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Volume VI, Number 3; Issue 114

Providence, R.I.

July 19th, 1978

1976IC "Spring 1908" 1974FK "Fall 1911"

TURNABOUT STANDBY!!!

THE WRATH OF RON KELLY?

Austria-Hungary (Ben Schilling): Builds F Tri; A Gal-Rum*, A Ukr-Sev*, A Sev-Arm*, A Boh-Sil*, A Ruh-Bur*, A Mun* S A Ruh-Bur, A Tyo-Ven*, F Bul(ec)-Bla*.

France (Doug Hollingsworth): A Pie*-Tyo, A Ruh*-Kie, A Hol* S A Ruh-Kie, A Bel*-Ruh, A Bur*-Mun, F Hel-Den*, F Nth* S F Hel-Den, A Bre*-Bel, F Eng* C A Bre-Bel, F Lon* holds. Owns: Bel, Bre, Den, Edi, Hol, Lvp, Lon, Mar, Par, Por, Rom, Spa.(12) BUILD ONE

England (Dan Miller): A Den /a/; builds F Lvp; A Lon-Yor*, F Eng*-Bre, F Pic S F Eng-Bre(elim), A Mos* S A Lvn, A StP* & A Lvn* S A Mos, F Hol* S F Bel, F Bel* S F Hol.

Russia (Michael Lariton): A Vie*-Tri, A Tyo* S A Vie-Tri, A Den S A Kie(elim), A Swe*, A Kie* & A Mun* S A Den, A Ber* S A Kie, F Rum-Sev*, A Ukr*-Rum, A Bud* S A Ukr-Rum, A Sil* S A Mun, F Bar* S A Nwy, A Nwy* holds. Owns: Mos, StP, Sev, War, Ber, Bud, ~~Den~~, Kie, Mun, Nwy, ~~Wm~~, Swe, Vie.(11) REMOVE ONE

Germany (Doug Hollingsworth): Builds A Kie; A Den-Swe*, F Hel-Den*, A Kie* S F Hel-Den.

Turkey (Ronald M. Kelly): F Nrg*-Bar, F Mid-Wes*, A Tri* S FRENCH A Pie-Tyo, F Adr* & A Ven* S A Tri, F Bla-Rum*, A Ser* & F Bul(ec)* S F Bla-Rum, A Ank-Arm*, F Con-Bla*. Owns: Ank, Con, Smy, Bul, Den, Gre, Nap, Ser, Tri, Tun, Ven.(11) BUILD ONE

Italy (Mike Hudec): Builds A Ven & F Rom; A Ven-Pie*, F Rom-Tyn*, F Wes-Mid*, F Por* S F Wes-Mid, F Tyn-Wes*, A Bur-Pic*, A Mar*-Bur, A Par* S A Bur-Pic, A Bre* S A Bur-Pic, F NAT-Nrg*, F Mid-Nat*, A Con* holds.

A four-way draw has been proposed. Please vote on it with your next moves. No vote received counts as a "no" vote. The deadline for Fall 1908 moves is 5PM, EDT, 11 AUGUST 1978.

The draw was voted down. Please submit 1911 adjustments as well as Spring 1912 moves for next time. The deadline is 5PM, EDT, 11 AUGUST 1978.

*

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The other night (yesterday, as I write this), I went up to Fenway Park in Boston to watch the Red Sox play the Minnesota Twins for the last time there this season. We picked a fine night for it. After a rain delay the game started at about 9:45 (it was scheduled to begin at eight); two and three quarters hours later nine innings had gone by and it was 1-1. Now I get up every day at 7:30, and Dumo, who I live with and who was my ride home is usually gone when I wake up. Sending a fourteen inning game in the making, Dumo insisted that we leave. Well, we heard the game end in the car ride home (Red Sox won 3-2 in ten). It was then that Dumo decided to take the next day off and I that morning. The people at work were surprised that getting home late (at two) was my excuse. They said they sometimes stay up till five and come to work. Well, I got see Rod Carew.

A week and a half ago I ran away to Block Island for the weekend. Doug Hollingsworth has asked me what about Providence makes me want to live here year round; I can only answer that it's convenient (I'm here already). Anyway, I had to get away, so early Saturday morning I rode my bike down to the India St. Pier and hopped the nine o'clock boat to Blk. Isl. It was a four hour trip - two hours to Newport and two more from there. But it was worth it. I got to relax. Somehow soaked up some rays through consistent cloud cover. I did not, however, get to be alone, which I had wanted to do. I spent most of my time with a friend whose hospitality I was taking advantage of. The boat that left a week after I did had a guy jump off it (in an attempt to win a \$150 bet). Exciting, isn't it?

