

# THE POCKET ARMENIAN

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#13

Jamaica, N.Y.

March 29, 1975

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Somewhere in this issue is an article by Robert Sacks on a new regional game-protecting/politicking organization called "The Imperial Diplomacy Association." As far as I can tell, it has its origins around the time of Wintercon III. At the time, it seemed that except for protecting members' games, it was a joke. Now, however, it appears to be bent on a more malicious and destructive course.

TIDA has announced its intention of sabotaging the Calhamer Awards and the Beyerlein Player Poll, basically, I think, because Robert Sacks doesn't like them too much. What Sacks and his crowd don't realize is that other people may enjoy the BPP and the CAs. If he doesn't, then he can ridicule them (see the enclosed GENIGNANI AWARDS ballot), but he doesn't have to destroy other's enjoyment of them.

Sacks doesn't think democracy is a feasible basis for running a Diplomacy organization. I don't know; the next few years will tell us, through how the IDA fares. But certainly TIDA's Polish veto system isn't any better! Remember what happened to Poland? I think TIDA will find that, instead of protecting individual members' rights, the veto system will make any sort of concerted action on their part impossible. The system also almost forces the development of a ruling clique, not the best way to attract members or get work done.

Sacks' basic philosophy seems to be that regional organizations are better than national ones. Does anyone out there remember what happened to the wargaming hobby when all of its groups were regional? The feuding and bickering? As it is, with a national organization (TWO National organizations!), we came very close last summer to an open NY-California war. If we withdraw into our respective shells and say "boo" to everyone else, we'll simply promote that sort of idiocy.

THE POCKET ARMENIAN  
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MEMBER DNYMPA  
CHOAM PUBLICATIONS #24

THE POCKET ARMENIAN is a tri-weekly magazine of postal Diplomacy and related and unrelated topics. Subs are 8/\$2. No regular openings, but see below. All contributions are welcome; 4 free issue for a page or more, 2 for less. Reserve right to edit and all that. Diplomacy was designed by Allan Calhamer and is copyright by Games Research Inc., 500 Harrison, Boston MA 02118. Blanket reprint permission is given as long as credit is given and a copy sent to us. Back issues (#s 1,2,3,6,7, 8,9,10,11,12) are available at 30¢ each. We run twelve to 24 pages, but usually alternate 12 page issues and 18 page issues. THE POCKET ARMENIAN is a division of CHOAM Publications, Director: Scott Rosenberg; Assistant Director: Matt Diller (means he helps run stuff off).

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DUH NEW YORK MAFIA PROTECTIVE ASSOCIATION

...is an association of Northeast U.S. Gamemasters for the sole purpose of protecting each others' games. Note that we are a member. I (Scott Rosenberg) have recently taken over as head of DNYMPA. Needless to say, the first thing I'd like to do is change the name...

GEMIGNANT NOMINEES CHALLENGED

I have written to Robert Sacks contesting two nominations on the Gemignani Awards Ballot. First, "The Habbits & The Lord of the Board", nominated for Worst Press Series, is neither press nor a series. Second, Robert nominated a press release, supposedly by me, for Worst Press release. Unfortunately, there were many press releases datelined "Canton" in Carndum #2, few of which I wrote. Robert refuses to specify which release he has nominated; since the category is named "Worst Single Press Release," I therefore contend that nomination to be void.

Because of the above reasons, and others, I would also like to urge you all to write in as your vote for Special Award, "Robert Sacks/for Dud of the Year."

LEFTOVER PRESS.

PA4 (1974ID): BERLIN: The German General Staff emerged from their luncheon chanting Om Mani Padme Hum... Their only comment upon learning that their moves had not been received was "Far Out." The press secretary later issued a formal apology to the diplomatic community.

PAI (1974AGcv): TOIYO: A game where eight of the ten players are in effectively a local calling area is NOT postal Diplomacy, and appears also to be not conducive to any diplomacy with the players not in the NYC area. ((It's more like five of the players in the NYC area; some moved, some don't live that nearby. And it was the only possible way to fill the Youngstown game without waiting about five years. In the future, however, we will try very hard to prevent this.))

PLAYTESTING HERE, NOT IN THE PLAYTESTOR

The Playtestor has folded. Thus, playtest games of 260 AD and 1618, and also all the variants printed in this issue, are now open for free as long as you get TPA (trade, sub, or gamefee). The games will either be printed here if space permits, or run carbon copy or in a small one-page thing. 260 AD will probably be run as a phone game in the NYC area. I would really like to get a game of 1618 running. If you're going to play in a playtest game and you don't have the map, I'll send you one, free!

## STAB-HAPPY DIPLOMACY

Designed by Scott Rosenberg & Matthew Diller

1. The rules of the 1971 edition of the Rulebook apply, except as noted herein and below.
2. The seven players remain the same, as do their home Supply Centers, as in the regular game.
3. A number of provinces now have two coasts: Moscow, Armenia, Syria, Wales; Bulgaria no longer has two coasts.
4. Fleets may move from: Bul, or Bla, or Ank to: Con (and vice versa); From Con to Smy (and vice versa); from Gre, EMed, and Syr to Smy (and vice versa). Thus Smyrna is treated the same way Constantinople is in the regular game. Note that armies may move through Smyrna and Constantinople as if they were all land; thus, A Arm-Smy-Gre, or A Ank-Con-Gre, and so forth, are all allowed.
5. Switzerland is now passable and a neutral Supply Center.
6. Caspian sea is now passable.
7. Other changes may be observed from the map.
8. The game starts in Winter 1900, rather than in Spring 1901.

At that time each player chooses his mix of units by ordering what to be built where; in other words, each player starts off with no units but owns his home centers.

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Matt & I thought up this variant while talking on the phone. We began to talk about the provinces we hated: don't you despise Livonia, and Ukraine, and Yorkshire, and Gascony, and...

We also considered places that we felt ought to be provinces; foremost among these, of course, were Switzerland and the Caspian Sea.

