THE GREAT UP AGAINST THE WALL, MOTHERFUCKER HASSLE

We had originally planned on putting a copy of UP AGAINST THE WALL, MOTHERFUCKER! 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 Larry Kliger and Mike Jones
Hand illustrated by Robert Peterson
with words by John Berger
With the first anniversary of last spring’s demonstrations and of ‘CONNECTION‘ fast approaching, we present a commemorative supplement to the supplement: a playable gamesimulation 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 (PUCs) 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 outward 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. You must roll the die again for each different track you attack.

You win UP AGAINST THE WALL, MOTHERFUCKER by amassing more support-points than your opponent, or by wiping out your 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:**

<table>
<thead>
<tr>
<th>ODDS (attacker-defender)</th>
<th>Die Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:2</td>
<td>1-2</td>
<td>TE TE TE TE TE</td>
</tr>
<tr>
<td>2:1</td>
<td>3-6</td>
<td>TE AL AL AL AL</td>
</tr>
<tr>
<td>3:1</td>
<td>7-8</td>
<td>TE AL AL AL AL</td>
</tr>
<tr>
<td>4:1</td>
<td>9</td>
<td>TE AL AL AL AL</td>
</tr>
<tr>
<td>5:1</td>
<td>0</td>
<td>TE AL AL AL AL</td>
</tr>
<tr>
<td>6:1</td>
<td>1</td>
<td>TE AL AL AL AL</td>
</tr>
</tbody>
</table>

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 loses all of them on that track, while the other player must remove one equal number from the board.

The attacker may then advance the PUCs as above.

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 you 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 AND PLOT ON PAGE C-7**

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,MFI 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,MFI, 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,MFI) 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.

**GAME BOARD WILL BE FOUND ON PAGES C-45**
A few theoretical remarks

By JIM DUNNIGAN

Jim Dunnigan, 32, is a history major in the School of General Studies. He has designed several computer games, including "THQ" and "Confrontation," and is currently working as a teaching assistant on the origins of World War II.

When Leney Glenn and Jerry Arvon 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, MOTHERFUCKER! 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 publishers. Indulge me a little. Any game got to have a little of this crochet to it, MF. 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.

The first, and not to be overlooked, is the Institute for Defense Analyses. It consists of walk-in, walk-out scientific types. THEY ARE very familiar with games and simulations, at least the more hip ones. After all, scientists pick it as it is today. And where is it today? You only have to be off the Directorate for Simulation and Computing (NIMCOM) which belongs to the Industrial College of the Armed Forces. How about the Joint Wargames Agency? These two organizations, and many more like them, develop 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 things such as where submarines attacked convoy lines 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 wargame 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. There's enough there to go around. All over the campus and teaches simulation for research as well as instruction. At Dartmouth, the University of Illinois' Computer Education Research Laboratory has developed PLATO which, with the assistance of a graphics display system, will... well, give the computer a chance 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.