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Cary Honig

guest articles are welcome. we pay
three free issues for every article.

Cheap Medical Advice:

Richard Brown

I would like to begin by apologizing for the extreme tardiness of this issue. As some of you know, I had the last issue formatted by a formatting system available through the Brown computer system, called SCRIPT. Most of this issue is formatted by a different formatting system called FRESS (for File Retrieval and Editing SyStem). I don't know exactly what I was doing wrong (if anything; FRESS is known to still have some bugs in it), but I was having so many problems with the first two pages (which have two different column modes) that I decided to give up doing those two pages by FRESS, and, as you can see, I am typing them myself. But the point is that I was doing everything that I could to perfect everything for The POUCH, and it just turned out that I forgot about time (stupid). In the future I will only format the pages with real text, i.e., pgs. 3 and on, with FRESS and will type the rest.

In an editorial in the last issue of Diplomacy World the editors of the magazine (Conrad Von Metske and Rod Walker) announced that they would be shifting the emphasis of DW away from Postal Diplomacy in the direction of face-to-face Diplomacy, trying mainly to deal with Diplomacy in general. Since Avalon Hill purchased Diplomacy from GKI sales of Diplomacy sets have increased dramatically. There are a lot more people around who play Diplomacy. Because of that, people who would play Diplomacy postally because they couldn't find face-to-face opponents will not play postally. Thus while Diplomacy as a hobby is growing the postal hobby is not; the postal hobby is losing its prominence.

This announcement saddens me. I have always been part of postal hobby. I never enjoyed playing face-to-face; it made me nervous. The postal Diplomacy hobby had something to it that a face-to-face hobby could never have. The ties between players seem closer, I think. Players in a face-to-face hobby have no reason to ever get to know anyone outside their own club or whatever. Sure, there were more fights and feuds in the postal hobby than their could be in a FTF hobby, but these were usually kept in perspective.

A further result will be that Postal Diplomacy will lose its legitimacy. Already there are some postal pubbers who see no need for Boardman Numbers. Devices and organizations necessary (or thought necessary) for running a postal hobby will not be used in a FTF hobby. True, there may be some national or international FTF Diplomacy organization appearing, but most FTF players of Diplomacy will ignore it (more than the postal players ignore IDA and the like).

I miss the postal Diplomacy of my day. I am slowly getting used to being called an oldtimer in the Diplomacy hobby. But being 28th on Walt Buchanan's list of 102 publishers speaks for itself. I don't know whether the postal hobby or myself has changed. Obviously both have. I am just not willing to devote the time and energy I used to. The New York Conspiracy to Control the Diplomacy Hobby has been declared dead at least once. I, too, might be interested in a good old-fashioned feud, but I don't know if I am even that interested.

This issue of The POUCH features the first installment of my long-awaited Diplomacy memoirs. I've been dying to get these out for a long time, and I finally let them flow. As it stands now I will be presenting them in three different types of installments: the brief overviews, such as the one presented in this issue; the in-depth looks which will consist of amusing (I hope) anecdotes; and the biographies - views of various people I've come into contact with in the hobby. The names of the people will be in bold the first time they appear in these memoirs. I hope that the printing of these will actually facilitate the printing of The POUCH. They virtually roll off my fingers.

subscriptions are seven issues for \$2.00

page two

MEMOIRS OF A DIPLOMAT

My entry into the Postal Diplomacy hobby was a conventional one. In my day, most of the members of the Postal Diplomacy hobby (or fandom, as Bob Lipton often puts it) were from the fields of wargaming and science fiction. I can definitely say that I entered from the field of wargaming, although I was never the wargaming devotee that some of my friends were. Similarly, although I read more science fiction than, say, most of my friends at Brown, I would not consider myself a true sf fan.

I had been playing wargames of one sort or another since I was in the fifth grade, having been introduced to them by a schoolmate named MICHAEL THOMPSON. For the most part I played Avalon Hill games until I reached the end of my freshman year in high school.