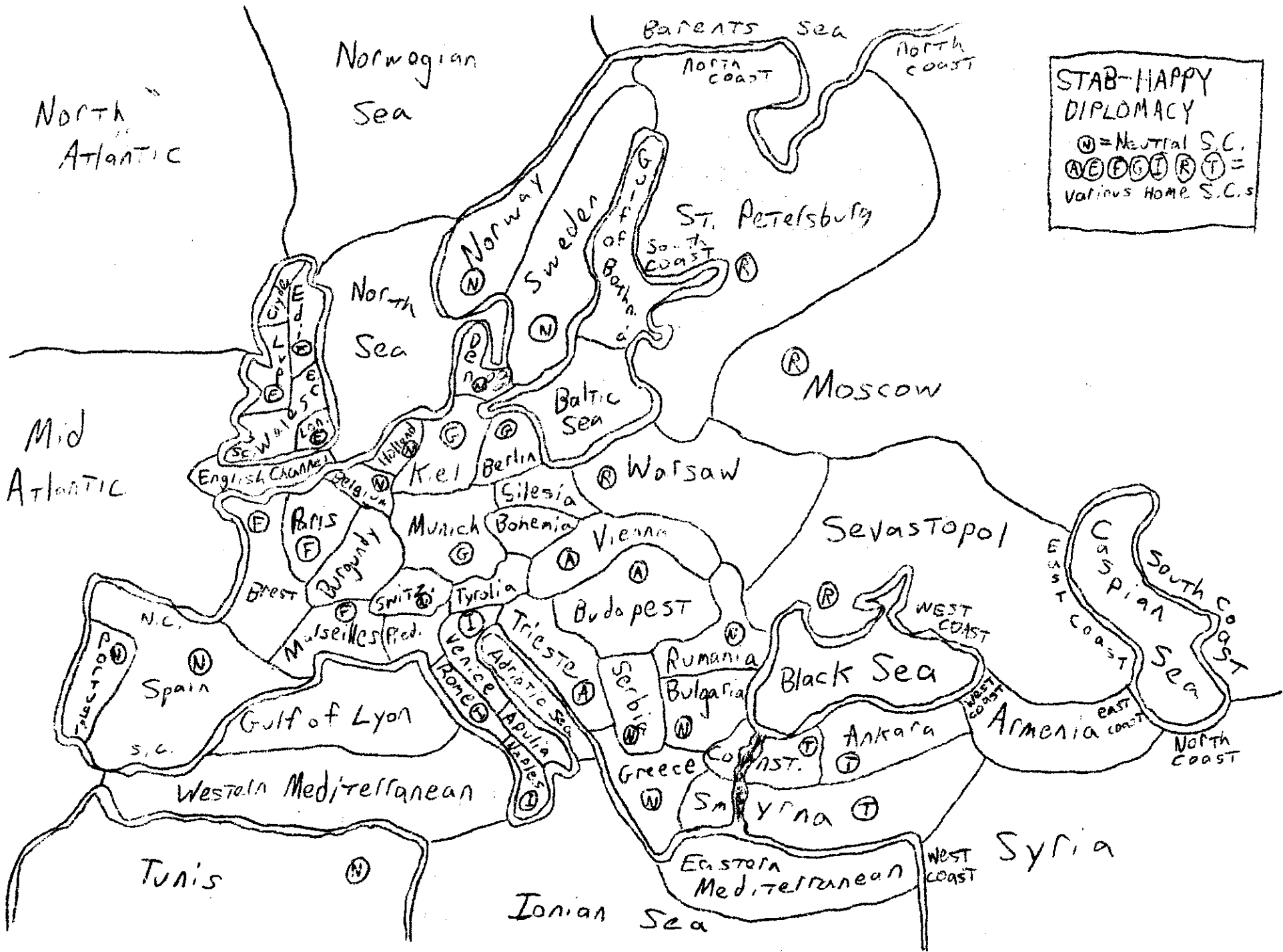
And haven't you always wanted to move Army Moscow to Syria?

Here's your chance! Imagine this opening as Russia: F Sev-Bla, A Mos-Syr, A War-Rum... Of course, at the same time Germany could have moved F kie-Bal, thus threatening StP and War! But then, England most probably moved to Nth, threatening Kiel! it boggles the mind...

This game was designed primarily for fun. It won't do much good for friendships, and if you can't take an attack or stab without murdering your attacker, then DON'T PLAY THIS ONE! But it should provide a good laugh or two, and may produce some rather interesting situations. Actually, it resolves itself much more quickly than regular Diplomacy.

...And then there's the English Anti-Russian Opening: no, you don't attack up north! You build three fleets in Winter 1900. In S01 move F Ivp-Mid, F Ion-Eng, F Edi-Nth. F01: F Mid-Tun, F Eng-Mid, F Nth-Eng. W01: Build A Ivp. S01: F Tun-Ion, F Mid-WMed, F Eng-Mid, A Ivp H. F02: A Ivp-Syria, F Mid, WMed, & Ion C A Ivp-Syria! Sort of a British Lepanto... Of course, you'd need French allowance to go through Mid, German for Nth, and Italian for Ion, but that shouldn't be too hard. After all, the spirit of the game is fun.

STAB-HAPPY DIPLOMACY -- By Scott Rosenberg & Matthew Diller  
C.H.O.A.M. Publications w. 20



STAB-HAPPY  
DIPLOMACY

Ⓝ = Neutral S.C.  
ⓐ ⓔ ⓕ ⓖ ⓙ ⓓ =  
Various Home S.C.s

## MORE CHESS VARIANTS

by Paul Rosenzweig

Since it seems that all the other people are sending in their favourite chess variations, I figured I might as well stick my 2¢ in. I'll try to cover some that the others have missed.

Martian Jetan -- This one was mentioned earlier but never explained, so for those of you who were wondering, here it is.

BOARD is the same as in chess but 10 x 10 instead of 8 x 8 squares.

SET-UP AND PIECES (It is recommended that the names and moves of the different pieces be written on paper and stuck to some checkers) In order as they stand in the first row from left to right of each player: Warrior: 2 spaces straight in any direction or combination.

Padwar: 2 spaces diagonal in any direction or combination.

Dwar: Three spaces straight in any direction or combination.

Flier: 3 spaces diagonal in any direction or combination and may jump intervening pieces (like knights)

Chief: 3 spaces, straight or diagonal, in any direction or combination

Princess: Same as Chief but may jump intervening pieces /tion (On the other side of the Princess, from left to right, are another Flier, Dwar, Padwar, and Warrior.)

And, in the second row of each player, from left to right:

Thoat: 2 Spaces, 1 straight and 1 diagonal, any directions

Panthers (8 of them): 1 space forward, side, or diagonal, but not backwards

Another Thoat at the right end

RULES: The game is won when any piece is placed on the same square as the opponent's Prince or when a Chief takes the other Chief.

The game is drawn when either Chief is taken by a piece other than the opposing Chief or when both sides are reduced to three or fewer pieces and the game is not won within ten moves (five per player).

A Princess may not move onto a threatened square nor may she capture an enemy piece. She is entitled to one ten-space move at any time during the game. This is called "The Escape."

An Explanation of the Moves: A Dwar could move 3 spaces straight ahead, or one straight and two to the right, and so on. All combinations are acceptable.

Four-Player Chess -- To play this you will need five boards and four differently colored sets of men.

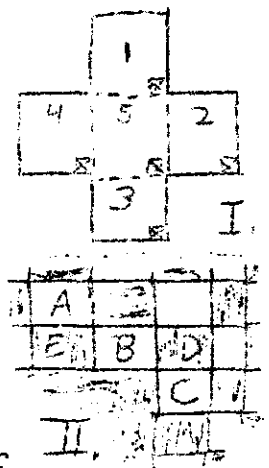
The boards are set up as in figure I. White-colored squares are marked by "x"s. Each player sets up on the far rows of his board. Board 5 is no-man's land.

In Figure II, a bishop could move from C to A and a knight could move from E to C. To get from C to B a rook would have to pass through D first.

Instead of checkmate, a person is out of the game when his king is captured. If you capture an opponent's king, all his remaining pieces come under your command. You can gain an amazing superiority this way.

Pawns may queen on any of the three opposite sides; however, they still must move forward. Thus, the only way to queen on the side is to capture men and move in that direction. You will probably find that all the other variants you have read about can be used in this game. ((anyone for Four-Player Martian Jetan?))

