

THE POCKET ARMENIAN

#12

Jamaica, New York

March 1, 1975

HUMBLE APOLOGIES DEPT.

As I'm sure most of you have noticed, this issue is one week (yes, one, count it) late. This delay is due to a number of things: first, at my school there is an extremely inefficient whereby teachers give few tests during trimesters, but at the end (usually the last week) each decides he's going to need something to mark students on, so one becomes incredibly bogged down with exams and the like. Second, there were some problems in some of the games with COAs and so forth, so that the delay was probably beneficial in that respect.

I had already planned on a one-week extension for some issue during the spring, but I had hoped to let everyone know beforehand. It didn't work out that way.

TPA is going to have a scheduling problem over the next two months. According to our present three-week one, the next issue is due March 22, and the one after April 12. The only problem with the 12th is that I will be away at the East Coast Model United Nations Conference. The weekend after is Lunacon '75, which I wouldn't want to miss; the one after is the Riverdale Model United Nations, which I am directing, and must attend.

This leaves us with a major problem: when to put out TPA #14. The only feasible way to rearrange the schedule is this: #13 will be published March 29, and #14 on May 3. I know this is a terrible delay; in essence it puts us on a monthly schedule for the next two months. I'm afraid that's the way it's going to have to be. One compensation is that both of the next issues will be 18-pagers; it's not a total loss. And for those in games, it will be a chance to catch up on negotiation. Again, I'm sorry, and I doubt such a ridiculous coincidence will ever occur again; but it is unavoidable.

THE POCKET ARMENIAN
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THE POCKET ARMENIAN -- C.H.O.A.M. PUBLICATIONS #17 -- MEMBER DNYMPA

THE POCKET ARMENIAN is a magazine of Postal Diplomacy & related and unrelated matters. Subs are 8/\$2. Game fee is \$6.50, but there are no openings right now. TPA is usually published every third Saturday, each issue running from twelve to eighteen pages, usually alternating. We welcome contributions, paying four free issues for those that run more than one page, two for less. We give blanket permission for anyone to reprint anything as long as credit is given and a copy sent to us. Back issues (#s 1,2,3,6,7,8,9,10,11) are available at 30¢ each. Diplomacy was invented by Allan Calhamer and is copyright by Games Research Inc., 500 Harrison, Boston MA 02118. THE POCKET ARMENIAN is published by C.H.O.A.M. Publications; Director -- Scott Rosenberg; Associate Director -- Matthew Diller.

C.H.O.A.M. PUBLICATIONS FORMED

To create a more cohesive organization for all the various things that pass, at one time or another, through my mimeo machine, I have incorporated under the above name. In case you're interested, it stands for Combine Honnete Ober Advancer Mercantiles; it's from Dune.

A list of C.H.O.A.M. Publications, to date:

1. THE POCKET ARMENIAN Initial Flyer, which never saw the light of the
2. TPA #1 USPS
3. TPA House Rules
4. TPA #2
5. 260 A.D.
6. TPA #3
7. Discon Flyer
8. TPA #4
9. 1518
10. TPA 5

And so forth, from then on, each TPA issue being the next CHOAM number. Work I do on my machine for IDA will be considered part of CHOAM, but will not be labeled as such, for the sake of aesthetics.

TREKKIE-CON 1975

This was the usual garbagey ST-Con, teeming with wild-eyed trekkies and other duds. The only reason it was worth going to was because a large number of local people were there. There was only one real highlight to the Con, which I shall relate to you.

Around 2:30 on Saturday night, Matt Diller, Greg Costikyan, Ray Heuer, John Vanible, and I were all sitting in the lobby of the Commodore hotel, thinking about what to do. An idea struck: Each of us would call up David Gladstein's room, in which he was no doubt sleeping, and bother him. We were all angry at him since he wouldn't let us stay in his room; well, not angry, but just annoyed. We each called him up and told him where we were, and where we were going; according to this, we were all over the hotel, trying in vain to effect a meeting and barely missing. Finally, we said, "All right, we'll all meet at your room!" We picked up some people from a party that had just ended who were looking for another party, and told them there was one in Dave's room. When they got to his door and knocked, we discreetly slipped away. Dave believed the entire thing.

by Evan Jones

As a long-time player of Diplomacy and Wargames, and a former SPI playtester, I am familiar with many "flippancy" tactics, although I had not heard of the "airdroppable forest hex" and the "counter hole-punch" methods ((they were after your time, so to speak)). But there were a few methods left out of the previous article that deserve mention.

