

# THE POCKET ARMENIAN

### (1) CANADIAN POSTAL STRIKE FORCES INTERIM PROCEDURE FOR TPA

From rumors I've heard, the present Canadian strike could last as long as through next March. While the strike goes on, I have quite a few games that will be delayed. The net effect of it is that I lose a good deal of money (even more than now). To help keep my losses down, I am doing the following:

FROM NOW UNTIL WHENEVER THE STRIKE ENDS, ALL GAMES WITHOUT CANADIAN PLAYERS WILL BE RUN IN NEWSLETTERS OR BY CARBON COPY. ALL GAMES WITH CANADIAN PLAYERS ARE SUSPENDED UNTIL THE STRIKE IS OVER.

TPA as it currently exists will not appear. However, every 4-6 weeks I will put out an article issue, probably 18-24 pages, all articles and press. You CAN write press, therefore, and send it in to me. These article-issues will go out to subbers, traders, and players--everyone--by third class mail. Subbers and traders will ONLY receive these issues.

The first article issue will be put out sometime a week or so before Christmas, unless the Canadian strike ends sooner. I would appreciate your giving me any information you might have as time goes on about the strike.

All Canadian player, subber, and trader issues will be held over and mailed when the strike ends.

*this is 4 weeks,  
not 3!*

(2) DEADLINE FOR PA1, PA3, PA4, and AGcv is Thursday, December 18, at 9:00 PM.

### (3) THE GAMEMASTERS:

Scott Rosenberg, 182-31 Radnor Rd, Jamaica NY 11432	212-969-3555	1974GU	1973FC
Matthew Diller, 8507 Avon Street, Jamaica, NY 11432	212-AX7-8446	1974FM	1975B AGcv
David Barlow, 107 Gladwin Avenue, Leonia, NJ 07605	201-947-8840	1974GH	1974ID

(4) EVEREST is the newest 'zine devoted exclusively to ratings. Offset printed by Peter Berggren, Davistown Schoolhouse Rd, Orford NH 03777, this is an absolute must to anyone interested in ratings--it contains ratings lists, articles, & a new system, TOPS--a combination of all other systems. Subs are 50¢/issue. Good.

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

MEMBER IDA, DNYMFA  
Circulation 100ish  
CHOAM PUBL. #45  
GUSTIK PUBL. ??????

EDITORS: Scott Rosenberg  
Greg Costikyan  
Matthew Diller  
David Barlow  
Adam Kasanof

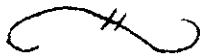
THE POCKET ARMENIAN is a journal of postal Diplomacy and some other oddities that are occasionally read by the few people out there who may be interested in what is printed. Subs are 8/\$2, 9/\$2 to IDA members. Published tri-weekly and normally runs 12 pages an issue. There are no game openings. We welcome contributions, paying two free issues for less than and up to a page, and four free issues for more. Back issues are available; inquire for details. Permission is hereby granted to everyone to reprint anything as long as (1) credit is given; (2) a copy sent to us; and (3) if it is not by one of the editors please get the author's consent too. TPA is a division of CHOAM Publications, which is the fictitious corporate entity that exists solely in the mad mind of Scott Rosenberg, its director, for his amusement.

LAST MINUTE FLASH!!! MIMEO DUDS OUT! My mimeo has temporarily duded out, so this issue will be run off by Greg Costikyan. If you have any complaints about the print quality, please direct them at him. Because of the delay this entails, deadline is 4 wks. *see above*

M I S C E L L A N E O U S   G O O D I E S   P A G E   --   Q U I C K I E S

PUPPETMASTER AND DRAG QUEEN

Being an account of the generally agreed upon facts regarding the Walker-Beshara Feud  
by Greg Costikyan



Matt Diller received the following note. It seems Richard Kovalcik, who gave up editing EXPONENT about five months ago, is still handling the bookkeeping!

10/16/75

Matt--

You must resubscribe to THE EXPONENT or you will be removed from all games

/s/ Richard Kovalcik Jr.



THE VALUE OF NOT BUILDING ANYTHING

By Greg Costikyan

I have seen many people build many units in my one year of playing postal Diplomacy. Seldom were they satisfied by this accomplishment. I once saw someone build fleet London.