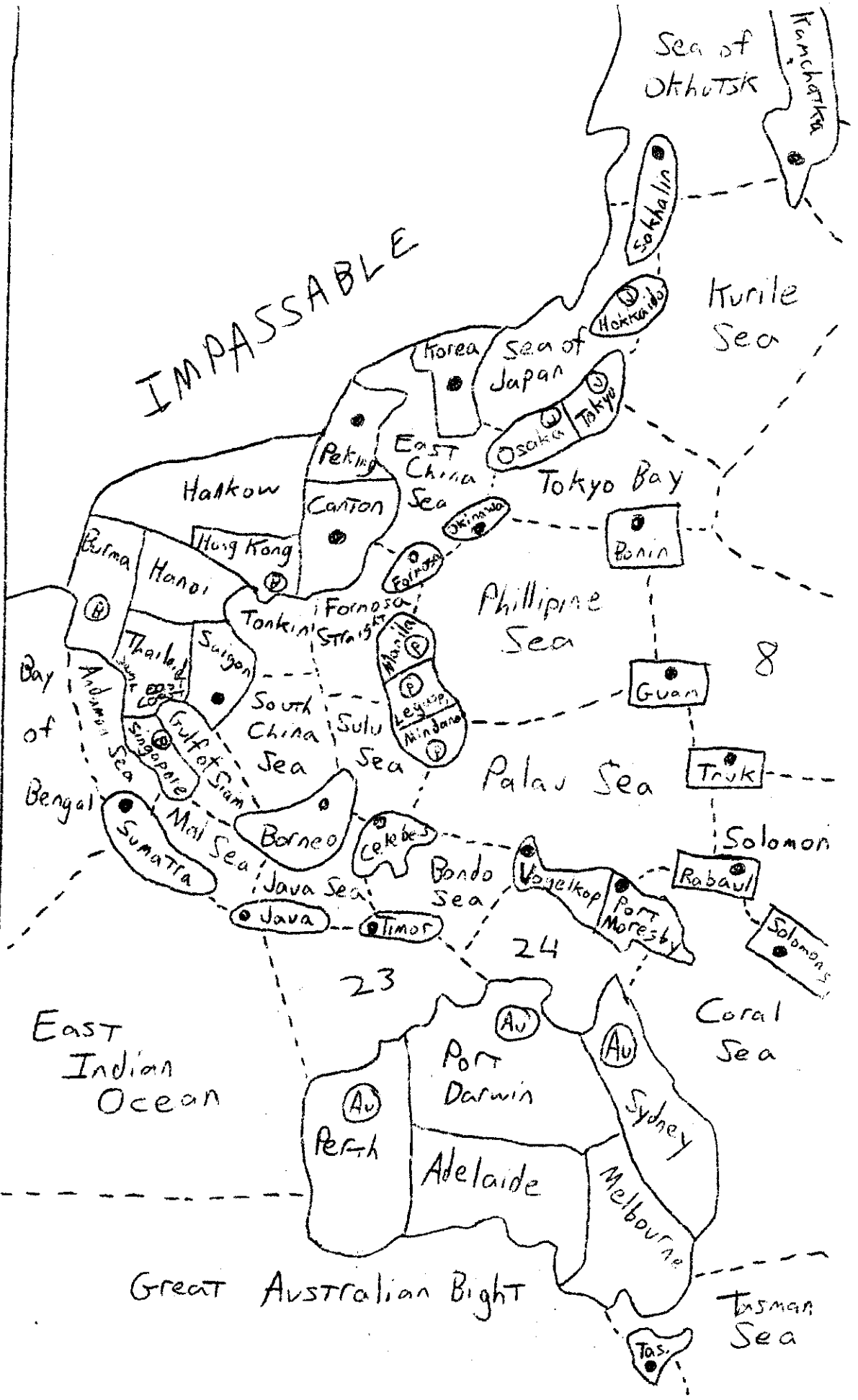
Any questions or comments may be sent to Paul Rosenzweig, 26 Pond Park Rd., Great Neck, NY 11023.

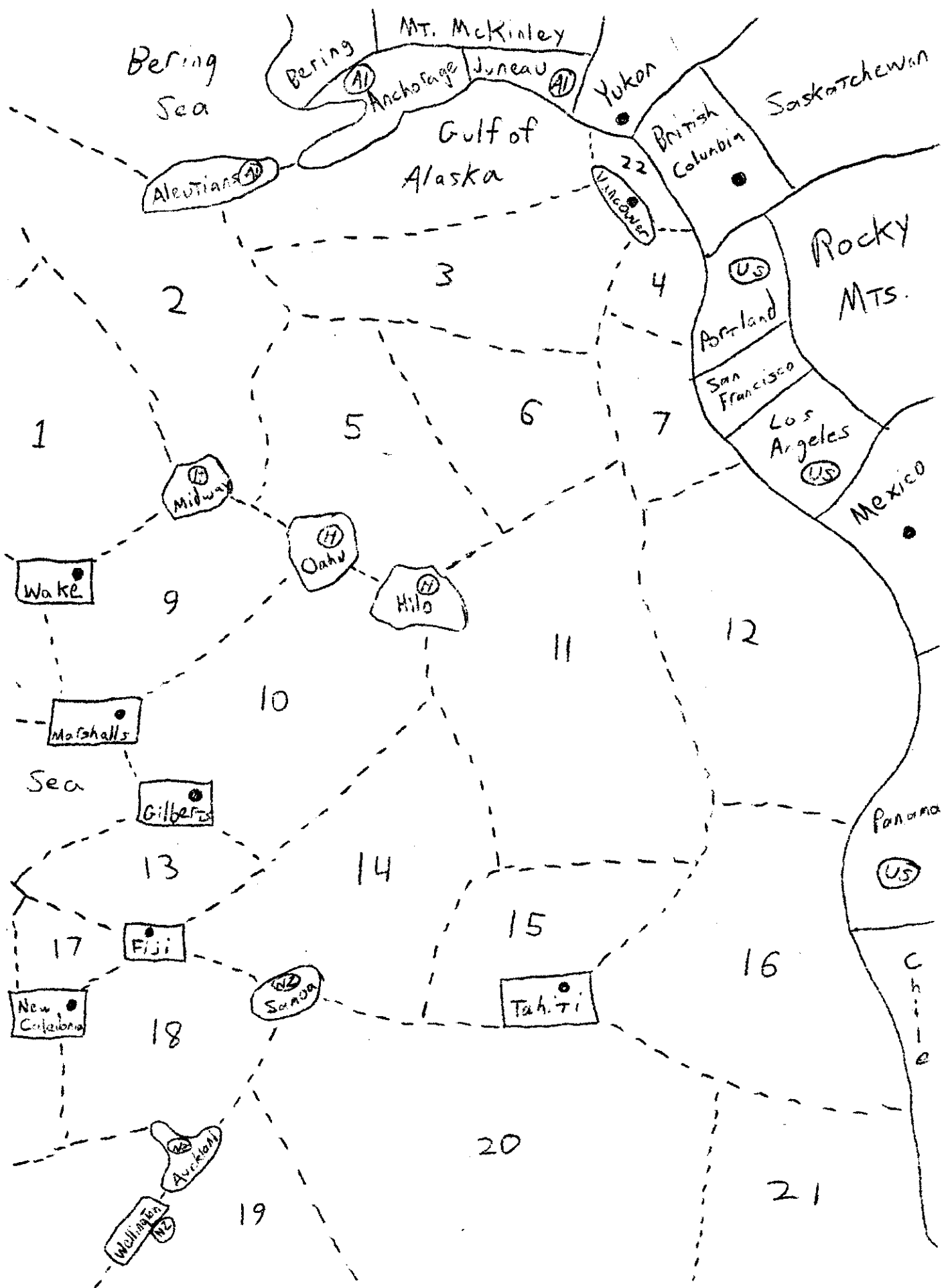


# PACIFIC I

Designed by  
SCOTT ROSENBERG

- = Neutral Supply Center
- ⊙ = land or coast border
- ⊖ = Sea border
- Ⓟ = Various Home Supply Centers





## PACIFICA I

by Scott Rosenberg

1. All rules of the 1971 Edition of the Rulebook apply, except as noted below.
2. There are eight players. Their starting positions are noted below:  
ALASKA: F Aleutians, F Anchorage, F Juneau  
AUSTRALIA: F Perth, F Port Darwin, F Sydney  
BRITISH EMPIRE: A Burma, F Singapore, F Hong Kong  
HAWAII: F Hilo, F Oahu, F Midway  
JAPAN: F Osaka, F Tokyo, F Hokkaido  
NEW ZEALAND: F Samoa, F Auckland, F Wellington  
PHILIPPINES: F Manila, F Legaspi, F Mindanao  
UNITED STATES: F Portland, F Los Angeles, F Panama
3. Play commences with Spring 1901.
4. Although Legaspi looks as if it should have two coasts, it does not. This is because of the many channels and passages between the Philippine Islands. Thus, F Sulu Sea-Legaspi-Philippine Sea is permissible.
5. There are a number of sea provinces on the board that, for lack of decent names, have been numbered. These numbers shall be useful for inter-game comparison, but within each game, the first player to move a fleet into each province may name that province. Players may not name a province a certain name if that name is already being used to designate another province. The Gamemaster has final rule in all decisions regarding naming provinces. If a player fails to name a numbered province upon moving into it, the GM may name it.
6. The supply centers that are surrounded by boxes instead of the true shape of the land are called "island centers." They may only be moved into by fleets. Armies may not be convoyed into them. Armies may be convoyed by fleets in them.
7. There are a total of 55 Supply Centers. Thus, victory occurs at 28 S.C.s.