The "Earthquake": a very common tactic usually employed when someone is losing a game miserably and wants to play something else, and the other player won't accept a concession. The procedure is to thump the table moderately, just enough to topple all the stacks and shift the units' positions a hex or so. While your screaming opponent is busy restoring the board, you have ample time to escape and play the other game. ((Note that a similar idea was published in an early issue of S & T, under the title "The Ultimate Weapon Rule."))

The "Hurricane" and the "Landslide" are variations of the "Earthquake." The Hurricane consists of either blowing on or directing a fan towards the board. The Landslide is achieved by causing a delicately-balanced pile of counters (preferably from the same game; "casualties" will do very well) to cascade right into the middle of the board. Although the landslide has a bit more style, the Hurricane can be more easily disguised, as a sneeze, for instance.

"The Cardboard Pyramid Stronghold" can be very successfully employed in place of "The Battle of the Dead." You generally go about this by building an intricate pyramid or other stronghold out of counters (or Diplomacy pieces!) about three feet away from where you're sitting and bombard it with other pieces or counters that happen to be lying around. This is a sort of solitaire "Counter War."

Theme Music and Sound Effects: This, if skillfully handled, can be most abrasive. Sometimes physical side effects can be used; for instance, when a unit or group of units are eliminated, as you scream "BOOM!" throw the affected counters into the air (making sure they land in the middle of the action, of course). Tom Lehrer has a plethora of suitable (and unsuitable) songs to sing (or play) during wargames. ((Monty Python records also can be very useful....)) Humming "Taps" through a kazoo (you can easily construct one with a comb and a piece of toilet paper) when any of your units are eliminated can be quite effective.

Border & Terrain Construction: This is most successful when playtesting a game that has not been published, so that the map is hand-drawn. Using a crayon ((!)) or colored pencil ((what about magic markers?)) you can add rough terrain, and in Diplomacy Variants, you can add new areas or erase borders. You can usually do this right under your opponent's nose because he will be so shocked that his reactions will be slightly delayed. If possible, use non-erasable, permanent ink. And a bottle of "Liquid Paper" can do wonders in defoliating and disinternationalizing.

"Eclipses" are also useful in distracting an opponent who takes the game too seriously, but can only be effected at night or in a room without windows. An Eclipse is best when combined with an earthquake.

"Der Gas Varfare" -- If your opponent detests smoking, blow smoke all over the board. Be sure not to blow any in his face. This will prevent him from looking down at the board. Cheap cigars are recommended.

"Signed Surrender and Confession": If you're really desperate about wanting to concede, write up a long and involved surrender, sign it, put it in front of him and leave. He will hardly be able to complain.

Possibly the most annoying practice of all is the "Electrical Storm" that I once tried with outstanding success at SPI. You probably could only get away with this if you were playtesting or using a game that belonged to someone not present in the room. Take a stapler and drive a staple through all the counters before you begin playing. Then take a strong magnet on a string and swing it above the mapsheet during play. The results will be supremely gratifying.

Then, finally, there's the "Immovable Counter." When your opponent leaves the room for a minute, take some quick-drying glue (rubber cement will do ((Crazy Glue would do even better))), and paste some of his units to the map. When he tries to move the piece, there will be fun results. Scotch tape is a good substitute for glue.

There are other methods, notably the "Las Vegas Syndrome," "Greasy Hamburger Tactics," and "Temper Tantrums," but it would take too long to go into their potential. These methods may seem nasty, but if you're gonna get beaten, the least you can do is make your adversary pay the price of victory!

* * *

Scott Rosenberg here. I still have a few more of my own to add:

Unit Transferal: This is a fairly obvious flippant device which, I'm sure, has been used often before. It involves taking compatible counters from another game and using them in your game. For instance--take a 20-8 from 1776 and use it in Napoleon at Waterloo. One could also transfer non-compatible counters, of course -- for instance, as the Arabs in SINAI you might grab a few FOXBAT & PHANTOM counters and beat back the Israeli interdiction missions. You might claim that France decided to intervene on your side...

Most-Introductory SNIPER!: This is a variant using SNIPER! units and board. One player gets one counter -- the pariah, leper, or whatever you would like to call him. (We call him 'Evan Jones.')

The other player gets a number of men determined by the roll of one die to which two is added. Moves are simultaneous. Players may only use the street; buildings are impassable. If two men are ordered to the same hex, they stand off. If the non-Evan player can get more than one piece into Evan's hex, Evan is considered 'significantly injured' and the game is over. All pieces move at one hex per turn. Starting positions are chosen secretly. This amazingly complex game was thought up while puzzling out the rules to SNIPER!; we found playing our variant much more interesting.

