN INTRODUCES STRIKE RESOLUTION. IT PASSES. Double RADs this turn.	DAILY NEWS REPORTS DEMONSTRATIONS ARE PEKING-DIRECTED. Add 5 LAWS this turn.	SPECTATOR EDITORIAL BACKS STRIKERS. Add 5 RADs this turn.	PRESIDENT ANNOUNCES TO PRESS THAT HE WILL PRESERVE LAW AND ORDER. Add 10 LAWS this turn.																																							
ALAN WESTIN WITHDRAWS STRIKE RESOLUTION. Double LAWS this turn.	ADMINISTRATION CUTS COMMUNICATIONS BETWEEN STRIKE CENTRAL AND OCCUPIED BUILDINGS. Double LAWS this turn.	NEW YORK TIMES EDITORIAL BACKS ADMINISTRATION. Add 5 LAWS this turn.	CITY-WIDE PEACE DEMONSTRATIONS OCCUR, PLUS A STUDENT REVOLT AT CCNY. Cut LAWS in half this turn, since no cops are available.																																							
HARLEM POLITICAL LEADERS BACK STRIKE DEMANDS. Add 5 RADs this turn.	STUDENTS IN FAYERWEATHER AGREE TO TALK WITH FACULTY MEDIATORS. Add 10 LAWS this turn.	RADICALS' MIMEOGRAPH MACHINE BREAKS DOWN. Cut RADs in half this turn.	EVIDENCE OF BLATANT COLLUSION DISCOVERED IN PRESIDENT'S FILES. Double RADs this turn.																																							
PROCTOR KAHN DECLARES DEMONSTRATION ILLEGAL; GRINS. No effect on conflict. Replace card in deck.	COLLEGE FACULTY VOTES TO END NROTC PROGRAM. Add 9 RADs this turn.	TRUSTEES CANCEL GYM CONSTRUCTION. Add 10 RADs this turn.	ERIC BENTLEY RESIGNS. No effect on conflict. Replace card in deck.																																							
RADICALS SPLIT WITH BLACKS OVER DEMANDS. Double LAWS this turn.	BLACK STUDENTS END THEIR PROTEST IN RETURN FOR CONTROL OF BLACK STUDIES INSTITUTE. Triple LAWS this turn.	<p>PROJECTED LEVERAGE-OVER-TIME (PLOT)</p> <table border="1"> <thead> <tr> <th>TURN</th> <th>RADICALS RADs</th> <th>ADMINISTRATION LAWS</th> </tr> </thead> <tbody> <tr><td>1</td><td>10</td><td>5</td></tr> <tr><td>2</td><td>9</td><td>6</td></tr> <tr><td>3</td><td>8</td><td>7</td></tr> <tr><td>4</td><td>7</td><td>8</td></tr> <tr><td>5</td><td>6</td><td>9</td></tr> <tr><td>6</td><td>5</td><td>10</td></tr> <tr><td>7</td><td>4</td><td>11</td></tr> <tr><td>8</td><td>3</td><td>12</td></tr> <tr><td>9</td><td>2</td><td>13</td></tr> <tr><td>10</td><td>1</td><td>14</td></tr> <tr><td>11</td><td>1</td><td>15</td></tr> <tr><td>12</td><td>1</td><td>16</td></tr> </tbody> </table>		TURN	RADICALS RADs	ADMINISTRATION LAWS	1	10	5	2	9	6	3	8	7	4	7	8	5	6	9	6	5	10	7	4	11	8	3	12	9	2	13	10	1	14	11	1	15	12	1	16
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SDS LEADERSHIP ARRESTED ON FELONY CHARGES CARRYING \$5000 BAIL. Cut RADs in half this turn.	SARAH LAWRENCE GIRLS ARRIVE ON CAMPUS TO SUPPORT DEMONSTRATORS IN BUILDINGS. Add 6 RADs this turn.																																									
NORMAN MAILER APPEARS AT STRIKE FUND PARTY. Add 5 RADs this turn.	MAYOR LINDSAY SENDS URBAN TASK FORCE TO CAMPUS TO COOL THINGS. Add 9 LAWS this turn.																																									
RAP BROWN APPEARS AT COMMUNITY PROTEST RALLY. Add one RAD this turn.	FACULTY VOTES OVERWHELMINGLY AGAINST AMNESTY. Double LAWS this turn.																																									