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Those interested should note that this variant is hypothetical, though loosely based on the Pacific circa 1900. I wanted to do a variant on the Pacific world, and this seemed to be the best way to do it. The thing that intrigues me most, and should intrigue press-writers and the like, is the provision about naming provinces.



The idea of changing randomly chosen provinces' properties began with the Black Hole Variants. In these variants a province chosen randomly each season would disappear, leaving either a permanent block or a "free ride" province, depending on the version. There are other properties that can be fiddled with, as follows:

#### DILUVIAN DIPLOMACY by Matthew Diller

1. All rules of the 1971 Rulebook apply except as noted herein.
2. After every Spring and Fall season, the Gamemaster picks a province randomly. This province changes type, from sea to land or vice versa.
3. A province may change type several times during the game; i.e., a province's being chosen does not disqualify it from being chosen again.
4. Armies in coastal provinces that become sea provinces become fleets.
5. Fleets in sea provinces that become coastal provinces become armies.
6. Armies in inland (non-coastal) provinces that become sea provinces are annihilated. Fleets in sea provinces that become inland provinces are annihilated.
7. Land provinces that contain supply centers and are changed to sea provinces lose their supply center status permanently.
8. Each player, at the beginning of the game, designates one home supply center as "unchangeable." This choice is irrevocable. "Unchangeable" status persists regardless of ownership. Unchangeable provinces' status is permanent; they may not be changed to sea provinces.
9. The Gamemaster must keep track of new coasts created by the shifting of province status.

#### DILATORY DIPLOMACY by Scott Rosenberg

1. All rules of the 1971 Rulebook apply except as noted herein.
2. After every Spring and Fall season, the GM picks one province randomly. If the province is a supply center (SC), it becomes a non-SC; if it is a non-SC, it becomes an SC.
3. It is therefore permissible to have a "sea supply center."
4. If a SC is eliminated, the player who owned it is down one. That's the breaks, and so forth.
5. If a new SC is created in a province that is within the borders of one of the major powers, and that power is still in the game, and the province was never moved through by enemy units or was last moved through by friendly units ("enemy" and "friendly" not being alliances -- enemy is anyone other than the power), then the new SC is owned by, and is "home" to, that power. He may build units there.
6. If an SC is eliminated, and then reappears, the last player to have moved through that province owns the SC. If no one has moved through it since it was changed to a non-SC, then the player who owned it when it was an SC owns it again.
7. In all cases other than the two noted above, new SCs start as neutrals.
8. A province's SC status may change several times during a game, i.e., being chosen does not disqualify it from being chosen again.
9. As the number of SCs changes, so does the victory requirement. The victory requirement will always be a majority of the SCs; if there is an even number of SCs, then it will be one more than half the SCs; if there is an odd number of SCs, then it will be one-half of the number of SCs rounded up (i.e., if there are 35 SCs, then the requirement is  $17\frac{1}{2}$  rounded up=18).

## POETIC LICENTIOUSNESS

((Evan Jones and Adam Kananof may try to tell you otherwise, but as far as I'm concerned Das Rhymekrieg is over. This is the last installment. I will still welcome all poetic contributions, however. Note that Bob Lipton's poem is not part of the Rhymekrieg and is just there ~~to fill space~~ because I put it there.))

evansong

evan lived in a pretty cow town  
(while up so rhyming many wars down)  
spring fall winter retreat  
he synges his chaucer and danced his lit.

jones anyone died i guess --  
one couldn't tell -- his more was less  
and blank verse isn't  
only what doesn't rhyme

but his verse by noone  
even forgot to remember  
(taffy's eclectic anyhow)  
with up so throwing many words now  
--Will McCullam

EPITAPH FOR DAS RHYMEKRIEG by Scott Rosenberg  
(apologies to Blake et al.)

And did that Jones in Das Rhymekrieg  
Spew Myddle Ynglysh on my page?  
And was his dreadful poetry  
The cause of readers' rightful rage?  
And did the works of Kananof  
Blemish these pure and virgin sheets?  
Indeed, was Das Rhymekrieg published here  
Off Queens' foul and muddy streets?

Bring me my pen of biting wit!  
Bring me my reams of paper clean!  
Bring me my ink! Oh pages print!  
Bring me my mimeo machine!  
I will not cease from publishing  
Nor shall my 'zine ever be late!  
Das Rhyemkrieg's mark must be erased  
That none my 'zine will underrate.

SOME THOUGHTS AFTER READING A COLLECTION OF VERSE BY THE HUSBAND OF  
MARY WOLLSTONECRAFT SHELLEY

by Robert Bryan Lipton

Ozymandias the Great once wrote: "For Mankind I care not a groat!" (I do not know what groats may be, But then, I am not Ozzy G.) "Just take a look and you will see My subjects are afraid of me. I've had my image made in stone, And made my subjects sweat and groan To put it up. And, on its base, I put some words none can erase. This shows that I command respect," He said, in words to that effect.	Four thousand years go by, and then, Old P.B.S. takes up his pen And tells us that we ought to laugh, That Ozzy's pride is only chaff. (I know chaff is aligned with wheat. The metaphor, no doubt, is neat.) "There's little of this nut that's left," Old Percy wrote in verses deft. Four thousand years from now we'll see How much is known of Percy B.
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## A MODEST PROPOSAL

By Robert Sacks

Before I begin I should note that while I am 3rd Commissioner of The Imperial Diplomacy Association (TIDA), my comments are my own and are not authorized by my fellow Lord Commissioners, though I believe I am fairly representing a predominant position.

I was on the phone<sup>\*</sup> for 1½ hours<sup>\*</sup> the other night<sup>\*</sup>, talking with Nick Ulanov down in Princeton. At one point in the conversation he began to express views which were interesting because they were so directly opposed to my own. (Well, actually that was true of most of the conversation.) He stated that while he felt that there was a need in the hobby for both IDA and TDA in so far as they complemented each other, except for the humorous aspects (which I guess I'm responsible for in large part) he felt that TIDA, and any other regional group with a greater function than mutual guarantees, were harmful to the hobby.

At this point I think some re-thinking is needed. We do have two "national" Diplomacy Associations already: IDA, which suffers from the excesses of constitutional democracy and uses "regions" only on an ad hoc basis except as election districts, and TDA, which suffers from the extreme centralization of a self-selecting Board of Directors and the resulting public hostility. Surely there is an alternative, and I think it is TIDA with a dual structure of a central Commission including continuing members, representative members, and functional members, operating under a two veto rule, and regional groups, or "realms," which handle local guarantee arrangements and other local business that arises from time to time.