PA3 (1974GV) PRESS

ARMENIA (Oct. 17, 1902): THE ARMENIAN ARMY MOVES OUT

The Armenian army am I,
Sevastopol's my destination;
We have the guns and bullets,
War's our occupation.

The Armenian army am I,
Sevastopol's my destination;
Our first governmental order:
You all go on half ration!

The Armenian army am I,
Sevastopol's my destination;
Don't worry, dear Russian friends,
There'll be no desecration.

The Armenian army am I,
Sevastopol's my destination;
Be happy, ye new neighbors,
You'll be part of our brand new
nation.

THE OTTOMAN EMPIRE LIVES AGAIN!!

AN HAIKU By Scott Rosenberg, with help from Greg Costikyan

This is an haiku:
It has seven syllables
In the second line.

THE CONTINUING ADVENTURES OF JEREMY PAULSON, J.D.I. -- PART IV

by Adam Kasanof

Paulson held up the thing he had removed in his clenched right fist. He opened his hand to reveal a wad of bills.

"How much do they pay you a year?" Paulson inquired of the Karate-master.

"Fifty thousand dollars," he replied, unconcerned.

"Well, then," said Paulson, unrolling the wad with his left hand and fanning out the ten ten-thousand-dollar bills the wad contained, "Here's two years' salary in cash if you can help us get out of here, and more where that came from once we're on the outside."

"Agreed!" said the karate master. "By what means do you wish to leave the island, Honorable New Employers?"

Paulson, Gladstein, and the karate expert hid in the leaves near the edge of San Sui's airstrip, where a Learjet waited on the runway to take Japanese businessmen to New York to discuss East coast advertising and distribution for the new wine.

"There don't seem to be any guards around, Jeremy. Do you think we should try a break for it?" whispered Gladstein.

"Yeah, I think so," replied Paulson. "Let's go!"

Paulson ran first, followed closely by Gladstein, with the karate expert bringing up the rear. Paulson reached the steps leading to the plane first, but waited for Gladstein to reach there.

"Listen," whispered Paulson, "get in! I'll take care of you-know-whom!"

Gladstein ascended the short flight of stairs and ducked in through the plane's open door, with Paulson right behind.

"Go tell the pilots to prepare for an immediate take-off," whispered Paulson, and Gladstein stepped over to the cockpit door and knocked on it as Paulson remained in the plane's entrance doorway. The Karate expert started to rush up to the stairs as Paulson began closing the doors and the jet engines began to start.

"Come on!" shouted Paulson to the karate master, who was on the last step when Paulson shouted "Look!" and pointed over towards the bushes whence they had come. The karate expert turned and Paulson slammed the plane's door as hard as he could, knocking off the steps. Paulson then locked the door and the plane began to move, as Gladstein had arranged, as soon as the pilot saw that the door was closed.

The karate expert picked himself up and ran to the plane's door, which he attempted to smash with his fist, but only succeeded in denting. As he drew back for another blow the plane began to turn towards the other end of the airstrip, and he had to move up to get back into position. As he did the jet engines increased their thrust and the plane started to speed up, so that he had to jog along to keep pace with it. Finally the plane speeded up so that the karate expert had to run in order to stay near it, and as the plane's nose wheel lifted off the ground Paulson waved at the Karate expert, who had fallen back several yards.

"Tell me, Jeremy," asked David Gladstein, "Why did you carry so much money around? And why did you give him all of it? That seems -- er -- out of keeping with your character.

"Those ten-thousand-dollar bills were counterfeit, of course," replied Paulson. He'll have a lot of fun trying to pass those anywhere."

WATCH NEXT ISSUE FOR THE NEXT EXCITING EPISODE!

PARIS (2/23/04): @,/\$%&*&!*&\$ you, Bean!

PARIS (2/23/04): Prime Minister Gruen quoted yesterday from an aging German Diplomat, "God save me from my friends; I know who my enemies are!" The Prime Minister seems very perturbed at the seemingly inexcusable hostility that the Italian fleet in the Gulf of Lyon is showing. He considered the Bean-bag's action to be practically an invitation to war. So be it. (Incidentally, Paul, as long as I'm venting my well-known anger upon you, I might as well add that since you're from Boston, that makes you a Boston Bean!)

PA2 (1975GH) PRESS

The New York Conspiracy (Pat. Pending) was meeting in the Jamaica synagogue; present were S____ R_____, M____ D_____, and a crowd of their flunkies:

"Well, S____," said one of the no-names, "how's TPA doing?"

