

TURKEY IN TYROLIA;
ENGLAND IN VIENNA

73-2 (1973BW) Fall 1908

England (Raymond Heuer, 1)

AMos-Ukr, AWarsAMos-Ukr, AStP-Mos,
AGal-Rum (-Vie), FBar, FBal, FHol,
ALiv, FNth, FNwg, FBer, FKie

France (Evan Jones, -1)

AMar-Pie, AMun-Tyr, ABohSAMun-Tyr,
FTunSFWMed (-NAF), FWMedSFTun,
FSpa (SC)-Mar, FMid-Spa (SC), ABel

Italy (Eric Robinson)

AVenSAVie-Tyr, ATrisAVie-Tyr, FLyc-
WMed, FTyr-Tun, FLonSFTyr-Tun

Turkey (Duncan Smith)

AVie-Tyr, FGre-Alb, FAeg-Gre, FSev-
Bla, ACon-Ank, AUkr-Gal, ARumSAUkr-
Gal, ABudSAUkr-Gal, ABul-Ser

For the next four weeks send moves
to: Gil Neiger, Fair Harbor,
Fire Island, New York 11734. Dead-
lines remain the same.

Those in the Lord of the Rings game
(73-C) should send there moves in
as above.

Those in Origins game 73-B should
negotiate with Gil at the above
address.

* * *

NEXT DEADLINES:

73-2: July 14; 73-3: July 21;
73-4: July 7; 73-5: July 21;
73-6: August 4; 73-A: July 7;
73-B: July 14; 73-C: July 7

* * *

Read about the GREAT GAME MASTERS'
GAME on page five.

ENGLAND WANTS DUTCH TREAT

73-3 (1973BY) Fall 1901

Austria-Hungary (Jamie Adams, 2)

FAlb-Gre, ASerSFAlb-Gre, ATyr-Tri

England (Kirby Welch, 1)

FNwg-Nwy, FNthCAYor-Hol, AYor-Hol

France (Bill Cossum, 2)

ABur-Mar, AMar-Spa, FMid-Por

Germany (Duncan Smith, 2)

ARuh-Bel, AKie-Hol, FDen

Italy (Eric Goldberg)

APie-Mar, AVen, FIon-Gre

Russia (Eric Griffith, 1)

AStP-Swe, AUkr-Sev, FSev-Rum,
FBothCASTP-Swe

Turkey (John Arensmeyer, 1)

ABul-Rum, FAnk-Bla, AArm-Sev

Builds are due on July 21.
Thereafter builds will be on a
conditional basis.

* * *

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THE POUCH

c/o Nicholas A. Ulanov
60 East 8th Street
New York, N.Y. 10003

Send letters, comments, and press releases to the above address.

Guest articles are welcome. We pay five free issues for every article.

Editors:

Penelope Naughton Dickens

Duncan K. Smith

Nicholas A. Ulanov

Game Masters:

Raymond Heuer

Gil Neiger

Miles Smith

The last issue that was sent out a couple of days ago was, frankly, a semi-rip off. The last time we had a one-page issue, we gave it to you free. We have not done that this time for two reasons. 1) We were in Chicago at the DipCon (of which you can read elsewhere in this issue) and this issue had to be put out on short notice, with fast work. Going to the DipCon while a lot of fun for us, was also a kind of service for you, picking up on the latest news and views of the hobby and spreading The POUCH's fame and fortune (?), and, 2) We simply cannot afford to give you a free issue and pay the postage for it. Sorry.

A number of people have gotten friends to subscribe and have received, or are receiving, five free issues. If you have not done so yet, we urge you to take advantage of this offer today.

In this issue Gil Neiger has an article on an intriguing alliance between Austria-Hungary and Turkey.

Also, elsewhere in this issue, we announce the Game-masters' Game. This game consists of some of the best game-masters and publishers in the country (and for that matter, the world). Some of them are also pretty fair players. This game should be very interesting and enjoyable. Conrad von Metzke and Charles Reinsel are playing in the game knowing in advance that each is going to be in the game, so perhaps this will lead to a kind of reconciliation of their feud. We know that it will at least make it all the more interesting.

Look for the results of our Diplomacy player "intelligence test." We are very happy that we got quite a number of responses to the test, and that nearly all respondents passed.

