

THE POCKET ARMENIAN

#21

Jamaica, N.Y.

September 20, 1975

SHERLOCK HOLMES -- Conclusion

By Mark Zimmermann

Mycroft pushed the triggers for the deadly light beams, there was a click as the cover plates slid aside and revealed the polished crystalline tubes concealed in the cavern walls...and then, nothing. He hit the switches again, and again, but no beams of light emerged to bake Sherlocks 1, 2, and 3 to cinders. Instead, another door slid open to reveal...

"Maria Romanovna!" I exclaimed. Of course--she was the mysterious invader who had breached Mycroft's supposedly invulnerable security screen! There she stood, shockingly beautiful, dressed to kill...long-barrelled revolvers in her hands, holsters slung low over her curving hips, two bandoliers of bullets crisscrossing between her proud breasts, a rifle slung over one shoulder, and wearing absolutely nothing else. No wonder she penetrated Castle Artimory's defenses...certainly any male seeing her would be too stunned to react before being cut down. That, plus her self-confessed talent for lock-picking, explained everything.

Mycroft broke free from her spell, however (I wonder if his corpulence and perpetual bachelorhood meant he was a eunuch?), and threw one switch, then another. Maria only laughed. "Don't expect any of yo' little light-shooters to work, Mike... Ah scouted aroun' yo' maintenance tunnels and unplugged ever-thing Ah could find. Now, so long!" She raised one pistol, took careful aim at Mycroft, and squeezed the trigger. But, in a last desperate effort, he threw a final toggle and four thick glass walls slammed down from the ceiling around his throne. Maria's shot ricocheted off the shield, leaving only a lead streak, and then buried itself in the guts of the matter-duplicator, amidst a tinkle of broken crystal. Mycroft's expression changed in an instant from relief at being saved to horror. He didn't scream "Run for it!", but the message was obvious as he tipped his chair forward to reveal a tunnel/escape hatch under it. He forced his bulk into it and was gone.

Meanwhile, though I had not moved, the quicker-witted Sherlocks had. The Judas #4, jumped out of his coffin and streaked ((no pun intended)) for a side-passage out of the cavern. He had almost reached it when Maria's shot clipped him, spun him around. He stumbled on into the corridor, out of her line of fire, and fumbled with the switches on the wall until he found the right one...the portal closed before Al, the other Sherlocks, or myself could reach him. One, I think Sher(2), explored the inside of the door, but there was no obvious way to reopen it.

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THE POCKET ARMENIAN (or BOCK, as it is otherwise known to all cognoscenti) is a journal of Postal Diplomacy and whatever other silly things we want it to be a journal of. Subs are 8/\$2, or 9/\$2 if you're an IDA member. It is published tri-weekly, and usually runs 12 pages each issue. There are no game openings. We welcome contributions, paying 2 free issues for up to one page and 4 for more. Permission is granted to all and sundry to reprint anything contained herein as long as (1) credit is given and (2) a copy is sent to us. TPA is a division of CHOAM Publications, which has as its esteemed Director none other than Scott Rosenberg.

NEWS AND ANNOUNCEMENTS

(1) Changes of Address:

Adam Gilinsky, 515 1903 Hall, Princeton University, Princeton NJ 08540
David Gladstein, Box 1413, Union College, Schenectady NY 12308
Dave Kadlecik, Box 802, University of Santa Clara, Santa Clara CA 95053 (as of 9/24)
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Bob Lipton, Box 1962--Lafayette College, Easton PA 18042
Jeff Myers, c/o Deerfield Academy, Old Deerfield ~~Box 363~~, MA 01342
Gil Neiger, Box 4293, Brown University, Providence RI 02912
Robert Sacks is back in NY but I don't know his address.
Stephen Tihor, 122 Henry Hall, Princeton University, Princeton NJ 08540
Nicholas Ulanov (same address as Tihor)

I NEED Mike Friedman, Duncan Smith, and Evan Jones' COLLEGE ADDRESSES. Does anyone have them?

(2) The above spot will henceforth be reserved for COAs. ALL players should check this spot for COAs of players in their games.

(3) 1974CL will continue next issue. It's not in this because the analyst was unable to come up with an analysis, yet.

(4) The Sherlock Holmes story concludes this issue, and will most likely not be continued for some time. The Dudland press series is nearing its finish. We are getting caught up on 1974CL. What does this mean?

This means we are going to need material? Now, WHY NOT WRITE AN ARTICLE or a letter, or some press? Perhaps letters would be best. Let's get some brilliant rhetorical displays in an active letter column for a change. It doesn't take much to write a letter, and it helps a lot at this end.

(5) Next issue there is going to be a discussion and commentary on Gordon Anderson's DipCon trademark and its ramifications. I would appreciate any comments anybody would like to throw in.