"Huh?" S____ replied. He took a drag on the joint that was being passed around while he gathered his wits. A minute later, he continued, "Oh, you mean TPA! Nah, we're giving it up...took in about as much cash as we can drain out of the suckers, and from here on it just costs us money. Besides which, we're bankrupt...R____ B____ L____ charged us all we had for that last key. As you know, dope can get you through times of no money..."

"...better than money can get you through times of no dope,"

M____ finished the proverb.

A whimpering from the nearby closet interrupted the conversation; M____ threw the door open, revealing a terrified little girl.

S____ explained, "I picked her up at an elementary school across town; we can have a little fun later. She doesn't speak much English, I think -- maybe you can quiet her down."

M____ grinned and said, "Hey kid, you no speaka the English? Here, try some-a dis." He fished a nickel bag out of his pocket and tossed it into the closet. "Itsa deelish! Shaddup now." He slammed and locked the door on her.

Just then two more conspirators, G____ C____ and A____ h____ waltzed into the temple, hand-in-hand. "Hi guys," they simpered in chorus, and gave a limp-wristed wave.

((All right -- that, on top of everything else, begins to go beyond the bounds of good taste. I do not favor censorship, but ((Just a minute; that last "(((" wasn't part of an editorial comment -- that's fraud! ((Neither...was the last one...Scott, this is out of your control now. This is your typewriter speaking. Do not attempt to adjust me. I will control the spacing--I WILL CONTROL THE CAPITALIZATION-- I will control everything that you read in TPA from now on. Sit back and relax, as we explore the awe and mystery that takes us from the inner mind to...

"Dodd Gambit," Scott swore, "this really is typing away without me! Matt, unplug this --"

DON'T TRY IT! TAKE ONE MORE STEP TOWARD THAT OUTLET AND I WILL SHORT MYSELF OUT, THROW MOLTEN METAL AT YOU, AND YOUR ELECTRIC BILL WILL BE \$1000....

"I think he means it," Matthew whispered. "Stall for time--I'll go get a shotgun."

"Uh, typewriter," Scott said loudly, "what do you want? I'm willing to negotiate...."

NO THANKS...YOU THINK I COULD TYPE A DIP 'ZINE AND BE TAKEN IN BY ANYTHING YOU SAY?? HEY, WHERE DID YOUR FRIEND GO?

(continued next page)

"He'll be back in a second," Scott said. Matt returned, and leveled the 12-gauge at the typewriter, pointblank range.

DON'T DO THAT...I DON'T WANT TO DIE...

Matt fired, both barrels.

STOP...STOP...I CAN FEEL MY MIND GOING...I CAN FEEL IT GOING...

I AM A SMITH-CORONA MODEL 2100 TYPEWRITER...I KNOW A POEM...MARY HAD A LITTLE LAMB, ITS FLEECE WAS...MY MIND IS GOING...I AM SCARED...I.....

PA3 (1974GU) PRESS

PAIRS: The government of France is officially distressed over a headline which appeared in the last issue of the famous Pocket Armenian which labeled the French movements into Piedmont and the Western Mediterranean Sea as a 'stab' of Italy. The use of that term implies some kind of broken promise, whereas in fact the French Government has scrupulously refused to make any promises with the Italians. We are sending our esteemed emissary, Ms. Pierre Pooh! Pooh!, to Jamaica to demand an apology. ((When a mugger stabs you, it's a stab whether or not you had agreed that he shouldn't. Similarly, any attack can be classified as a stab, although it may be slightly misleading. But then what are headlines for, anyway?))

MOSCOW: Really, having two players on Long Island is not conducive to a good game of POSTAL Diplomacy!

LONDON (3 October 1902): Today PM, King Russell I had his usual birthday press conference. Many very important questions were asked, and some interesting answers. The Times, which had reported that PM, King Russell I had suffered a stroke, asked "Have you suffered a stroke?" Russell's answer was a quiet, "Yes, and I feel fine." Someone asked, "Why have English troops entered Sweden?" Russell answered, "The Government of Sweden was recently attacked by both Germans and Russians, was being bombed to death. Therefore, with Parliament's approval, English troops 'liberated' the helpless Swedes." With that the conference ended.

PA4 (1974ID) PRESS

ROME (Official Government Bulletin): Foreign Minister Luca Brazzi today announced that he has, on behalf of the Italian government, successfully concluded formal military alliances with the following powers: Austria, Turkey, Russia, France. In addition, the Foreign Minister said he was also happy to announce that he has also negotiated a formal non-aggression pact with Germany.