Building units is no fun at all. It is hard to write funny orders like "F Spain to Madrid" in a winter season.

Not building pieces has an important tactical use. You can baffle your enemies and allies alike by forgetting to send in winter orders. Your opponents tend to plan their moves with the assumption that you will bother to get builds in--so do your allies. Think of the great confusion you can cause them by not building anything! They will never expect a snazzy maneuver like that.

Once you have built a unit you may never build it again, and someday you may even have to remove it, which can be very painful. If you never build any units, the number of units you will eventually have to remove is greatly reduced.

It's so much easier not to build pieces than to build them. Also, after not building pieces, it's much easier to write orders--you have that many fewer units to order. You can take the 10¢ you would have wasted mailing in builds and spend it on something more interesting like a piece of string or a thimble.

If you don't build anything, no one can accuse you of stabbing him, and your ally can't complain that you made the wrong build. Well-known player Cary Fulbright once said, "Build pieces? Why, whatever for?"

Not building pieces is a useful and little-used alternative to building pieces; it is, however, the only alternative. It is gaining ever-increasing acceptance because more and more players are realizing its value--the biggest new group to follow this philosophy en masse is the Canadian players, who have embarked not only on a strategy of not building anything, but also of not ordering anything. Next issue we will report more fully on this new doctrine of passive resistance.

(reprinted from CAIR PARAVEL #4)

Clip and mail to Rod Walker, 1273 Crest Drive, Encinitas, CA 92024

Yes, I too feel that Richard Kovalcik, Jr., is the Biggest Besh-Puppet of the Year.

/s/ \_\_\_\_\_ signature

name -- \_\_\_\_\_ please print

# RICHARD KOVALCIK: Agent of Walk

By Gil Neiger

(Author's Note: The theme of this article was suggested by Scott Rosenberg; after the appropriate research was undertaken by the author, sufficient material for an expose was assembled.)

Richard Kovalcik, Jr., is an agent of Walk. In plain language this means that he is a puppet of Rod Walker's Evil Diabolical Conspiracy to Take Over New York. This statement will no doubt shock many of you, who were under the impression that he was, if anything, a Beshpuppet. The facts prove otherwise:

Richard Kovalcik hates science fiction. As any New Yorker knows, almost every prominent Beshpuppet loves SciFi. Ray Heuer is known for his constant attendance of sf cons; Bob Lipton is known for his massive sf collection; and John Boardman, founder of Postal Diplomacy (although Kovalcik and his conspiracy would have you believe it was someone else) has hosted more Lunarians' meetings (the Lunarians are a New York science fiction society) than anyone else I know.

There is a general comradery between major beshpuppets and their toads. However, every other major Beshpuppet in New York City hates Richard Kovalcik. This could be because everybody hates Richard Kovalcik. But even Ray Heuer, prominent New York Beshpuppet (and occasional beshservant) has been known to describe Richard Kovalcik as "...dud...." His former magazine is now known as The Dudponent, and his name is rapidly being converted, by beshpuppet and nonbeshpuppet alike, to "Kovaldud" (Bob Lipton, another high-ranking New York Beshpuppet, has gone so far as to shorten this to "dud").

Have you ever seen Richard Kovalcik and John Beshara talking together amiably? ((Have you ever seen anyone and John Beshara talking together amiably??)) I should think not. Even I have only seen them together once, and in that instance, Besh was whining the way he does to "Schizomatics" and Kovaldud was using the same illogical arguments he uses on normal people. (They then went into Beshara's room, locked the door, and stayed inside for half an hour, supposedly looking at John's old Diplomacy set.)

But why is Richard Kovalcik a Walk puppet, and not just a nonbeshpuppet? Have you ever noticed that Richard Kovalcik will call you up one night, and yak on the phone for three hours, giving you the same arguments that Besh gave you the night before (before you hung up on each of them respectively)? If "Dud" is not a beshpuppet (as we have already ascertained), then where does he get his information, before Besh makes an "Official TDA Press Release?" Well, who is more familiar with all of Besh's arguments than Walk himself? Who but he would know them instinctively???