Around that time, I ran into a friend of mine named EVAN JONES. Evan had been a friend of my brother's, but I had known him briefly because we both spent our summers in Fair Harbor on Fire Island. During one of those summers Evan introduced us to an odd game with wooden blocks called Diplomacy. We never had seven players, and ususally played some odd sort of three or four player version which Evan had made up. Evan didn't have a copy of the rules then; I don't know if he ever did, since he had learned the game from a friend of his named JOHN ARENSMEYER. So the game we played wasn't exactly Diplomacy. I don't remember exactly how it differed, but I do remember that for the longest time we played that you could cut the cut of a support¹. it might have had something to do with another rule which I think we used, namely that a move such as F Bal-Lvn would necessarily cause A Lvn-Mos to fail (I'm not sure if we allowed A Lvn-Mos to succeed if it had support); this was the notorious "call-back" rule.

Anyway, I ran into Evan on the number 104 bus in Manhattan. he was loudly lecturing to a friend of his about this game which he had in his hand. I thought it was odd, because the board of this wargame was heavy paper instead of cardboard. This was my first exposure to an SPI game. The game was "Kursk", one of Evan's favorites. Quizzing Evan about it, I found out that the game had been produced by a company named SPI which was somewhere on 23rd St. He also said that they ran sessions every Friday night in which they allowed members of the wargaming public to playtest their unpublished games. So, on the last day of school I stopped in there to check out their games. I bought one (Leipzig). At that point they were extremely cheap (Leipzig was my only \$5 SPI game; the prices went up the next week) relative to Avalon Hill games, and actually seemed just as good despite the lack of a box and a cardstock board. For those of you interested in dates, this was in June of 1972, and SPI had just moved from 34 E. 23rd St. to the third floor of 44 E. 23rd St. (they have since moved to the ninth floor of that building). The next Friday I went down to SPI's Friday night playtest session. Although I didn't play anything there that night, I did meet two people whom I had met before. I had seen them in my high school cafeteria playing Kriegspiel (an awful Avalon Hill game, long discontinued, I hope). They were MICHAEL HANSEN and DUNCAN SMITH.

I went down there almost every Friday night for the rest of the summer. Over the course of the summer, I met the following notables: RAY HEUER, AL NOFI, JERRY PAULSON and JOHN BOARDMAN. Very often during these Friday nights I ended up playing Origins of World War Two with a bunch of these guys. John Boardman usually ran these games. He blabbered something about printing the results in his magazine. I ignored it until one day I got a copy of it in the mail. It was FREEDONIA, John's since discontinued ONWT 'zine. And there in

(continued on page four)

-3-

.g., Russia: A Mos holds (must retreat), A Lvn*-War.
Germany: A Ukr-Mos*, A War*, S A Ukr-Mos, A Pru*-Lvn.

green ink on gray paper was the Origins game I played in at SPI! Well, this certainly intrigued me. And it intrigued me even more when friends of mine like Ray Heuer started playing in postal Origins games in FREEDONIA, and having articles published in it. So I gave John two bucks, or whatever it was in those days, and subscribed. FREEDONIA was always a very amusing 'zine. Many excellent press writers played in it, and there was always John, who constantly inserted notes about Bangs Leslie Tapscott and the four and one half kingdoms of the Balkan Massiff. But then John went too far. He tantalized me by printing a "Dept. of Unhistory" contest. Basically it involved dredging up little tidbits of historical trivia (the questions I remember are "What descendent of Napoleon Bonaparte's served in the U.S. cabinet?"; "Who originated the term 'Iron Curtain'?"; there was also some question about a Pope being caught in flagrante delicto which was incorrectly referenced to the Catholic Encyclopedia). Well, determined to make a good impression on the postal Origins scene, I entered the contest, and after spending hours poring over Bartlett's and the Catholic Encyclopedia, I won the contest.

The prize for winning the contest was a free entry into a postal Origins game in FREEDONIA, which I readily accepted. The game was 73.2b (that was then known as an Arena Number, now just known as an Origins Number) in which I played Britain in the Aggressive British-U.S. scenario. I must have been the first Britain in the history of that scenario to gain a control in Germany (on the first turn!) and to come in second to Germany. Here I started a history of coming in second in postal Origins games, including a game I played in The POUCH where I came in second as the U.S.A. in an Aggressive French-British scenario. Anyway, I quickly made the mistake of inundating poor John with awful press releases. Alex Katzoff, who was Germany in the game, did the same. Shortly thereafter I joined another game in FREEDONIA, 73.3a. It was through this game that I made the acquaintance of BOB LIPTON. Bob was playing a France who thought that I, as Germany, was being treacherous for not allying with him and Britain against Russia (the name of the scenario was the Anti-Bolshevik Crusade, and it encourages Britain and France, but not Germany, to go against Russia).