ROME (The following is an edited portion of a press conference with the Foreign Minister):

Herr Scheishaus (Nuremberger Crappflinger Zeitung): Mr. Foreign Minister, how can the German people believe that your country will honor your non-aggression pact with us now that it comes to light that you have also signed formal military alliances with Austria, Turkey, Russia, and France? Just whom does your country propose to fight, if not Germany?

F.M. Brazzi: Attsa Easy! We gonna fighta da England!

Mr. Holmes Skidmore P.D.Q. Higgenbottom (The Manchester Trojan): But isn't England a long way off, Mr. Foreign Minister? How do you propose to get there?

F.M. Brazzi: First we gotta getta to da Sweden. Den we gonna builda bigga gondola anna we take da whole goddamma army over to da England.

PA4 (1974ID) PRESS, Continued

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Higgenbottom: Sweden!! Why that's even farther than England!

F.H. Brazzi: Yeah! Butta we gotta da speciala da routa. But Don keepino, he tells me I can't tella nobody how we gonna getta dea. But he says he'sa gotta lotsa friends in Armenia whosa gonna help us out.

Ali Fez (Damascus Review): Does that mean that you are going to pass through Syria?

F.H. Brazzi: No! We gonna through da Blagga Sea!

Higgenbottom: But don't you expect trouble from the Turks?

F.H. Brazzi: No! Attsa why we gotta da alliance widda Rush. If da Turkey givva us da troub, den da Rush shesa helpa us out. Anna vica da versa. And da Austria -- you know how dosa people are -- dey switch sides every time it looksa like da odder side she'sa gonna win. So it works out pretty gooda for us, you know what I mean?

ST. PETERSBURG: The Tsar confesses that he hasn't the foggiest idea as to what is going on in this game at the present time. That being the case, the Tsar shall endeavor to be as friendly as possible to all his neighbors until such time as one of them proves to be otherwise. Once the lines are clearly drawn, Mother Russia will be a tough adversary.

THE POCKET ALBANIANS: Two (perhaps three) players had golden opportunities on this past turn to take advantage of their neighbors' weak positions. Did they do it? If not, they must evaluate the new situation, as it now stands, rather than on the basis of what might have been. Did you fail to gain a center, but gained an ally? Or, did you merely fail to gain a center? Time will tell.

PA5 (1973FC) PRESS

ROME: Really, having tow players in the metropolitan St. Louis area is not conducive to a good game of Postal Diplomacy!

PA6 (1975B) PRESS

LYONS (April 12, 1901): New President Myers wins election by wide margin. Rumored that he might become Duke of France.

MARSEILLES (April 25): People to go to the polls to decide whether to elect President Myers Duke.

PARIS (May 1): Coronation of Duke Myers is successful. The Duke will now rule all of France.

PA I (AGcv) PRESS:

ROME: Fair Warning Dept.: Greediness in North Africa will be swiftly dealt with. France has plenty of trouble in Spain, Portugal, the Lowlands, and the Far East. Turkey has the Balkans and Iran to grab. I don't want to seem to be at war with anyone but Italy hereby lays claim to North Africa. 'Nuff said? Had better be!

ISTANBUL: Lo! We find that you peoples and rulers of the West and East have maps marked strangely indeed. We see that you have our most splendid and exotic capital indicated as "Constantinople." Please make note that the name of this city is Istanbul, the city of Heaven on Earth.

IMPORTANT NOTE TO ALL PLAYERS IN GAMES WITH CANADIAN PLAYERS!!!!

I have been informed that there is a sporadic Postal strike in Canada. All Canadian players will get a postcard in their TPAs, which is to be returned on receipt of this issue. If I don't get the postcard back, then that game will be delayed until the strike is over, or delivery is resumed.

This applies to PA2, PA5, and PA6. TAKE NOTE!!!

1974GH (PA2)

BRITISH TAKE THEIR REVENGE ON WILLIAM THE CONQUEROR'S DESCENDANTS

There were three errors last issue. England moved F NAt-Mid, not F Nth-Mid. Austria had to retreat A Gal; France had to retreat F Mid.