Now of course there is some dispute as to whether we should really implement the multi-regional and functional nature of TIDA (overlooking for the moment our "war" against the Calhamer Awards and Beyerlein Player Poll) for there is already some internal hesitancy about such expansion, for example, to include DNYMPA as the Realm of New York or to guarantee the Miller Number operations. The latter question has been temporarily shunted over to the IDA Variant Committee for discussion, though I expect it will soon return with a vengeance to TIDA. On the former, I still am waiting for a request for a New York Charter that can be perfected and sent around the Lord Commissioners for (I hope) approval, thereby setting a precedent for additional regions (for it does get pretty lonely up here in New England).

Now of course someone is asking how much and what for. The cost, both presently and in the foreseeable future under the two veto rule, is nothing. The benefits are modest: collegial respect and support, and the possibility for collegial and regional action. With the addition of functional arms and regional organization then the additional benefit arises of having one's interests represented in the determination of policies in the hobby, and when you are operating under a two veto rule it is difficult to be outvoted ((and it's difficult to get anything done)).

Surely, someone is asking, there is a catch. Well, there is: you have to work, and you have to give up petty politics. (Anything free is worth what you pay for it.) If you do not work you can hardly expect to have any results to show for it, and if you engage in petty politics that two veto rule is going to be invoked frequently. (Someone is now screaming "What is that \$\$\$! two veto rule?" The rule is that any two commission or council members may veto an act before them for approval.) Now someone is muttering that this isn't democratic; we,, that's right -- we value individual rights and freedom too highly to indulge in the delusive pleasures of democracy (see GOD SAVE THE TSAR, TPA #9).

(continued)

A Modest Proposal (continued)

For those of you who do take your democracy seriously, we do engage in one series of projects: our own GEMIGNANI AWARDS and those onfamous Calhamer Awards and Beyerlein Player Poll. All we do on the latter two (besides ridiculing them) is the eminently democratic procedure of caucusing and campaigning for the "best" candidates. On the former, we have something new for you -- you get to vote for the worst candidates, as you can see for yourself with the GEMIGNANI AWARDS BALLOT this issue if you go in for such things. There is actually sound policy reason for the GEMIGNANI AWARDS, besides the obvious one of headlining "duds": if you ask someone to rank order the abilities of a group according to some feature, then you can only trust his judgement on those with abilities less than his. As an immediate consequence, polls for the "best" whatever are rather suspect; polls for the worst however are quite good indicators of the feeling on the matter, if enough people bother to participate.

I know I could go on for a while on other matters that concern us in TIDA (an East Coast DipCon for instance), but I am sure I have said enough to interest those of you who could be interested. Write me for more information -- specific questions please. (15-F Tang Hall, 550 Memorial Drive, Cambridge MA 02139).

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PA6 (1975B) PRESS

(Dudsville, Dudland): Reports from the Dud front indicate that the recent attempts of General Costodud to push back the encroaching Dudness have dudded out. No details are available, as the Dudness has dudded our correspondent.

(Capitaldud, Dudland): "Your dudness! Your dudness!" cried out the court dandy Rayrilladud upon opening the Court mail. "There's a letter here from the Custodian of the Dudness!"

"Let me see that!" said King Neigerdud, snatching the letter out of the hands of the bewildered Rayrilladud. "We have no idea just who this mysterious Custodian is, but if the Dud gives us any more troub, that'll be it for Dudland!"

The King opened the letter quickly, tearing open the envelope. Inside it was a simple note, nothing else. It read:

"SURRENDER OR DUD!!!!"

The only other writing on the note was the words "Copyright 1975 by The Diplomacy Association. All Rights Reserved."

"Aha!" said the dandy. "That's it! The Custodian must be John Besho, Chairman of the Teedeeay Party over in Nyawk!"

"Shut up!" said the King, slapping the dandy over his head with his sceptre. "Don't jump to conclusions so quickly. It could just be a ploy to mislead us. Anyway, call all the members of our Council. We must review the situation and decide on a cohesive plan of action, before we are all Dudded!"

"Right away, your Dudness!" Rayrilladud scampered out.

Soon, reverberating through the halls of Capitaldud Palace, came a sound too nearly resembling "Ding! Ding! The Council of Duds!" to be mistaken.

(Capitaldud Council Hall, Dudland): The members of the Dud Council filed into the ancient Council hall slowly, with due respect to the age of the room. One by one they entered: General Costodud, Chairman of the Dud Chiefs of Staff; Jaydee-eldud, Secretary of the Treasury; Prime Minister Rosendud, resplendent in the clothes of State; Colonel Dillthadud, Director of the Dud International Espionage Service (DIES); and, finally, Justice Tud-Dud, famed jurist and Supreme Justice of the High Court of Dudland.

(continued)

Other people present in the room were, as previously mentioned, Rayrilladud, the king's personal scribe and entertainer; Gladdodud, Secretary of Communications; hatsupman, an immigrant to Dudland who was knowledgeable in foreign ways and manners; Dopeydud, Council scribe.

The meeting was called to order with the traditional shout of "Hail to the Dud!"

The King began. "Without going through the usual formalities, I would like to skip immediately to the problem at hand. The Dudness has eaten up almost three-quarters of our great nation; all that is left is Capitaldud and Jamaicadud, and the land in between. All attempts at stopping the terrible onslaught of the Dudness have been to naught; Costodud here could tell us for hours all the different methods of counter-Dud that have been tried. But none have worked.

"Foreign aid from Hoosierarki, Canadyland, and Albion has been steadily diminishing, since only about 10% of materiel gets through. Every hour our prospects become bleaker. We still have no idea who the mysterious Custodian of the Dudness is, nor do we know how to stop the unrelenting appetite of this Dudness for our land.

Ah, yes -- once Dudland was a nation to be reckoned with, a kingdom true and fair! Now it is but a shadow of its former self. No more can we afford to have splendid Dud Day parades, no more the royal pageantries and noble festivals, no more the glorious, triumphal processions. Only Dud..."

A pensive silence pervaded the room. Each thought back to his own memory of a pure Dudland, one unravaged by war and the atrocities of the Dudness.

Suddenly, a small black cloud drifted into the Council chamber. It was barely a few inches in size, a mere wisp. But on sight of it, each and every one of those sitting in the Council Chamber gasped and rose.

The wisp descended on the head of Dopeydud, the scribe. Those present heard a scream as though muffled and far off. Then Dopeydud was gone.

"Away!" shouted the king. "And stand not upon the order of your going!"

All exited the room in a hasty rush, as the wisp of Dudness sank slowly to the floor, as if bloated from an over-hearty repast.

"But Dudness here in the very heart of Dudland, in Capitaldud itself! It is unthinkable!" exclaimed prime minister Rosendud.

"We have reason to believe," said Communications Secretary Gladdodud, "that this bit of Dudness was merely a spy sent out to scare us. This Custodian is no dud; as a matter of fact, he's pretty sharp. It fits in well with John Besho..."

"But this doesn't!" cried King Neigerdud, entering the room with a broad sweep of his robes and assumption of royal airs. "A missive from none other than Besho himself, in Nyawk, has arrived. Read it, scum!"

"TO HIS MOST SERENE DUDNESS KING NEIGERDUD OF DUDIAND," began Rayrilladud, snivelling and whimpering after narrowly avoiding the sharp kick that Neigerdud threw at him.