(6) The foremost European 'zine is Walter Luc Haas' BUMM, which is about half-and-half in German and English. Walter has done a world of work in organizing the postal Dip. hobby in Europe and his 'zine is really very interesting. Subs are 10/\$4 I think, though it's not easy to make out. \$6 airmail. To sub you can use the ISE (see below).

(7) THE INTERNATIONAL SUBSCRIPTION EXCHANGE is one of the most useful hobby services. If you want to get money to someone overseas in the hobby, send it to the agent in your country instead and the money will be transferred by the ISE. USA Agent is Edi Birsan, 35-35 75th St/ Apt 302, Jackson Heights NY 11372.

SHERLOCK HOLMES -- Conclusion (continued)

I glanced then at the remains of the duplicator and saw to my horror that the pale blue light inside it had deepened to a bright violent indigo. As the intensity increased one fine light pipe shattered, then another, and the glow doubled, then doubled again in brightness. Clearly some reaction was running out of control... the only probable end to it being a catastrophic explosion. Of course, the others reached that conclusion before I did...they were already running to a likely exit when I tore my gaze away from the fiery wreckage of the duplicator and ran to follow them out.

We raced up stairs and along tunnels, guided by Maria and the Sherlocks' sense of direction. Guards, none of whom expected to have to fight to keep invaders in, fell as her bullets hit them. Then we were at the castle door, grabbing cloaks on the run, and were out and speeding down the fottpath, lightly covered by an inch of snow. Finally we rounded a ridge, the castle was out of sight, and we slowed to a jog...I was breathing heavily.

Abruptly the sky lit up, like lightning flashing in the middle of the night, though this was broad daylight. The earth heaved underfoot; I stumbled and fell heavily to the ground. Then the sound reached us, a stunning blast of heat and noise that lasted for ten seconds. I looked back, and rising over the ridge from the castle's location was a towering, mushroom-shaped cloud.

We were all frozen there by the spectacle for a minute...then Al broke the ringing in my ears with a slight cough. "I think we'd better get farther away," he said. "I'm not sure, but there's a phenomenon called 'radioactivity' that might be involved with this...and it might not be healthy for us to stay near this too long."

So, we proceeded down the path, all subdued, grateful to be alive. I noticed the tiny mountain flowers, the birds, the insects, things I had never observed before. But, I can't live on the edge of life for long; before the half-hour hike to the inn at Meiringen, Switzerland, was over, I was almost back to normal.

The inn was in an uproar, of course, since the explosion and the incredible cloud that rose after it had been clearly visible from the village. So, even the appearance of three identical twins, I mean triplets, and a beautiful lady, all a-tired in overcoats, aroused little comment. We rented adjacent rooms, and, after washing up, met in the central one.

I had lost all track of which Holmes was which, of course, long before this. The three of them lounged on a long couch, Al sat in a chair on their right, and the Tsarina Romanovna reclined on the carpet in front of them. I presume she had left her luggage at the inn before invading the castle, since she had taken off her military attire and now wore a gossamer-thin gown that concealed absolutely nothing, least of all her holstered pistol. I sat in an easy chair on the other side of her, facing the sofa. We sipped our drinks and relaxed for a few minutes. Then one of the Sherlocks spoke.

"Maria," he said, "would you mind loaning me your gun?"

"Ah'm insulted," she replied with a smile. "Yo' can see perfectly well that Ah don't have a gun...and we both know that you do, if you haven't fo'gotten our last night in London! On th' other hand, if yo' would like to borrow mah .36 calibre Smith & Wesson revolver, wah didn't yo' say so...heah 'tis." She handed him the weapon.

"Thank you, Maria...I haven't forgotten--we all remember how great you were," the Sherlock with the pistol said. "Could you loan me the silencer, too?"

"Of course, heah." She passed it to him. "But it cuts down muzzle velocity and spoils accuracy a mite. What do yo' need it fo'?"

The Sherlock fitted the silencer to the revolver, but instead of answering her question made a flat statement to his brothers. "You know what I intend--any objections?"

"It's a bit abrupt," one (I think #1) replied, "but we've eliminated all other possibilities, so we all know the suspicion is fact. Go ahead, 3."

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SHERLOCK HOLMES -- Conclusion (Continued)

#2 nodded his agreement; then 3 turned to me, and I saw the weapon's aim move with his glance until it was pointed at my forehead. "Sherlock...all of you, what are you talking about?" I asked, and began to sit up and get to my feet. 3 stopped me with a slight gesture of the .38--I sank back into the chair's cushions.

"Watson," 3 began, "I have a few questions that I'd like to hear your answers to. First, would you say that my effectiveness as a detective has increased or decreased since you met me?" I opened my mouth to reply, but he cut me off and continued. "I can answer for you--this publicity, my cases and methods exposed to the world, including criminals, to study, can only have hurt me. Second question: who has been with me, a bumbling distraction night and day, for the last 15 years? Who has destroyed more evidence, through apparent clumsiness, than anyone else? Who has continually held me back in my attempts to penetrate to the bottom of apparently unrelated crimes? Who has tried to throw me off the unifying thread, to scramble the pieces of the jigsaw puzzle while I am trying to put them together? Who is, without a doubt, an active agent of the Conspiracy whose outlines I can glimpse?" The silencer's muzzle, which had been describing small circles while he talked, froze pointed at the bridge of my nose. Sherlock(3) pulled the trigger; I saw the muzzle flash.