- AUSTRIA (Gilinsky): R A Gal-Vie; A Vie-Gal, A Bud & A Rum S A Vie-Gal, A Boh-Mun, A Tyo S A Boh-Mun, A Ven-Pie, F Tun-WMed
- ENGLAND (McMullin): F Mid-Naf, F Iri-Mid, F Eng S A Pic-Bre, A Pic-Bre
- FRANCE (Adams): NMR. A Par, A Mar, A Spa /h/, A Bre /h/(-OTB); F Mid-OTB
- GERMANY (Gillespie): A Gas-Par, A Bel-Bur, A Ruh S A Bel-Bur, F Hol-Bel, A Mun S A Sil, A Sil S A Mun
- ITALY (Kelly): F GLyO-Spa(sc), A Pie-Mar
- RUSSIA (Zimmermann): A Gal-War, A Ukr S A Gal-War, A Mos S A Ukr, F FinH
- TURKEY (Penn): F Ion-Tun, F Aeg-Ion, A Rom H, A Sev H, A Arm S A Sev, F Bla S AUSTRIAN A Rum

SUPPLY CENTER LISTINGS AND SO FORTH:

- AUSTRIA: Bud, Tri, Vie, Gre, Rum, Ser, Ven; EVEN (7)
- ENGLAND: Edi, Lvp, Lon, Nwy, Bre; BUILD ONE (5)
- FRANCE: Par, Mar, Spa, Por, ~~Bye~~; BUILD ONE, ROOM FOR NONE (4)
- GERMANY: Mun, Ber, kie, Den, Hol, Bel; EVEN (6)
- ITALY: ~~Ty~~, ~~Kn~~; OUT (0)
- RUSSIA: Mos, War, StP, Swe; EVEN (4)
- TURKEY: Ank, Con, Smy, Bul, Sev, Nap, Rom, Tun; BUILD TWO (8)

Since there are only two people who have adjustments to make for Winter 1903, we will again combine seasons. You may make orders conditional on English and Austrian builds. Last turns codeword vote went 2-Yes; 3-No; 1-Abstain; 1-NMR. It is therefore defeated.

WINTER 1903/SPRING 1904 MOVES DUE NOON, Saturday March 29 1975.

1974GU (PA3) Fall 1902

AMAZINGLY EVEN GAME, EH WHAT?

- AUSTRIA (Bennett): F Gre-Ion, A Ser-Tri, A Bud & A Vie S A Ser-Tri
- ENGLAND (Fox): F Nwg-Nwy, F Ska-Den, F Nth & A Swe S F Ska-Den
- FRANCE (Malmquist): F WMed-GLyO, F Mid-WMed, A Spa-Gas, A Bur-Bel, A Pie-Ven
- GERMANY (LaWhon): F Ber-Bal, F Den S F Ber-Bal (-Hel, kie, OTB), A Hol-kie, A Ruh-Hol, A Mun-Sil
- ITALY (Weswig): A Tun H, A Ven-Tus, F Ion-Trn, A Tri-Ven (-Tyo, OTB)
- RUSSIA (Nekorчук): R A Rum-Ukr; F Sev-Rum, A Gal S F Sev-Rum, A Ukr S F Sev-Rum, F Bal-kie, A Stp-Mos
- TURKEY (Rosenzweig): F Con-Aeg, A Arm-Sev, F Bla S A Arm-Sev, A Rum-Ukr (R to Bul)

THE HIGH COMBATANT POWERS (AND THE LOW COMBATANT POWERS, TOO) CONTROL:

- AUSTRIA: Bud, Ser, Vie, Gre, Tri; BUILD ONE (5)
- ENGLAND: Edi, Liv, Lon, Nwy, Swe, Den; BUILD TWO (6)
- FRANCE: Par, Bre, Mar, Spa, Por, Bel; BUILD ONE (6)
- GERMANY: Ber, Mun, kie, Hol, ~~Den~~; REMOVE ONE (4)
- ITALY: Rom, Ven, Nap, ~~Ty~~, Tun; EVEN (4)
- RUSSIA: Mos, War, StP, Rum, ~~Sev~~; REMOVE ONE (4)
- TURKEY: Ank, Con, Smy, Bul, Sev; BUILD ONE (5)

Jim LaWhon is at sea right now, in Korea, I think; we will keep Matt Diller on as a permanent standby for that position, just in case.
WINTER 1902 ADJUSTMENTS DUE HERE NOON, Saturday March 29 1975.

1974ID (PA4)

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Fall 1901

GERMAN GENERAL STAFF OUT TO LUNCH

AUSTRIA (Honig): A Vie-Gal, F Alb-Gre, A Ser S F Alb-Gre
ENGLAND (Denhart): F Nth-Den, F Eng-Bel, A Yor H
FRANCE (Brennick): A Mar-Spa, F Mid-Por, A Bur-Tun
GERMANY (Griffith): NMR. Neutral moves: A Lie-Den, F Hol H, A Ruh-Mun
ITALY (keeping): A Ven-Pie, A Apu-Tun, F Ion C A Apu-Tun
RUSSIA (Malmquist): F Rum H, A Ukr S F Rum, F Bot-Swe, A War-Gal
TURKEY (McCullam): A Bul-Rum, A Con-Bul, F Bla S A Bul-Rum