"It has come to our attention that your nation is in the midst of a terrible crisis, the likes of which have yet to be seen or heard by any other nation on the face of the world. Cognizant that if your assailant should prevail over your valiant defense, Nyawk would be the next to be overwhelmed by the unrelenting hordes of Dudness, we hereby announce that the Kingdom of Dudland is to be lent 1000 BESH PUPPETS, waiting only on the approval of this by the Inner Board of Directors, all of whose decisions you realize must be unanimous. (continued)

PA6 (1975B) PRESS (Continued)

These BESH PUPPETS should prove useful in combatting the dread menace that threatens the very existence of your beleaguered nation.

"Good Gaming,

John Besho

Chairman, Inner Board of Directors  
Teedeey Party, Nyawk

"That's it, your Dudness --- oh, wait; here at the bottom it says  
"COPYRIGHT BY THE DIPLOMACY ASSOCIATION. ALL RIGHTS RESERVED."

"Besh Puppets?!?" mused General Costodud. "But none outside the Teedeey Party have ever been allowed to use them! The secret weapon of Besho's, what won him his Directorship, in our hands! What we could do!"

"We can't accept this offer without serious international repercussions," said Rosendud. "The moment we get some Besh Puppets every two-bit revolutionary and his grandmother will be on our backs trying to grab the whistles that control them."

"Yet," answered the king, "I think it is worth it. We can trust Dillthadud here to naddle any, ah, insurrectionary actions, I'm sure. But this may be our last opportunity to stop the Dudness..."

"Yes, Besho must indeed be worried for him to go this far. He must see that, after Dudland, Nyawk is next.

"Gentlemen, the Dudness must be stopped! This may be one way of accomplishing that end. Let us then take a vote in Council on the matter. Rayrilladud, please serve as acting Scribe."

Rayrilladud called the roll.

"General Costodud?" "Aye."

"Sir Rosendud?" "Nay!"

"Colonel Dillthadud?" "Whatever you say, Gil..."

"What was that?" (slap, slap, slap...) "Aye."

"Hon. Tud-Dud?" "Nay."

"Mr. Jaydee-eldud?" "Aye."

"DUD IN COUNCIL, MARCH THE THIRD, THE YEAR OF THE DUD THE SEVEN HUNDRED AND THIRTY NINTH:

THAT THE HIGH COUNCIL OF DUDLAND ACCEPTS THE GRACIOUS AND MAGNANIMOUS OFFER OF COMERADE BESH OF THE TEEDEEAY PARTY TO DEPLOY A FORCE OF ONE THOUSAND OF THOSE MOST AWE-INSPIRING WEAPONS, THE BESH PUPPETS."

"Done in Council, three to two."

"Thank you, gentlemen," said the king, with a sweep of his robes as he left the room.

"I still say it won't work," muttered Rosendud as he gathered his memoranda and other business of state off the desk and into his pouch.

"Yes," said Tud-Dud, "Neigerdud may be biting off a bit more than he can chew with this one. But that is the way with kings and potato-lovers."

"Indeed..."

PARIS (Oct. 1, 1901): Reports from Burgundy confirm that the Germans have been killing and raping the peasants. Because of this, the French Government is cutting off all shipments of cheese, wine, and luscious Parisian female slaves to Berlin, Munich, and kiel.

PA5 (1973FC) PRESS

PARIS: French officials are indeed upset over the breakdown of relations between England and France. Although France must bear some of the blame, all cannot rest upon her shoulders.

France is indeed committed to the elimination of the English control of coastal areas adjacent to the North Sea. There will be no turning back now.

NEXT ISSUE, THE SHERLOCK HOLMES STORY WILL RETURN!

PA3 (1974GU) PRESS or TWO VERY DIFFERENT VIEWS ON THE SAME SITUATION

NAPLES: A stab is a stab is a stab.

VENICE: A stab by any other name smells just the same.

ROME: The government of Italy, discussing the recent statements by the French Government, wishes that they had used their tape recorder during some phone conversations earlier, and regrets the lack of written proof of the treachery and cunning of the despicable enemy of peace. Further, they call on the governments of Austria and Turkey to work together to protect their Italian provinces, inquiring, "Do we have to make an offer you can't refuse?"

TUNIS: I didn't know Frogs had scruples -- I thought only clams had scruples.

PARIS-ROME: French forces are merely following what they perceive to be the path of least resistance. We recognize that you will do your best to stop us. The people of France harbor no ill feelings toward the Italian people. We hope we can live together side by side-- on Italian soil!

LONDON (1 Jan. 1903): In a joyous New Year celebration, King (PM) Russell I announced his intent to marry Zhamahna-Zhamahna Zhotomahnantonski (shortened from a name I can't pronounce). According to King (PM) Russell I, they have been engaged for three months. Their marriage is scheduled for the 5th.

WESTMINSTER ABBEY (5 Jan. 1903): Today King (PM) Russell I and Miss Zhamahna-Zhamahna Zhotomahnantonski got married here just a few seconds ago. King Russell I's real name is Russell Rustomanski Rustokhumandanski. As one could guess, he is a full-fledged Serb. His father, the famous Thomas Thokmonheimer Rustokhumandanski, owned the world-famous TTR Sultan Chair Company, Inc.

Princess Z-Z Zhotomahnantonski is from Belgrade. She hates Germans, even though she married King (PM) Russell I, who is descended from the famous Alfred Stueben Graf (Count) von Stürbenheimer. Anyway, have a happy marriage. ((Hmm... That means King (PM) Russell I was descended from a German and a Serb. How did the son of a Chair Company owner become King of England? That's easy, he paid me the five bucks... If you think those names are long, try Monty Python's minute-and-a-half long German name; naturally, I don't remember it. By the time they finish introducing him, he, who is rather old, has died!))

BRUSSELS: In the meeting of the Allied (England, France, and Germany) Powers a surprise bulletin was handed out to the press. Turkey has been admitted to the Allied nations. In a recent communication, Turkey asked to be admitted. The vote for Turkish admission was unanimous, 3-0. Turkey is an Allied nation.

PA4 (1974ID) PRESS

THE POCKET ALBANIAN: By now all of you participating in this game are aware that the Axis powers have formed a strong alliance. You must know too that the only way to crush the Axis is with a corner-powers alliance (France, England, Russia, Turkey). The Axis will, of course, attempt to play one corner-power off against another until they have eliminated all of them. If any of the four corner-powers have begun to develop any hostile relationships with one another, they should bury the hatchet immediately or they shall all perish.

182-31 RADNOR RD: "For more information, please deposit ten cents."

1974FM (PA1)

Spring 1904

GERMANY BELEAGUED BY ARMIES FROM THE ALPS TO THE BALTIC

AUSTRIA (Darden): A Tri H, A Boh-Mun, A Gal-Sil, A Tyo S A Boh-Mun,

F Bul(s.c.)-Aeg, A Gre H

ENGLAND (Kellogg): F Ivp H (-Nat, Cly, Wal, OTE)

FRANCE (Gruen): F Iri-lvp, F Lon-Eng, F Bre-Mid, A Bel-Ruh, A Pic-Bur,  
A Pie-Mar, A Mar-Spa

GERMANY (Barlow): A Edi S FRENCH F Iri-lvp, A Nwy-Fin, F Nth-Nwy, F Swe  
S F Nth-Nwy, F kie-Bal, A Ber S A Mun, A Mun H

ITALY (Bean): NMR. A Ven, A Rom, F EMed, & F Glyo /h/

RUSSIA (Gildroy): A War-Pru, F StP(nc)-Bar, A Ivn-StP, F Bot S A Ivn-  
StP, F Ank-Bla, A Rum-Sev

TURKEY (Moore): NMR. F Arm & F Aeg /h/

Will Ron Kelly (#210, 225 Virginia Ave. SW, Wash. DC 20061) please  
standby for Italy? Turkey will be left without a standby, since we don't  
have enough standbys to go around, but if anyone wants the position,  
please send in standby moves. FALL 1904 DUE 12 NOON, April 26 1975.