Also, many New Yorkers noted a pleasant period this summer, when Richard Kovalcik was away. He had told everyone that he was going to "Tobyhanna, PA," but did anyone ever reach him there? Has anyone ever heard of Tobyhanna, PA? And did you notice that he had this special stationery made up with his Tobyhanna address on it? And did you also notice that this address was written with Rod Walker's typewriter? And, most importantly, did you notice that when 'Dud' came back from 'Tobyhanna', he had a southern Californian accent???

The major question that many of you are no doubt asking is "Why?" Not, "Why would Kovaldud do anything so stupid?"; he's known for it. But "Why is Walk doing it? What does he get?" The answer is saddeningly clear. Think back, to the days when Richard Kovalcik was but an evil gleam in David Gladstein's eye. Do you remember that then we New York Conspiracy people were against any organization at all? The only reason we all joined IDA was that we felt it had potential((and Tud told us to)). But through the strong efforts of Richard Kovalcik, almost the entire New York Conspiracy has become fanatically pro-IDA and even more anti-TDA than ever before.

(Continued on page 5'X)

## V E R H A N D E L N by Lewis Pulsipher

Variants, IDA, DVC, and MNC

I regret having to be disagreeable in this column. Unfortunately, repeated inaccurate statements concerning some aspects of variants have appeared in print. I hoped that the difficulty would pass, but the latest statements by Robert Sacks beg for a reply. They are generally inaccurate at best and downright untrue at worst, so I will attempt to clarify the variant organization situation here. All quotes are from Lord of Hosts #7, page 2, 23 September 1975, Published by Sacks.

First, the new IDA Variant Committee is not intended in any sense "to rival DVC" (Diplomacy Variant Commission). The DVC itself was at one time the IDA Variant Committee, but it has been transformed from a group intended to advise IDA into a group which, apparently, is intended to include all active variant service persons and to regulate all variant activities other than actual play of games.

I confess that I am not actually sure what the DVC is intended to do, though I have been a member from its inception (and in fact, I am the only member of the original 3-man IDA Variant Committee still serving in what is now DVC, though there are still many who joined the IDA committee later). The new IDA Variant Committee is intended to advise IDA about what IDA ought to do with regard to variants. It will include only 1/3 to 1/2 as many members as DVC so that deliberations can be carried out more conveniently and rapidly; IDA needs advice more or less immediately in some cases. The committee will be able to consider such thorny questions as to what extent and how IDA ought to subsidize variants. The DVC is in no position to do this, and in fact, this year the organization that became DVC has been little more than a drain on the IDA treasury.

It is not true that IDA has "generally" declined "to consider requests on variant business." The Council decided to vote on one bill rather than on half a dozen or more submitted by Sacks. The only thing it has refused to do is to consider without alteration even Bill suggested by Sacks.

The IDA has not in any way attempted "to outlaw Intimate Diplomacy." ((Indeed, EPA is running a game of it.)) Acting well within its authority (after all, it is IDA's money), the IDA Council considered a bill to limit its subsidy of the Miller Number Custodian to certain types of variants. The MNC is completely free to assign numbers to any game he wishes. It was felt by some Council members that a 30¢ per game subsidy was not justified for a two-player game (especially when 18 games were run in one 'zine (all later abandoned) -- that's \$5-6 for almost nothing).

Sacks blames IDA for not printing his response to letters about DVC in IDA's 'zine DIPLOMACY REVIEW. While it is IDA's prerogative to print what it wishes, that does not enter into the question. Gil Neiger is the IDA editor ((or so it seems)), and his action is his responsibility, not IDA's. I personally wish the response(s) had been printed. Sacks can appeal to the IDA Council to force printing (he has not thus far).