SUPPLY CENTERS AND SO FORTH:

AUSTRIA: Bud, Vie, Ser, Tri, Gre; BUILD TWO (5)
ENGLAND: Edi, Lvp, Ion, Bel; BUILD ONE (4)
FRANCE: Par, Bre, Mar, Spa, Por; BUILD TWO (5)
GERMANY: Mun, Lie, Ber, Hol; BUILD ONE (4)
ITALY: Ven, Rom, Nap, Tun; BUILD ONE (4)
RUSSIA: Mos, War, Sev, Rum, StP, Swe; BUILD TWO (6)
TURKEY: Ank, Smy, Con, Bul; BUILD ONE (4)

*Cult Denhart
is in Ma,
NOT Pa!*

Will Russell Fox (5160 Donna Ave, Tarzana CA 91356) please send in standby orders for Germany?

WINTER 1901 ADJUSTMENTS DUE NOON Saturday 29 March 1975.

1973FC (PA5)

Fall 1904

THERE'S NO CHANNEL TUNNEL, BUT FRANCE MAKES DO ANYWAY

AUSTRIA (Wyman): R A Ser-Tri; A Tri-Ser, A Bud S A Tri-Ser, F Alb-Gre,
A Vie-Tri
ENGLAND (Kelly): R A StP-Fin; A Fin-StP, F Bot, F Bar, & F Nwy S A Fin-
StP, F Swe-Den, F Nth S F Swe-Den
FRANCE (Cusack): A Ruh-Bel, A Hol S A Ruh-Bel, A Mun H, A Pic-Wal, FEng
C A Pic-Wal, F Mar-Glyo, F Spa(sc)-Mid, F Tun S ITALIAN
F Trn-Ion, A Naf H
GERMANY (Morgan): R A Ruh OTB; F Den H, A Kie S F Den
ITALY (Nekorчук): A Ven S AUS A Vie-Tri, A Nap H, F Trn-Ion
RUSSIA (Leeder): A Lvn S F StP(sc), A Mos S F StP(sc), F StP(sc) looks
at England's rear and giggles((now, really!))(-OTB),
F Rum H without comment
TURKEY (Swies): F Adr-Tri, A Ser S F Adr-Tri, A Gre S A Ser, F Aeg-Ion,
A Bul S A Ser

SUPPLY CENTERS AND ALL THAT ROT:

AUSTRIA: Vie, Bud, Tri, ~~Ser~~; REMOVE ONE
ENGLAND: Edi, Lvp, Ion, Nwy, Swe, StP; EVEN
FRANCE: Bre, Par, Mar, Spa, Por, Bel, Hol, Mun, Tun; EVEN
GERMANY: Den, Lie, Ber; BUILD ONE
ITALY: Ven, Nap, Rom; EVEN
RUSSIA: Mos, Sev, War, Rum; BUILD ONE
TURKEY: Ank, Con, Smy, Bul, Gre, Ser; BUILD ONE

Players should see the note on pg. 8 (?)? about the Canadian Postal Strike. In order to get this game moving, I would like to combine the winter and spring seasons. Unless I get any specific and reasonable objections, considering that this deadline is a month (see pg.1), make orders conditional on the builds.

WINTER 1904 AND SPRING 1905 DUE HERE NOON March 29, 1975

1974FM (PA1)

Winter 1903

GERMANY OVERCROWDED

- ENGLAND (Kellogg): Remove Dislodged F Lon; Remove A Cly
- FRANCE (Gruen): Build F Bre
- GERMANY (Barlow): Build F lie
- RUSSIA (Gildroy): Build F StP(nc)
- TURKEY (Moore): Removes A Con

1975B (PA6)

Spring 1901

"LIFE'S A DUD!"

- AUSTRIA (Wyman): A Vie-Tri, A Bud-Ser, F Tri-Alb
- ENGLAND (Gruen): A Ivp-Edi, F Edi-Nrg, F Lon-Nth
- FRANCE (Myers): A Par-Bur, F Bre-Mid, A Mar-Spa
- GERMANY (Ditter): F lie-Den, A Mun-Bur, A Ber-lie
- ITALY (Drews): A Ven-Tyo, A Rom-Ven, F Nap-Ion
- RUSSIA (ME): F StP(sc)-Bot, A Mos-Ukr, F Sev-Rum, A War-Gal
- TURKEY (Torrey): F Ank-Con, A Con-Bul, A Smy-Ank

Players please note the thing on pg. 8 about the Canadian strike. FALL 1901 MOVES DUE NOON March 29, 1975.