Then my sensors reported a 10-millimetre hole at the inner corner of my left ocular. "Pain" reactions came from "nerves" at the boundary of the hole; no reports inside the radius. Then data from the lubricant/circulatory monitors inside my skull began to pour in; the bullet was mushrooming, cutting a broadening cone through the cranial cavity. The shock wave reached my left lens and shattered it; I turned off that camera. My left equilibrium gyro and left auditory receptor were shattered, so I cut them out of the circuits also. The expanding bullet exited from the back left part of my skull, leaving a 60-millimetre hole. I shut down all pumps and closed emergency valves in the area; only a small trickle of SAE 30 oil ran down the back of my neck.

The muffled bark of the shot reached me then; I checked all systems, saw that damage was adequately controlled, and prepared to cut back to normal subjective-time rate. I considered attempting a leap out of the chair, but Holmes had me in a position where it would take at least 0.7 seconds to reach him, long enough for him to pump one or more shots into my chest, whose momentum would throw me back and prevent any effective assault on him. My motors, even at maximum overload, were just too weak to make escape possible. So, I dropped down to normal speed and saw all three Sherlocks smile at me.

"Excellent--not only good workmanship in his construction," #1 said to 2 and 3, "but also good calculational ability...he refrained from the suicidal charge that I expected him to try." I tried to thank him for the compliment, but 2 interrupted.

"Better either hit his consciousness center, if he has one, or his communications if he's remote-controlled," 2 suggested.

"First," 3 said, "may I give him a last wish?" The other two nodded.

I thought quickly, then had the question. "You gave ways in which I hurt you, obstructed your work...good reasons to suspect me, perhaps, but no proof. What confirmed your hypothesis that I am a robot? What was my big mistake?"

3 smiled. "It's not obvious?" he asked, glancing at Maria, stretched relaxed on the floor watching our performance. "I suppose it is not, considering that you are not physically a man. Your builders must have been more Victorian than we Victorians are! You simulate most physical functions well...you breathe, eat, drink, excrete. But we have been associated for a decade and a half, and for a male to live an entirely celibate life for that period of time is, frankly, incredible. I must admit your "marriage" to "Mary Morstan" had me fooled for some time. But it was simply out of character for you; I realized eventually that she was as much a human as you are, that is, not at all. The recent encounters we've had with the Tsarina confirmed all my suspicions. When things began to get dangerous for you

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SHERLOCK HOLMES -- Conclusion (continued)

in our interview with her in London, you escaped the situation by pretending to snort that boric acid powder she had brought (I analyzed it while waiting for you to "awaken"). In all the meetings with Maria, you appreciated her beauty on an intellectual level only. You never responded as a man would. I'm sorry, old friend, but whatever those things are that you carry between your legs, you just don't have any balls."

He paused for a moment, then continued, "Now, shall I go searching, or will you tell me where your brain or comm center is?"

"I could not refuse such a worthy and honorable adversary. "Aim here, one centimetre beyond my fingertip," I said, pointing to a spot just above my "navel." I made a small bow to all of them with my head. "Please be accurate. I would like to express my admiration for you, Sherlocks all, my respect for Maria, and my hope that Herr Einstein will continue the narrative that I've started; my notes and the first few pages of this adventure are in my room." Al nodded his consent; I smiled.

"Now fire." I saw his finger tighten on the trigger, the muzzle flash, and then the universe ended.

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This concludes Book I of "John & Sherlock & Mycroft & Sherlock & Al & Sherlock & Maria & Sherlock & The Matter Duplicator." Book II will chronicle Sher(1-3)'s penetration deeper into ~~the~~ the Conspiracy, the sources of the Duplicator and Watson, and the further actions of Myc(2) and Sher(4) in opposition to our Heroes (and heroine).

I.D.A. ELECTION TIME AGAIN

Yes, it is indeed that time of year again. I know Robert Sacks will scream at me for doing so, but I believe it is the right of the free press to editorialize and support candidates--it always has been in public elections, hasn't it? I will therefore present the list of candidates (which technically at this point was only sent out to the candidates themselves, and will not be sent to IDA members until the publication of the September/October DIPLOMACY REVIEW) and my personal choice of candidates.

*VICE-PRESIDENT/TREASURER: Len Lakofka vs. Robert Sacks. I support Lakofka in this race--he has done much good work for IDA in the past and I believe would be a fine council member. Sacks has also done much work for IDA, but it has been (to be as generous as possible) of a very controversial nature. I don't think it would be good for the group to have such a, well, "disputed" man as its treasurer.