\*\*\*\*\*

1974GH (PA2)

Winter 1903

FRANCE continue standing by

ENGLAND: Build F Ivp

TURKEY: Build F Smy, F Con

I don't know why people couldn't conditional on two sets of builds,  
but there were complaints, so S04 is seperated from W03. SPRING 1904  
DUE 12 NOON, APRIL 26 1975.

\*\*\*\*\*

1974GU (PA3)

Winter 1902

AUSTRIA (Bennett): No builds (supplies for one, but no room)

ENGLAND (Fox): Build A Edi, F Ivp

FRANCE (Malmquist): Build F Bre

GERMANY (Diller): Remove dislodged F Den

ITALY(Weswig): Remove dislodged A Tri; Build F Nap

RUSSIA (Nekorчук): NBR. GM removes F Bal in accordance with houserules

TURKEY(Rosenzweig):Build A Con

Matt Diller now takes over for Jim LaWhon. Sorry, but we can't go  
on NMRing for Germany. Jim will continue to get TPA because his removal  
from the game was not due to his own fault;SPRING 1903 DUE 12N, 4.26.75.  
John Torrey (PO Box 12084, Research Triangle Park, NC 27709) standby  
for Russia.

\*\*\*\*\*

1974ID (PA4)

Winter 1901

AUSTRIA (Honig): Build F Tri, A Bud

ENGLAND (Denhart): Build F Edi

FRANCE (Brennick): Build A Par, A Mar

GERMANY (Fox): Build A Mun

ITALY (keeping): Build F Nap

RUSSIA (Malmquist): Build F StP(nc), F Sev

TURKEY (McCullam): Build F Smy

There was a press release from England, but it was sent to the GM,  
not me. Sorry, but such press is not guaranteed to be printed. There  
was no way for Greg to get it to me; he was in New Hampshire. Fox takes  
over for Germany. SPRING 1902 DUE 12Noon, April 26, 1975.

\*\*\*\*\*

JOIN THE I.D.A.! Send your \$2 to Walt Buchanan, RR#3, Lebanon IN 46052



1973FC (PA5)

Winter 1904

AUSTRIA (Wyman): NBR; GM Removes F Alb  
GERMANY (Morgan): Build F Ber  
RUSSIA (leeder): Build A War  
TURKEY (Swies): Build F Smy

Spring 1905

FROGS CROAK BRITISH

AUSTRIA (Wyman): NMR. Has A Bud, A Vie, A Tri  
ENGLAND (kelly): A StP H, F Bot-Bal, F Bar S A StP, F Nwy-Ska, F Nth S  
F Nwy-Ska, F Swe S F Bot-Bal  
FRANCE (Cusack): F Glyo-Trn, F Tun S F Glyo-Trn, A Naf H, F Mid-Iri,  
A Bel-Lon, F Eng C A Bel-Lon, A Wal S A Bel-Lon,  
A Hol-Ruh, A Mun-Ruh  
GERMANY (Morgan): F Ber-Bal, F Den S F Ber-Bal, A lie S F Den  
ITALY (Nekorчук): NMR. Has A Ven, A Nap, F Ion (-Alb, Apu, OTB)  
RUSSIA (leeder): A lvn-Stp, A Mos S A lvn-StP, A War-Gal, F Rum wishes it  
could disembark  
TURKEY (Swies): F Aeg-Ion, F Adr S F Aeg-Ion, A Ser H, A Bul & A Gre S A  
Ser, F Smy-EMed

Don Kellogg (154 N. Erie, Wichita KS 67214) please standby for Italy.  
Mark Zimmermann (Caltech 1-87, Pasadena CA 91109) standby for Italy.

Fall 1905 Due Here 12 NOON APRIL 26, 1975.

\*\*\*\*\*

1975B (PA6)

Fall 1901

HOW CAN I COMPOSE HEADLINES FOR A GAME I'M IN WITHOUT SOUNDING PARTIAL?

AUSTRIA (Wyman): A Tri-Vie(R-Ser), A Ser-Bud, F Alb-Gre  
ENGLAND (Gruen): A Edi-Bel, F Nth C A Edi-Bel, F Nwg-Nwy  
FRANCE (Myers): A Par-Eur, A Spa H, F Mid-Por  
GERMANY (Ditter): F Den-Swe, A Kie-Hol, A Mun H  
ITALY (Drews): A Tyo-Tri, A Ven S A Tyo-Tri, F Ion-Tun  
RUSSIA (Rosenberg): A Ga-Vie, A Ukr-Gal, F Bot-Swe, F Rum H  
TURKEY (Torrey): A Ank-Con, F Con-Aeg, A Bul-Gre

SUPPLY CENTERS:

AUSTRIA: Bud, Vie, ~~Ty~~, Ser; Even  
ENGLAND: Lon, Ivp, Edi, Nwy, Bel; BUILD TWO  
FRANCE: Par, Bre, Mar, Spa, Por; BUILD TWO  
GERMANY: Ber, Mun, Kie, Hol, Den; BUILD TWO  
ITALY: Ven, Rom, Nap, Tri, Tun; BUILD TWO  
RUSSIA: Mos, War, Sev, Rum, StP; BUILD ONE  
TURKEY: Con, Smy, Ank, Bul; Build One

WINTER 1901 ADJUSTMENTS DUE APRIL 26, 1975 NOON.

PRESS: BERLIN: The Shadow says:

As the white clouds move overhead, the red sun disappears, fading to yellow, and the green weeds grow. But the clouds keep coming and the weeds keep growing and growing.

Will the clouds and weeds obliterate the sun? Or will the yellow sun cut through the white clouds and allow the weeds to really grow? And-- what about Naomi? We'll see you next fall for "Love of Darkness."

MATTHEW DILLER'S COLUMN

Gil is a Puls Puppet; Scott is a Nick Puppet; Costik is a dud and has doesn't exist!

((But Dill is a dud, as everyone knows -- it's the only one that's alliterative...))

SACKSISADUDSACKSISADUDSACKSISADUDTHISISAHEUERINEARSEPARATORANDITSBORING

1974AGcv (PAI)

Winter 1901

AUSTRIA (Grossman): Even  
ENGLAND (Barlow): Builds F Joh, F Lon, F Edi  
CHINA (Darden): Builds F Can, F Pek, A Han  
FRANCE (Gilinsky): Builds A Par, F Bre, A Sai  
GERMANY (Proujansky): A Mun, F kie,  
INDIA (Prosnitz): A Cal, A Del, F Mad  
ITALY (Honig): A Ven, A Mog, F Nap  
JAPAN (Weswig): Build F Tok  
RUSSIA (Eisen): A STP, F Vla, A War, A Mos  
TURKEY (McGee): F Bag, F Smy, A Con

SPRING 1902 MOVES DUE 12 NOON, APRIL 26, 1975

\*\*\*\*\*

IMPORTANT NOTICE TO ALL PLAYERS!

From now on, please send all moves to the GM, not to me! It's getting somewhat ridiculous when I get more sets of moves for a game than the GM. Here are the GMs and their addresses:

MATTHEW DILLER  
8507 Avon St  
Jamaica NY 11432  
1974FM  
1975B  
1974AGcv

GREG COSTILYAN  
310 E. 50 St.  
New York, NY 10022  
1974GH  
1974ID

SCOTT ROSENBERG  
182-31 Radnor Rd.  
Jamaica, NY 11432  
1974GU  
1973FC

Also, send all press that you want to be sure will be printed to ME, Scott Rosenberg. We'll try to print other press, but we can't guarantee it.