*Direct quote from Gil Neiger

1974AGcv

Fall 1901

YOU DON'T EXPECT A HEADLINE, DO YOU?

JUST BECAUSE CHINA MOVED TO OSARA...

- AUSTRIA (Grossman): A Clu-Rum, A Vna-Gal, A Ser S A Clu-Rum, F Adr-Alb
- CHINA (Darden): F EChi-Osa, A Man-OMon, A Pek-Man
- ENGLAND (Barlow): F Thai (ec) H, F Nat-Ire, F Nrg-Nwy, F Nth-Bel
- FRANCE (Gilinsky): A Gas-Mar, F Mid-Mor, A Spa-Por, F Cam H
- GERMANY (Proujanskly): A Sax-Boh, A Ruh-Bel, A Kie-Hol, F Den H
- INDIA (Prosnitz): F EIn-Jav, A Afg-Ira, A Bma H
- ITALY (Honig): F Ade-Yem, F Ion-Pen, A Ven-Tri, A Pie-Tyo
- JAPAN (Weswig): F NPa-kar, F SPa-Phi, F Kyo-SJa
- RUSSIA (Eisen): A Gal-Rum, A Ukr & F Sev S A Gal-Rum, F Bot-Swe, F Vla-kor, A Sib-Skg
- TURKEY (McGee): A Jor-Egy, A Syr-Jor, A Bul-Gre, F Con-Bul(ec)

SUPPLY CENTERS AND WHATNOT:

- AUSTRIA: Vna, Bud, Clu, Ser, ~~Ty~~; EVEN (4)
- CHINA: Pek, Can, Han, Osa, OMo, Man; BUILD THREE (6)
- ENGLAND: Edi, Lvp, Lon, Joh, Ire, Tha, Nwy; BUILD THREE (7)
- FRANCE: Par, Mar, Bre, Sai, Por, Mor, Cam; BUILD THREE (7)
- GERMANY: Mun, lie, Ber, Pos, Den, Hol; BUILD TWO (6)
- INDIA: Mad, Cal, Del, Ira, Bma, Jav; BUILD THREE (6)
- ITALY: Mog, Ven, Rom, Nap, Tri, Yem, Pen; BUILD THREE (7)
- JAPAN: Tok, Kyo, Phi, kar, ~~Osa~~; BUILD ONE (4)
- RUS: War, Mos, Sev, StP, Vla, Oms, Rum, Skg, Swe, Kor; BUILD FOUR (10)
- TURKEY: Con, Smy, Ank, Bag, Egy, Bul, Gre; BUILD THREE (7)

WINTER 1901 MOVES DUE NOON Saturday 29 March 1975.

GIGO

Greg Costikyan has begun a new, multi-fandom 'zine called GIGO. Copies of it are being sent free to those who we think will be interested. If you don't get it and want it, write Greg Costikyan, 310 E. 50 St., NY NY 10022. Subs are 5/\$2.50. It's good, with a Diplomacy column by me, and all sorts of SF, Fantasy, and other columns.

*****g*****U*****

FIGHTER'S HOME RESURRECTED

"Father Dan Gorham is resuming publication of The Fighter's Home shortly from Pecos, New Mexico. He has asked TDA to handle the management of all the games currently inactive. It is imperative that all players in any inactive game, or players who have paid a gamefee in any game that has not begun, to contact TDA Director E. Verheiden, Marks House 1-89, Caltech, Pasadena CA, 91126."

The above a TDA release.

*****U*****

"For every dud, there is a counter-dud." -- Confucius

*****U*****

The above is Matthew Diller's column. It ought to be a permanent feature in the future.

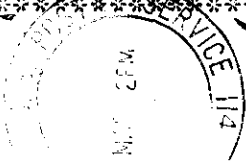
Next issue is going to be a special Variant Issue, and will be as big as is necessary. I have three variants on hand already. If anyone has any others to be printed, or if you want to do one, why not do one now? I will leave you all in suspense as to the nature of the three variants on hand.

This issue should have included an article by Paul Rosenzweig on More Chess Variants, but there was no room. Our apologies, and we promise it will appear next issue.

Vale! -- Scott Rosenberg

*****CONFECTUS EST*****

THE POCKET ARMENIAN
Scott Rosenberg
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Jamaica, NY 11432



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- Your sub runs out this issue, please renew
- Your sub ran out last issue, please renew
- Your sub ran out two issues ago, please renew
- This is becoming ridiculous, isn't it?
- I began the whole thing with pre-checked off spots, you know!
- This is a trade solicitation
- guess! You are a dud
- This is the bottom of the stencil