*OMBUDSMAN: John Leeder vs. Steve Brooks. I support Leeder--he has done a good job so far and has a long tradition of service to the hobby. Brooks, on the other hand, has been a tremendous disappointment as a Council member the past years. He has done almost nothing until recently, when he began to loudly criticize Lew Pul-sipher, something which in itself is not bad--but it was very personal, very destructive criticism. I don't think Steve is the right man for this job.

*EDITOR: Scott Rosenberg. Yep, me. It's not my fault that I'm running unopposed! All I can say is to reiterate (preiterate?) what my campaign statement will say, and that is that I think I will be able to do a fine job as Editor, with my experience and knowledge of the requirements of the post.

*ATLANTIC REGIONAL SECRETARY: Gil Neiger. Another unopposed one. Gil did a lot for IDA as Editor this past year and has been a good Council member.

*MEMBERSHIP SECRETARY: Stephen Tihor. Stephen, too, has done much work in GAME OPENINGS 'B' N.A. and the Census Project, and should be a good Sec.

*AT-LARGE SECRETARIES (2 posts): Matthew Diller, Ray Heuer, Ron Kelly, Joel Klein. This is a hard race to pick anyone, as they are all conscientious people who have done their share and would be good Council members. The choice is yours!

*OTHER REGIONAL POSTS: These are the other nominees--CENTRAL John Baker, David Weitz; PACIFIC Rod Walker, Bruce Schlickbernd, Larry Peery, D ve Kadlecek; CANADIAN Robert Correll; OVERSEAS Walter Luc Haas.

PSYCHOTICS IN DUNGEONS AND DRAGONS

by Matthew Diller

Basic Outline of the Psychotic Rules: Each character has a characteristic called sanity which determines the basic chance of becoming a first-level psychotic. If/when one becomes that, then in any "stress situation" the GM rolls to see what, if any, psychotic effects take place. After many "seizures" like this players may raise in psychotic levels. Clerics may become "therapists" and cure psychoses.

LEVEL	NAME	PSYCHOTIC POWERS by level			
		1	2	3	4
1	Eccentric	1			
2	Neurotic	2			
3	Weirdo	2	1		
4	Sickie	2	2		
5	Paranoid	3	2	1	
6	Nut	3	3	2	
7	Maniac	3	3	2	1
8	Madman	3	3	2	2
9	Loony	3	3	3	3

Psychotic powers are not "chosen"; rather, when a character obtains a new power, the GM determines randomly what it is and does not inform the player.

Note that players are NOT informed of their psychotic status.

WAYS OF BECOMING A PSYCHOTIC

When rolling for a character also roll three six-sided dice to determine the character's sanity. ("%chance" on the table means chance of turning psychotic when SANITY %chance confronted with situations as described below).

18	3	The %chance can be adjusted in the following ways: Clerics
16-17	5	add 3; subtract 5 for constitutions over 14; subtract 2 for consti-
15	7	tutions of 13-14; add 5 for constitutions under 6; add 2 for consti-
13-14	8	tutions 8,7,6.
9-12	10	A "sanity check" means rolling percentage dice and comparing
8	12	with the characters "%chance" to see whether he turns psychotic.
5-7	16	Sanity checks occur: at the start of the campaign; each month of
4	20	confinement (take two checks after 2 months, 3 after 3, etc.);
3	25	Roll as above (in confinement) when character is charmed; roll

adding 30% when character is raised from the dead--and also roll a four-sided die to determine what psychotic level they start on (normally they start on one, but after raised...). Also take sanity checks when characters are polymorphed, turned to stone, etc. GM should use his discretion.

STRESS SITUATIONS

Once the character is determined to have gone psychotic (by the sanity check method), there are certain Psychotic Powers that accrue to him. These will be listed next issue. They do not automatically go into effect.

A stress situation is defined as a combat, any time a party member is killed or seriously wounded, or when the psychotic is subjected to long periods of danger (roll once per day). Again, GM's discretion.

Each stress situation, the GM should roll on the following table (on next page) to determine whether the Psychotic Power takes effect, by level.

PROGRESSION OF PSYCHOTIC LEVELS

After 15 Psychotic effects (times that the Psychotic Power has taken effect) the player gains one Psychotic level. If a psychotic progresses over 9th level he becomes permanently insane, and can only be cured by a therapist's bringing him down to 9th level again. Permanently insane characters receive no psychotic abilities. For purposes of the Psychotic Powers, thieves function as fighters. Psychotics can be of any alignment and their psychotic acts do not change their alignment. To kill a dangerous psychotic is unlawful; to subdue him is not.