\*\*\*\*\*

\*\*\* COMMAND POST, as those of you who have looked have seen, was nominated for worst 'zine and worst new 'zine on the GEMIGNANI AWARDS. It pretty much deserves it. But, ignoring the fact that it's sloppy, late, miniscule, and often error-ridden, it also recently did something very nasty. Matthew Diller and I both resigned from 1974HI, in COMMAND POST, because of the persistence of many GM errors. Because Matt resigned, John Mirassou (publisher of CP) said "this qualifies Matt for blacklisting." What sort of "blacklisting" that blacklists players for RESIGNING I don't know. Anyway, John kicked Matt out of another game in CP that Matt had every intention of continuing in. We have requested House Rules from John, but I don't think he has any. This matter has been sent to the IDA Judiciary Committee.

\*\*\* The I.D.A. Variant Committee has overstepped its bounds. It began, I believe, as a committee for the sole purpose of advising the IDA Council on what to do about variants. It has become some sort of multi-organizational hobby-wide committee, which considers itself almost autonomous from IDA (except, of course, when it needs money to print its publication). They're considering publishing their own variant handbook, and other independent actions. Yet all that they've done recently is argue over "the definition of variants," something which Lew Pulsipher says he and Dick Vedder had worked out years ago. In other words, the Committee has become a parasite. I urge all Council members to vote against its renewal when the time comes around.

\*\*\* Let's see, Matt; who else can I alienate? I could be nasty about lots of things, but then, this hobby is all sweetness and nicety, so we'll keep quiet and let this page sort of fade away, like this issue. You see, this is the very last stencil I'm typing. And I'm almost done. Yes, another two lines or so, and it'll all be over. Then I have to do all the collating, and stapling, and addressing, and folding, and...

# THE CONTINUING ADVENTURES OF JEREMY PAULSON, J.D.I.

by Adam Kasanof

## Sunday Night's All Right for Fighting

Jeremy Paulson sat guarding the door of the 22nd floor Presidential Suite of the Commodore Hotel. The suite was now functioning as the nerve center for "The Star Trek Convention," since it was here that the members of the Convention Committee resided. As one entered, Paulson sat to the left of the suite's large double doors, watching as people floated in and out. Paulson, though happy enough about his recent escape from the Island of San Sui after his and David Gladstein's mission there had failed, was not in very good spirits, because of his myriad annoyances in running the convention's Dealers' Room. The members of the Committee were not, generally speaking, too elated either. Although some had contemplated suicide, as far as Paulson knew none of them had yet gone to this extreme. "If they're ready to 'drink the Drano,' let 'em," he thought with his usual measure of compassion.

He glanced at the golden face of his Timex Quartz. It was still early, relatively speaking. Paulson settled back in the plush chair which he had dragged from the interior of the Con Suite and began to relax. "No point wasting energy by sitting up straight," he thought.

Two assistant committee members rushed past Paulson in a frantic search for an ounce of Maltese marijuana, which David Gerrold had just requested. "Where the hell does he think we're going to find an ounce of Malta at this hour on a Sunday?!?!" said one of the assistants as they dashed down the hall to the elevators. "I don't know!" said the other. "He just called up and said, 'listen, I have this burning desire for some Malta, can you see about getting me some?'" "Let's give him some oregano with magnesium dust on it. That should take care of his 'burning desire' permanently." "Good idea," thought Paulson, who had never cared much for authors in general, and David Gerrold in particular.

About an hour later Paulson noted the elevator doors opening, and watched as a man walked down the corridor towards the Con Suite. As the man approached Paulson saw that he was wearing dark glasses, as well as an overcoat and a hat. The man also had his hands in his pockets. He stopped a few feet in front of Paulson's chair.

"Are you Jeremy Paulson?" inquired the man. "Yes, I am." Paulson replied. "How can I help you?"

"I have some unfinished business with you, Mr. Paulson!" stated the man as he threw off his glasses and hat, and pulled off his overcoat to reveal a karate uniform. Paulson was more than a bit surprised when he realized that the man was the karate master whom Paulson had swindled on San Sui. The man had a pair of nunchaku, formed from two lengths of steel pipe joined by a piece of chain, in his hands. He proceeded to swing them up under his arms in the standard starting position for the use of these deadly Okinawan devices, and placed his feet slightly apart.

"Please prepare to die!" said the karateka. "Just let me say my last prayer," said Paulson. "Very well," said the karateka, and Paulson fell to his knees beside the chair and bowed his head. "Oh Lord," began Paulson, noticing the karateka relaxing his grip on the nunchaku, "Sorry about getting drunk last Yom Kippur. Sorry about eating a bacon-burger with cheese last Passover. Sorry about breaking this man's ankles!" he said, grabbing the chair and slamming it into the off-guard karateka. The karate master bent over backwards as Paulson scrambled to his feet and dashed through the doors into the Con Suite. He raced a short way down the hall until he reached a door on his left, which he yanked open as rapidly as he could. He jumped into the room and made for a large black trunk in the center of the floor.

TO FIND OUT WHAT'S IN THE TRUNK THAT'LL SAVE PAULSON, YOU'LL HAVE TO WAIT UNTIL NEXT ISSUE WHEN WE RETURN...

\*\*\* CENTURION is the newest 'zine to appear in the mailbox -- published by our own player Russell Fox, this one looks very good, and likely to get even better. Russell has openings in Regular Diplomacy and the Youngstown Variant, one game free with a sub and additional ones at \$1 a piece. Subs at 8/\$2. Write Russell Fox, 5160 Donna Ave, Tarzana, CA 91356.

\*\*\* TURNABOUT is an excellent 'zine put out by Peter Berggren, Davis-town Schoolhouse Rd, Orford NH 03777. It's got perfect Xerox reproduction, and each legal-sized issue has articles, and sometimes variants, and other fun stuff. Peter has one regular Dip. spot open at \$1 + sub, three spots in Middle Earth V at \$1.25 + sub, and three spots in Interplanetary Warfare, also \$1.25 + sub. Subs are 10/\$2. \*\*

\*\*\* THE POCKET ARMENIAN is a magazine that went to twenty-two, maybe twenty-four pages this issue, and is losing financial ground rather rapidly. How about some folks recommending us to their friends, and that sort of thing?

\*\*\* THE 1974 I.D.A. HANDBOOK is still a steal at \$2 to members, \$3 to others. It (and the Pouch Anniversary Issue, which I guess I'll plug next time) is just about the best reading on the hobby you'll ever see...er, read. Make checks to International Diplomacy Association; send to John Boyer, 117 Garland Dr., Carlisle PA 17013. And, since it looks like I'm going to be editing/publishing this monstrosity this year, if anybody out there has an urge to write an article, please send it in. You retain reprint rights and get a free copy of the Handbook if your contribution is printed.

\*\*\* Those of you who've gotten the March/April Diplomacy Review can ignore Question 16 on the poll since it's obviously irrelevant; the fact that you're reading this is proof enough of that! Remember, next Deadline is April 26, not the week later as stated last issue.

\*\*\*\*\*The Snark was a Boojum, you see.....\*\*\*\*\*

\*\*TURNABOUT in new beautiful format. No reg. Dip. open. Subs 8/\$2. Worth it!

THE POCKET ARMENIAN #13  
Scott Rosenberg  
182-31 Radnor Rd.  
Jamaica, NY 11432

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THIRD CLASS MAIL

\_\_\_\_ Your sub expires this issue  
\_\_\_\_ Your sub went last issue; please renew, or tell me why not, please!  
\_\_\_\_ Who's a dud!?!?!

SPECIAL VARIANT ISSUE!!