In the meantime, Duncan had joined up with some other guys from our high school (and others) and started some telephone Diplomacy games. I was not involved in these, although they did involve some of my SPI friends like Ray Heuer. But when Duncan, along with PAUL NEUMANN (another guy from my high school, and currently in Brown's medical school) and NICK ULANOV decided to start a postal diplomacy magazine, I had to get involved.

FREEDONIA came out every two weeks, and John had collating sessions to which a lot of us went. At one of these I picked up a copy of John's mailing list and gave it to Nick and Duncan; they used it for mailing out early copies of their 'zine. They decided to name the 'zine "The POUCH" after the diplomatic pouch. By the second issue I had taken over as GM for one of the phone games that were being run in the 'zine. GMing proved to be the perfect way for me to get involved in Diplomacy. It spared me the tension of actually playing the game, but allowed me to get more involved in it than just subbing to a 'zine would. Also, since I played face-to-face rarely, but did well when I did, I acquired the reputation of being an excellent player who just didn't enjoy playing that much - not exactly the truth. As time moved on, I came to GM more and more of The POUCH's games, especially since Paul Neumann was drifting away from Diplomacy and Duncan and Nick were more involved in other aspects of the 'zine. To be sure, they both GMed games (as did Ray Heuer, Duncan's brother, MILES SMITH, and others), but it wasn't what they regarded as their main duty to the 'zine.

A big event in my first year in Postal Diplomacy was the collation of the tenth anniversary issue of John Boardman's GRAUSTARK. For those of you who don't know, John was the founder of Postal Diplomacy back in 1963, and his GRAUSTARK was the first diplomacy 'zine ever. The tenth anniversary issue (#289) was collated at a huge party at John's house. It was there that I met

(continued on page six)

1977KG

"Fall 1902"

Austria-Hungary (Michael Lariton): A Gal*-Rum, A Bud* & A Ser* S A Gal-Rum, A Vie*-Gal, F Gre* S ITALIAN F Ion-Aeg. Owns: Bud, Tri, Vie, Gre, Ser. (5) EVEN

England (Doug Hollingsworth): F Nrg* S F Nwy, F Nth*-Den, F Nwy* & A Yor* hold. Owns: Edi, Lvp, Lon, Nwy. (4) EVEN

France (Fred Winter): A Bur-Bel(-Pic, Par, Mar, Gas, Ruh or elim)*, A Mar-Pie*, F Mid* C ITALIAN A Naf-Por. Owns: Bre, Mar, Par. (3) EVEN or BUILD ONE

Germany (Raymond E. Heuer): A Mun-Bur*, A Bel* S A Mun-Bur, F Hol* S A Bel, A Ber-Mun*, F Kie* S A Den, A Den* holds. Owns: Ber, Kie, Mun, Bel, Den, Hol. (6) EVEN

Italy (Ben Schilling): A Naf-Por*, F Lyo-Spa(sc)*, F Ion-Aeg*, A Apu* holds. Owns: Nap, Rom, Ven, Por, Spa, Tun. (6) BUILD TWO

Russia (Dan Miller, vice Tad Lawrence; see below): F StP(nc)*-Nwy, F Swe* S F StP(nc)-Nwy, A War*-Gal, A Ukr* S F Rum, F Rum* S TURKISH A Bul. Owns: Mos, StP, Sev, War, Rum, Swe. (6) EVEN

Turkey (Ronald M. Kelly): F Smy*-Aeg, A Ank-Arm*, A Bul* S TURKISH F Rum, F Con* S A Bul. Owns: Ank, Con, Smy, Bul. (4) EVEN

The deadline for Spring 1903 moves (which may be conditional on builds and retreats) is 5PM EDT, 5 AUGUST 1978. The above moves for Russia were made by a local Diplomat who had been apprised of Dan Miller's correspondence with other players. Dan himself could not make the moves because Michael Lariton accidentally sent his moves to Dan instead of me, and Dan opened them before he realized what they were. Mike, in the future, please send your moves to me (Gil Neiger).