<u>LEVEL OF PSYCHOTIC</u>	<u>%chance of Psychotic Power taking effect</u>
1	10
2	15
3	9 first level, 9 second level (roll twice)
4	12 first level, 15 second level (roll twice)
5	10 first level, 12 2nd level, 7 3rd level (roll thrice)
6	8 first level, 13 2nd level, 9 3rd level (roll thrice)
7	8 first level, 13 2nd level, 10 3rd level, 5 4th level (roll 4x)
8	" " " " 9 4th level "
9	" " " " 12 4th level "

If the player has more than one psychotic power in a level that is called for, which power takes effect is chosen randomly by the GM.

THERAPISTS

Any cleric above fifth level can study to be a therapist. Clerics must pay 5,000 Gold Pieces and spend two weeks in a monastery to do so. A therapist who spends two weeks with a patient can lower the patient's psychotic level by one. A rehabilitated psychotic has a 10% greater chance of turning psychotic again. A therapist's Cure Disease spell can cure a psychotic of psychotic effects going on while the spell is cast. This does not permanently cure the psychotic nor reduce the chances of this power affecting him again; it simply ends this spell or "attack." A therapist may have a 7th-or-higher-level Psycho committed to a monastery for treatment if he so desires. That character cannot then leave the monastery until he is below-7th-level psychotic.

Next issue we will print a list and description of all the specific Psychotic Powers. Any questions should be directed to Matt Diller, 8507 Avon, Jamaica NY 11432.

A BESH IS A BESH IS A...

Rod Walker sent the following response to last issue's comments on TDA.

"Although it is true, as you have pointed out, that any discussion of the DA must inevitably involve the so-called Beshara-Walker feud, I believe it is very important to distinguish between the feud (the personality conflict) and the issues as stake.

"When I first re-entered the hobby, having enjoyed really friendly communication with Besh for quite some time, I said nothing about the DA. It was dormant, anyway. When it suddenly reactivated, I criticized what I felt was wrong, but carefully avoided mentioning Besh in that context. I even went so far as to misquote Edi ((Birsan)) making him say that "TDA" was "inimical to the hobby," rather than Besh, which is actually what he said. His response was a violent personal attack on me, mostly in phone calls and "DNC" letters, mostly character assassination, and mostly lies.

"How does one deal with someone who behaves in such a manner? One drags it out in the open, of course. One tells the public what is wrong. Sometimes it is necessary to appeal to their sense of the sensational. That was the main positive aspect of the feud. Nobody cared if "TDA" was the worst thing that had happened to the hobby since they raised the price of paper and stamps. People did get excited because Rod Walker was jumping on John Beshara. Well, if in jumping on John I could get them to notice the rotten, rotten state of "TDA", great!

"In the past few months, numerous important fans have denounced the DA and exposed it for what it is, a mere collection of ((Besh-)) puppets. I am glad not to be carrying this cross alone any longer. But remember, the issue is not John Beshara nor any other personality. The issue is, and has always been, "TDA" as an institution. It must be reformed...made responsible and responsive...or it should be eliminated. It. Not "they" or "he."

((I agree with what Rod says, but feel that, from what I know about him, as long as Besh runs TDA it will not become responsible & responsive. I don't like ad hominem attacks, but it is impossible to untangle the threads of Besh and TDA.))

PRESS CAPITALDUD PALACE: The Royal Guard of Dudland was assembling on the city Mall for what was hoped to be the last battle. In one month the tide of war had turned. From a land almost totally infested with the Dudness, Dudland had become rid of that menace. Now the King girded his troops for the final attack on the enemy stronghold at the Courts of Chaos.

A dusty, bedraggled, stunted old man blocked the King's path down the Mall. The guards told him to vacate the premises, but he insisted on speaking to the King. They would have hacked his head off had not the King bade them keep still.

"What do you want, O foul-smelling soothsayer?" he asked.

"Only that you beware defeat in victory, O King! And when the time comes that you will know, remember that the answer is Undud."

The man then scurried away before the King could question him further. No one but Neigerdud had heard his words.

THE COURTS OF CHAOS: King Neigerdud surveyed the surrounding flatlands. This entire area had, until recently, been covered by that hideous grey mist that constituted the Dudness. Now, although it was stripped of life, it was normal again--and would no doubt become fertile in time.

But there was one more trial left. For King Neigerdud faced the greatest bastion of Dudness on this plane: the sanctum sanctorum of the Custodian of the Dudness. The mists surrounding this imposing black fortress was the thickest and most gloomy that any in the party had yet seen. It loomed up over the plains, denuded now of its protective coat of layer upon layer and mile after mile of inferior dudness. Yet such stripping could not easily cow this mist. For it was the Master Race --the most powerful type of Dudness ever to exist, cultivated by the Custodian for his personal protection.

Neigerdud and his army did not attack it--not in the normal sense. The army was not even armed--again, not in the normal sense. Each soldier carried a small megaphone.

At a signal, each soldier raised his weapon to his lips and shouted the words that had been discovered by Tibordud: "Dud out!"

The mist quivered, but remained in place.