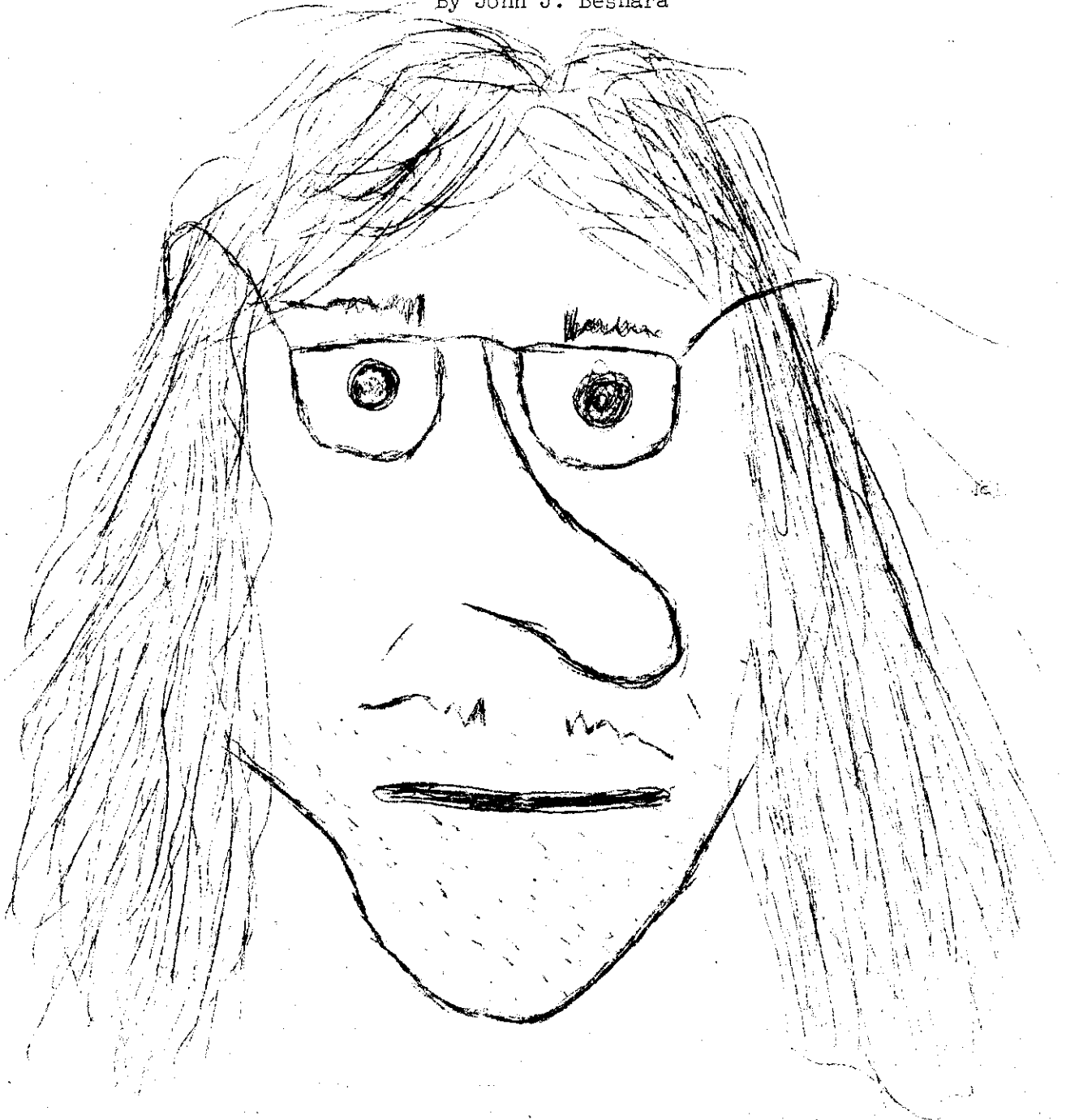
IDA is accused of "discouraging postal play of variants outside of North America." This apparently stems from an Act passed by the IDA Council stating that the MN subsidy will be for North American games only at this time. This was passed because the European MNC never asked for, and apparently did not want, a subsidy. If he does, he will get it, I am sure -- in fact, there is a Bill before the Council now stating exactly that. The accusation is also based on the assumption that, by not subsidizing MN assignment, IDA is discouraging postal play of variants. This is clearly not the case. I have yet to discover evidence, a priori or a posteriori, supporting the notion that a postal variant might not be played because it does not have a number. And even if this were true, could it be stated that a game in Europe would not get an MN because there was no MN subsidy? No.