1976BR

"Spring 1909"

Germany (Trevor Baillie, COA): Builds A Mun; A Mun-Tyo*, A Boh* S A Mun-Tyo, A Bur-Har*, A Gas* S A Bur-Mar, A Bre* S A Gas, F Bel-Eng*, F Nth* S F Bel-Eng, A Vie*-Bud, A Tri S A Vie-Bud(elim), F Wal*-Lon.

Italy (Fred Winter): A Tri R Alb; builds A Rom; A Alb-Tri*, A Ser* S A Alb-Tri, A Rum-Bud(elim), A Bul*-Rum, F Bla* S A Bul-Rum, F Ion-Tyn*, A Yor*-Edi, A Pie-Ven*, A Rom* S A Pie-Ven, A Spa*-Gas, F Mid-Nat*, F Nrg*-Bar, F Lon* holds.

Russia (W. Robert Johnson): Builds F StP(nc); F StP(nc)-Nwy*, F Bar*-Nrg, F Edi* S F Bar-Nrg, A Syr*-Arm, A Ukr-Rum*, A Gal* & A Sev* S A Ukr-Rum, , A Ven holds(-Apu).

Turkey (Doug Hollingsworth): Builds A Con; A Ank-Arm*, A Smy* S A Ank-Arm, A Con* holds.

Please note Trevor Baillie's change of address to
. The deadline for Fall 1909 moves is 5PM EDT, 4 AUGUST 1978.

*

I should have capitalized ALEX KATZOFF's name on page four.

Bob Lipton for the first time. One of our favorite pasttimes at John's collating sessions was the play of the now-popular game Nuclear War. At that time Nuclear War was out of print, and John had a rare copy or two with which we played. Thus one of my first memories of contact with Bob Lipton was bombing the hell out of him in Nuclear War. Or did he bomb the hell out of me? Something like that.

Having accelerated my immersion into the Postal Diplomacy hobby by getting involved with The POUCH and GRAUSTARK, I finally took the plunge. I joined my first Postal Diplomacy game. Actually, it wasn't a postal game, per se. It was in GRAUSTARK, and one of John's favorite moves is to put all New Yorkers in a game if he can. I think it was his way of challenging what Bob Sacks later called the Postal Diplomacy "Establishment." It was generally thought that local games should not count in ratings. John, and many others, thought this reflected an anti-New York bias, as there were many local games in New York. Anyway, the game was the infamous 1973BB. Looking back on it, there wasn't really anything special about it, but it carried great importance to those of us in it, and certain others. I'll never forget the roster: Austria-Hungary, Gil Neiger; England, Bob Eisen; France, Ken Strauss; Germany, Peter Parella; Italy, Ray Heuer; Russia, MIKE HONIG; Turkey, Jerry Paulson. I'm sure I'll describe the game in more detail later in these memoirs, but I'll give you a brief rundown now. The game was starting in early April, and I was attending my first science-fiction convention ever, LunaCon '73. Ray, Mike and Jerry were all there. I had decided to ally with Ray. We were good friends by that time. I knew Jerry a little bit from SPI, but I only knew Mike from BB (as it became known). We wanted to get Jerry to go with us against Mike, presumably stabbing him later (Jerry, are you finding this out for the first time?). The atmosphere vis-a-vis the game at LunaCon was tense. It ended up that Jerry allied with Mike instead of us. We lost. I was the first country eliminated (I was glad they didn't count local games in ratings). During my dying days as a country I was doing my best to get Jerry to stab Mike, but he wouldn't do it while I was still alive, suspecting treachery on my part (I would say, 'What can a one-unit country do to you?', but I was doing my best to lie and get as much out of Mike as possible). Jerry stabbed Mike the turn after I was eliminated. He was forced to ally with the dying Italy, even though I don't think he liked the idea. I was forced to mastermind a lot of their plans, which infuriated Mike (he thought he could get rid of me once and for all by eliminating me). Anyway, Jerry was on his way to victory, when France, who was getting wiped out by England, decided to suicide against Jerry, giving the game to England. It turned out that Ken Strauss had been a schoolmate of Mike's, and was willing aid his old chum before he died. I think Jerry came in second, with Mike third.

TO BE CONTINUED NEXT TIME

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