Again the megaphones rang out their de-dudding message. Again the mist quivered. A third time the megaphones blew. Bits of the mist at the edges diffused into the surrounding air and were seen no more.

The fourth time the 'phones blew, the entire mass of mist shook as if assaulted by heavy winds, and larger and larger chunks split off and disappeared into the atmosphere.

The fifth time, a large gash appeared in the mist toward the left, but the rest of the mass did no more than quiver.

The sixth time the megaphones rang out, the mist stood firm--yet it seemed to all who watched that this was a final defense, a last reserve of strength.

And the horns rang "Dud out!" a seventh time. And with an earth-shaking crash and a whirlwind that seemed to nearly toss the immense stone bastion into the air and flip it onto its back, the mist was gone.

DYNASTY is a new 'zine from Adam Gruen, 470 North St, Harrison NY 10526. Its strong points are mimeoed printing, cheap games, and some editorial sense; its weak points are small size (6-8 pages), monthly publication, and inclusion of wargaming material (this is obviously a strong point if you're interested in wargaming). Definitely a good buy if you're looking for a game. Subs are 12/\$2.50, and you get a free game if you are one of the first 21 subbers and want it.

THE MORAVIAN GAZETTE is a new 'zine, from Robert Goldman, 200 old Army Rd, Scarsdale NY 10583. Subs are 12/\$2. No gamefee for Reg. Dippy, Utter Chaos, ORIGIN and TANCUE! Quite an interesting 'zine--has lots of content. Printing should improve, and organization a bit too, but should become a decent/y fine 'zine. The price is right, too!

1974FM (PAL)

GM: Diller

Fall 1907

LINGUISTICS FAD RAGING: MOTION DOUBLES AS FOUR UNITS MOVE!

- AUSTRIA (Darden): F APU s italian f nap; f AEG s italian f ion; A BUL h; A BOH s a ty.
A SIL s a boh; A TRI & A TYO s italian a ven.
- FRANCE (Gruen): f nth-SKA and learns danish (at the same time? of course not!);
f nrg-EDI; F LYO s a tus; F TRN s F TUN-ion; A TUS s a PIE-ven; A RUH & A BUR
s german a mun.
- GERMANY (Barlow): f bot-BAL; F BAR s a stp; A STP learns mongolian (no one in STP know
mongolian); a nwy-SWE; A KIE s A BER; A MUN learns swahili (same as above).
- ITALY (Kelly): A ROM s a ven; F ION s f nap; F NAP s a rom; A VEN s austrian
a tyo-pie/nso/.
- RUSSIA (Gildroy): A LVA s a mos; A MOS s a lva; A WAR s a pru; A PRU s austrian a sil.

SUPPLY CENTERS:

- AUSTRIA: vie, bud, tri, ser, bul, con, gre. (7) even
- FRANCE: par, bre, mar, bel, lon, lpl, spa, por, tun, EDI. (10) build one
- GERMANY: mun, ber, kie, hol, swe, nwy, stp, den, ~~pru~~. (8) even
- ITALY: rom, ven, nap, smy. (4) even
- RUSSIA: mos, sev, war, rum, ank. (5) build one

Note that last turn Austrian A TYO was omitted. The five way draw proposal was defeated. Winter 1907 and Spring 1908 will be COMBINED!!!

COA: Wayne Gildroy, 1005 E. 60 St, 627 Mathews, Chicago IL 60637

1974GU (PAL)

GM: Rosenberg

Winter 1905/Spring 1906

AUSTRIA KNIFES TURKEY; WILL TURKS STARVE IN FROZEN NORTHERN WASTES?

- AUSTRIA (Bennett): Build a bud, a vie. A SER s & F GRE s a rum-BUL; A APU h;
A BUD s a gal-RUM; a vie-GAL; f mid-ENG; A ION-yor.
- ENGLAND (Fox): a mos-STP; A SWE s f hel-DEN; F PRU s f den-BAL; A EDI s a lpl-YOR.
- FRANCE (Malmquist): f nat-NRG; F IRI s & A WAL s a cly-LPL; f eng-DEL; a bel-BUR;
f wes-TRN; f trp-ION.
- GERMANY (Diller): F BOT c turkish a lva-fin; F KIE-bal; A HOL-kie; a mun-BER;
A WAR s turkish a sev-mos.
- TURKEY (Rosenzweig): remove a arm, a smy. a lva-FIN; A UKR s a sev-MOS;
F AEG s f bul(sc); F bul(sc) h(-CON, OTB).

A four-way draw between France, England, Austria and Germany has been proposed. Please vote on it with your next moves.

1974ID (PAL)

GM: Barlow

Winter 1903

GERMAN FOXES CAN'T GNASH

- AUSTRIA (Honig): Build A Vie.
- ENGLAND (Denhart): Build F Ion, A Edi.
- FRANCE (Brennick): Even.
- GERMANY (Fox): Remove F Hol (had only one removal because of annihilation).
- RUSSIA (Malmquist): Build A Sev.
- ITALY (Keeping): Even. Note that last season's orders stand.