Sacks has accused IDA of trying "to disrupt VORS" (Variant Orphan Rescue Service, set up by Ray Heuer and supported by DVC). In fact, IDA established an Orphan Variant Games Project when, according to Edi Birsan, Ray Heuer asked for monetary support from IDA. In fact, Birsan stated that the IDA project was set up at the request of Sacks and Heuer, though I do not know if this is true. At any rate, the orphan situation is Ray Heuer's responsibility, not that of DVC. ((There is now a bill before the IDA council to disestablish VOGP and give the subsidy directly to VORS--in both cases, the man is Ray Heuer.))

THE DIPLOMACY ASSOCIATION presents

GIL NEIGER:  
PORTRAIT OF DECADENCE

By John J. Beshara



\*\*\*\*\*  
 \* Copyright © 1975 by THE DIPLOMACY ASSOCIATION \*  
 \* All rights reserved. \*  
 \*\*\*\*\*

Richard Kovalcik, Agent of Walk (continued)

From the moment he began his massive "foil the New York Conspiracy" movement last fall, Walk has been searching for a spy, an agent, someone he could place in the ranks of the New Yorkers, who would appear to be a beshpuppet, but was really there to swing New York to IDA. It was obvious that...

Verhandeln--DVC, IDA, and MNC (Continued)

This brings us to the final point. It is quite true that MW, Variant Banks, Orphan game operations, and other variant activities are controlled by the persons working on them, and not by the IDA. At the same time, they are not controlled by DVC, either. Robert Sacks is presently engaged in attempting to make as many variant officers as possible assistant MNC, for reasons which I will not speculate on. He has also attempted to interfere with the World Variant Bank's determination of what it wishes to do. While it is commendable for the MNC to promote new efforts, just as MNC have in the past, I do not see any purpose in placing or attempting to place all activities under the aegis of the MNC or of DVC. It would be well for us to remember that each person controls his activity, not the IDA, the DVC, or the MNC.

The following is something rather amusing that I found posted on the bulletin board in my history classroom at school. I am informed by some friends that these are "old ones," but nonetheless I think worth printing.

SOCIALISM--you have two cows and you give one to your neighbor.

COMMUNISM--you have two cows, the government takes both of them and gives you milk.

FASCISM--you have two cows, the government takes both of them and sells you milk.

NAZISM--you have two cows, the government takes both of them and shoots you.

BUREAUCRACY--you have two cows, the government takes both of them, shoots one of them, milks the other and pours the milk down the drain.

CAPITALISM--you have two cows, you sell one of them and buy a bull.

and mine own:

DIPLOMACY--you have two cows, you take two from your neighbor, convince him that he has got the better deal, and shoot him.

EMLADRIS, SON OF POUCH is Jeremy Paulson's metamorphosis of the old POUCH colossus which has now spawned four 'zines. This one, of all, is probably the "carrier of the torch" as the chief 'zine (although Gil Neiger's is still called "THE FOUCH"). Jeremy is doing a noble job of picking up the broken pieces left him by Gil and making them into something that resembles quite a good 'zine. Its features are political and "real world" commentary, and a new variant which may or may not turn out to be a dud called "conspirational Diplomacy," which is based on the power struggles within--what else?--the New York conspiracy. Mimeo, triweekly, 12 pages. Jeremy Paulson, Apt. C-19, 63-60 98th St., Rego Park NY 11374. Subs 8/\$2. Don't know about games.

There is a disturbing new trend in the hobby. Or maybe it's not new. Maybe it's not disturbing. Maybe I'm totally wrong. But it seems to me that there are an awful lot of new 'zines and not too many new players. Oh well, there is absolutely nothing we can do about it anyway --I certainly don't think we should discourage new publishers--by some oldtimers' standards, I would still be considered a "new publisher."

And now, a Daily News linear separator:

FORDTOCITY:DROPDEADFORDTOCITY:DROPDEADFORDTOCITY:DROPDEADFORDTOCITY:DROPDEADFORDTOCITY:DROPDEAD

1974FM (PA1)

GM: Diller  
FRANCE CUGHT NAPPING

Winter 1908

FRANCE (Gruen): NBR. Owed two  
GERMANY (Barlow): NRR. GM removes F Bar  
RUSSIA (Gildroy): B A Sev.