A six-way draw has been called for. Please vote with your next moves. Note that Russia has a fleet in Sweden, NOT an army as previously reported. Also, in UDUN Greg failed to disallow Germany's order: A BER gnashes etc. I point out that Germans would pronounce the initial consonant in this case (who ever heard of a naïdige Frau?) and would have difficulty pronouncing the word even if they knew English. My army in 1974FM spent a term at the University of Edinburgh and still couldn't manage it. ((The above by Dave Barlow. I may have gotten that German wrong; I can't read Dave's handwriting very well.))

1974GH (PA2)

GM: Barlow

Spring 1906

OK. Penn DID get his moves in. All players were mailed copies of the revised adjudication with Turkey's proper moves. Next, Russia (Zimmermann) also DID get his moves in. They are: A STP s a mos; A MOS s a war; A WAR s german a sil; F BAL c german a kie-lva. Thus, Germany's order DOES Work. Russia does NOT have a lva, but rather Germany does. Don Kellogg does NOT take over for Turkey. Birsan DOES still take over for Austria, though.

I'd like to apologize to all the players for this season's colossal screwup and all the past ones (though it's not my fault). I had no idea Greg would be such a bad GM and am glad he has chosen to resign (or rather, chosen not to make a fuss about being removed...or something). This game should definitely get moving properly from now on.

1973FM (PA5) GM: Rosenberg) Spring 1909

TRENCH WARFARE SETS IN

FRANCE (Cusack): build f bre, f mar. F BAR-stp(nc); A STP-lva; f swe-BOT; f den-BAL; A KIE & A RUE & A BER s A MUN; A BEL h; f bre-ENG; A TUS s A PIE-ven; f mar-LYO; F WES s f lyo-TRN; f trn-TUN; a tun-NAF.

GERMANY (Kovalcik): Build a ber. A BER h.

ITALY (Zimmermann): A VEN s turkish a tyo; A ROM s a ven; F NAP s a rom.

RUSSIA (Kosler): A MOS s & A PRU s a war-LVA; A SIL s german a ber; a gal-WAR; A VIE s turkish a tyo; f bul(ec)-RUM.

TURKEY (Swies): A BOH s a tyo; A TYO & A APU s italian a ven; F ADR s italian a rom /imp/; F AEG s F ION.

A general draw has been proposed. A draw among all surviving players except France has been proposed. Please vote on both with your moves.

CGA: Richard Kovalcik, (see page two).

1975B (PA6) GM: Diller Fall 1904

AUSTRIA CHOPPED IN HALT; RUSSIANS (sob) IN WOEFUL CONDITION.

AUSTRIA (Warren Wyman): A BUD s a rum(-OTB)-ser.

ENGLAND (Gruen): f nwy-SWE; F MID s a BRE; f cly-NRG; f edi-NTH.

FRANCE (Myers): NMR. r f cly-otb. A BUR, A GAS, A MAR, A PAR /h/.

GERMANY (Ditter): R a bur-bal and f swe-den. F DEN & F BAL s english f nwy-swe; A MUN & A BEL-ruh; A SIL s a pru-WAR.

ITALY (Drews): a ven-ROM; F TUN s f ion; F ION c a alb-NAP; a vie-TRI; A GAL-ukr.

RUSSIA (Rosenberg): F BOT s f swe; f swe (-SKA, FIN, OTB) s english f nwy/otm/; A SEV s a ukr-RUM; a war-ukr (-MOS, LVA, OTB).

TURKEY (Torrey): R f ion-trn. F TRN s F AEG-ion. A BUL s a SER. A CON h.

SUPPLY CENTERS:

AUSTRIA: Bud, par .	(1) even
ENGLAND: lpl, lon, edi, nwy, par , BRE, SWE.	(5) build 1
FRANCE: par, mar, spa, por, par .	(4) even
GERMANY: kie, ber, mun, hol, den, par , BEL, WAR.	(7) build 1
ITALY: nap, rom, ven, tun, vie, tri.	(6) even
RUSSIA: stp, sev, mos, rum, par .	(4) remove one
TURKEY: smy, con, ank, bul, gre, SER.	(6) build one

WINTER 1904 AND SPRING 1905 WILL BE COMBINED!!! THIS MEANS YOU, JOHN TORREY!

the deadline is on the last page for all games, as are the GMs' addresses.

1974AGcv (PAI)

GM: Diller

Fall 1904

SUN SETS ON BRITISH COLONIES; RUSSIAN JUGGERNAUT MARCHES ON PROUJ DUDS OUT

- AUSTRIA (Grossman): A BUD s F TRI; a ser / turkish a gre (-BUL, MON, OTB); a clu-VNA.
- CHINA (Darden): a IMO h; a sik-LAO; A ANN s indian a lao-cam; f sch-SIA; f FOR-sch; F PHI s f yel-ECH; F SOP / russian f npa/otm/; F TOK s f sop.
- ENGLAND (Barlow): f eng-MID; F SATOBB-win; F MIDOBB-satobb; F NATOBB-midobb; F NAT-natobb; f nth-DEN; f kie-BER; f ber-POS; f AND / f joh(-OTB)-thai(wc).
- FRANCE (Gilinsky): f mid-SAT; A SPA learns chinese; A MAR learns french; A MUN learns finnish; a pic-BEL; F BOR-sch; a cam-ann(-OTB); f tim-JAV; f sia-SAI.
- GERMANY (Proujansky): f pru-BAL; A BOH s A SIL; A TYO s italian a ven-tri.
- INDIA (Prosnitz): F BEN-ein; F WIN-ein; F THAI s f mal-JOH; a lao-CAM; A IRA s russian a sev-arm; A BMA s a tha.
- ITALY (Honig): A JOR-syr; F RED-egy(ec); F YEM-per; F ION-gre; a alb-SER; F PEN s F NAP-ion; A PLE s/imp/ A VEN-tri.
- JAPAN (Weswig): F SOK-kar.
- RUSSIA (Eisen): F SWE s a fin-NWY; A WAR s a lva-PRU; a sev-ARM; A RUM s italian a alb-ser; a gal-CLU; F ANK s f bla-CON; A TUR s indian a ira; F N...; F VLA s f sja-KOR.
- TURKEY (McGee): A BAG-syr; F PER-bag; F EAS-egy(nc); F AEG s A GRE.

SUPPLY CENTER CHART:

AUSTRIA:	buđ, tri, del , del , VNA	
CHINA:	pek, han, can, osa, man, omo, vtn, for, tok, PHI	(3) rem.
ENGLAND:	lon, lpl, edi, ire, hol, kie, del , del , del , del , DEN, R, POS	(10) bld 1
FRANCE:	par, mar, bre, sai, por, mor, bor, spa, del , BEL, MUN	(9) even
GERMANY:	del , del , del , del	(10) bld 2
INDIA:	del, cal, mad, bma, ira, cey, del , THA, JOH, CAM	(0) out
ITALY:	rom, ven, nap, mog, pen, tun, egy, eth, yem, del , SEV	(9) bld 2
RUSSIA:	mos, oms, stp, vla, sev, war, rum, skg, swe, kor, k	(10) even
	kyo, del , CLU, NWY, ANK, CON	(16) bld 3
JAPAN:	del	(0) out
TURKEY:	smy, bag, bul, del , del , GRE	(4) rem. 1

If Austria retreats A ser-bul then Austria is even, Turkey remove 2.
 Last turn the following moves were omitted: F VLA s o-SJA and F NPA-kar.
 Italian f Ion-Eas should have failed and F nap-ion should have failed.

 PABOXYSM (Harry Drews, PO Box 282, Kitchener Ont. in N2G 3X9 other editors
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 bookkeeping and writes a lot of stuff, Ronson and Correll and has drawn some
 issues, Correll writes a news column, and Ronson wr
 covers.

MORE NEWS AND ANNOUNCEMENTS

Anyone who wants some extra copies of the TDA Flyer printed last issue can have them for postage. I have a pile of extra copies. These are rather useful for myth-destroying and proving some of the truth about TDA to people.

DEADLINE FOR ALL GAMES IS 9 PM Thursday October 9, 1975. Remember--no phoned-in orders the day of the deadline, and please send moves to the proper GM.

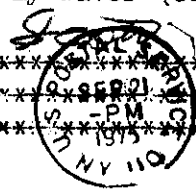
GAMEMASTERS:

- Scott Rosenberg, 182-31 Radnor Rd, Jamaica NY 11432 -- 1974GU, 1973FC
- Matthew Diller, 8507 Avon St, Jamaica NY 11432 -- 1974FM, 1975B, 1974AGcv
- David Barlow, 107 Gladwin Ave, Leonia NJ 07605 -- 1974GH, 1974ID

I am back in school now, and will probably be spending much more time on school this year than I did last--besides some interesting courses that I'd like to do extra work for, I have various achievement tests and AP tests that will require a good deal of studying for. So don't expect much besides these usual twelve-page issues. I do have a much more organized system for answering letters and getting matters taken care of, now, though, so that at least will be an improvement over this last summer.

THE POCKET ARMENIAN will have no games open for the foreseeable future. As I will most likely assume the duties of IDA Editor this coming year, I do not want to commit myself any more than I have to.

Tud-Dud Ulanov did not send in orders for the Intimate match, so that will be delayed until next issue. If he doesn't get orders in by then, well, I don't think I'll have any choice but to call it a forfeit in my favor (cackle).



THE POCKET ARMENIAN #21
Scott Rosenberg
182-31 Radnor Rd
Jamaica NY 11432



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