1974GU (PA3)

GM: Rosenberg  
GERMANY GETS THE SQUEEZE, DILL SLIPS INTO GALICIA

Spring 1907

AUSTRIA (Bennett): F NTH c french a edi-nwy; A LON-yor; a vie-BOH; a bud-VIE; a apu-SYR;  
A SER s A BUL; A RUM s A UKR-sev; f gre-ALB.  
ENGLAND (Fox): F DEN, A CLY, A YOR all h.  
FRANCE (Malmquist): F NWG s a edi-NWY; a lpl-EDI; f iri-LPL; f bel-ENG; a bur-BEL; a bre-PIC;  
a par-BUR; F ION & F EAS c austrian a apu-syr.  
GERMANY (Diller): F bot-BAL; a war-GAL; a ber-MUN; a hol-RUH; f kie-HOL.  
TURKEY (Rosenzweig): A STP s & A SEV / a mos; A MOS s a sev; F CON & A ANK s f aeg-SMY.

1974ID (PA4)

GM: Barlow

This game is being sent out carbon copy by Dave Barlow. It turns out after all that Ron Keeping (Italy) has resigned. Edi Birsan will take over. Also, Scott Bennett takes over for Austria. Addresses will be distributed with the adjudications by Dave.

1974AGcv (PAI) Youngatown

GM: Diller  
NO ERRORS (ALMOST)!

Fall 1905

AUSTRIA (Grossman): NMR. Moves by General orders: a vie(-BOH, OTB) / a BUD-clu;  
F TRI-ven.  
ENGLAND (Barlow): NMR. R f and-OTB. F NRG, F BER, F MID, F SATOBB, F MIDOBB, F NATOBB, /h/.  
F pos(-OTB)/h/.  
FRANCE (Gruen): NMR. A SAX, A RUH, A BUR, F SAT, F BRE, A GAS, F JAV, A MAR /h/  
f bor /h/ (-BRU, OTB)  
ITALY (Honig): A PIE-mar; A TYO s russian a clu-vie; A VEN-tri; A BUL s f ion-GRE;  
a syr-SMY; f nap-TRN; f pen-ION; f egy(ec)-SUE; f yem-ADE;  
INDIA (Prosnitz): F WIN & F AND s f mad-EIN; f joh-MAL; a afg-IRA; A BAG s a afg-ira;  
A BUR s a tha; A THA s a cam; A CAM s a tha.  
CHINA (Darden): F SOP s f sopobb; F SOPOBB & f ECH s f sop; F SIA s f cel-BOR;  
f for-SCH; A SIK, A SAI, A IMO h.  
RUSSIA (Eisen): F SWE-den; f bot-BAL; f stp(nc)-BAR; A NWY & A TUR h; a war-GAL;  
A SIL s a pru-POS; A RUM-clu; a clu-VNA; F CON s italian a syr-smy; F BLA s italian  
a bul; A SEV-rum; f npa-NPAOBB; F SJA s f sok-NPA.  
TURKEY (McGee): NMR. F Eas, F Aeg /h/; a gre /h/(-SER, ALB, OTB).

## SUPPLY CENTERS FOR THIS DUD GAME:

AUSTRIA: tri, bud, ~~ven~~, ~~ven~~ (2) remove 1  
CHINA: pek, han, can, osa, man, omo, vtn, for, tok, phi, SAI, BOR (12) build 3  
ENGLAND: lon, lpl, edi, ire, hol, kie, den, ber, ~~ber~~, (8) build 1  
FRANCE: par, mar, bre, por, mor, spa, bel, mun, jav, ~~jav~~, ~~jav~~ (9) even  
INDIA: dcl, cal, mad, bma, ira, ~~vey~~, tha, joh, cam, BAG (10) build 1  
ITALY: rom, ven, nap, mog, pen, tun, egy, eth, yem, ser, BUL, GRE, SMY (13) build 3  
RUSSIA: mos, oms, stp, vla, sev, war, rum, skg, swe, kor, kar, kyo, clu, nwy,  
ank, con, VNA, POS (18) build 2  
TURKEY: ~~ank~~, ~~bag~~, ~~ser~~, ser? (1) or (0)

If Turkey retreats to Ser, he remains alive and removes two, and Italy builds two instead of three. Last turn french F Sai was omitted; it had held and was annihilated. Big difference! See top of next page for standbys.