We are filling yet another regular mail game of Diplomacy. So far Ronald Kelly, John Stevens, Red Beam, and Leo Plotkin are scheduled for it. If you want to be in this game (73-7), write to us and tell us, fast. As always, no fees are being charged for this game.

An important change of address: Gil Neiger will be at Fair Harbor, Fire Island, New York 11734, for the next four weeks. Those in 73-2, and 73-C should mail moves into him. Those in game 73-B negotiate with him at that address.

THE AUSTRO-TURKISH ALLIANCE

by Gil Neiger

Of all the alliances usually discussed, the Austro-Turkish is one of the most neglected. Despite this fact, this alliance comes close to being unbeatable after a few years of growth.

The key to this alliance is an equal sharing of the Balkans without a fight, an area which would normally take up several units from both sides. After that the two go after Russia, then Italy, and then the West. After a few years the alliance will be in strong defensive position, and able to push back all but the strongest alliances.

On the first turn Turkey moves against Russia (Fleet Ankara to the Black Sea, Army Smyrna to Armenia, and Army Constantinople to Bulgaria) while Austria moves Army Vienna to Budapest and Army Budapest to Serbia, holding Trieste. Even if Turkey didn't get into the Black Sea things are still alright, but if Russia's in Galicia, the alliance is threatened. Austria should do her best to convince Russia of her good intentions and try to get Russia to move Army Galicia to Rumania, which Russia might want to do anyway. In Fall 1901 Austria moves Army Budapest to Rumania supported by Armies Serbia and Bulgaria. In Spring or Fall Turkey takes Greece. Now the alliance gets moving.

Sevastopol should fall in 1902, since Russia only got one build and may be troubled by England or Germany also. In a few years Russia should be carved up with Austria getting Warsaw and Turkey getting Sevastopol, Moscow, and maybe even St. Petersburg. Simultaneously, or shortly after, they hit Italy with Turkey getting Naples and Tunis, Austria getting Venice, and Rome being debatable. Then Austria hits Germany while Turkey goes after France.

Of course, this isn't to say that the combinations can't be stopped; a good deal depends on what happens in the West. If France and Germany hit England, and leave Russia alone, the Turks and Austrians may find themselves stopped rather early.

HOW TO STOP IT--- The problem with stopping the Austro-Turkish alliance is that it is best stopped if detected before the first moves. If Russia moves into Galicia and suspects the Austro-Turkish alliance (there are a number of tell-tale signs) he should move into Budapest, which will be unprotected. Of course Austria can then build Army Vienna and kick the Russians out, but not if Russia moves Army Budapest to Trieste with Italian support. Also in Spring 1902 Italy would move Fleet Ionian Sea to the Adriatic, Fleet Naples to the Ionian Sea. Italy could then support herself to Trieste, which the Russians would move out of with Galicia's support, and convoy Army Tunis to Albania.

An interesting move for the Austrian might be to move Fleet Trieste to Albania in the first year, to throw the Russians off, and move it back in the Fall. The problem is that Austria might get too greedy and try for Greece and three builds.

More than most alliances, this one requires a lot of trust. For the first few years, Turkey will be in a good position to attack Austria, and Austria won't be too happy with Turkey getting most of the early spoils. But after a few years the alliance should become practically stab-proof, as all good alliances should.

We have started up a game of Diplomacy (73-5). This is a local, by-phone and by-mail game. The game-master is Raymond Heuer (441-4360). The deadlines are on Saturdays, every other week. The first deadline is July 21st. Send press to the address on page two. The players and the countries are as follows:

Austria-Hungary: Leo Plotkin (212) 898-9157

England: Phil Kahn (212) 253-5734

France: Marc Robinson (212) 982-2693

Germany: Duncan Smith (212) 982-9602

Italy: Bruce Wachtler (212) NI 9-7526

Russia: Cary Fulbright (212) TR 7-8163

Turkey: Michael Hansen (212) 259-5626

We have the capacity to run up to three times the number of games we are currently running, so we would like to ask you to tell us what games you want started. We keep a continuous list of those who want to be in games. So, if you want to be in a regular Diplomacy game, or a phone game, send in your name and address, and we will put you on our list for that game. As soon as six others notify us they want to be in the game, it will be started up. If you want to be in a variant, let us know. If we've run the variant, just tell us its name. If we haven't run a game of the variant, send us a copy of it, and we'll see about trying to fill up a game of it.

In the future, every issue of The POUCH will have from three to five games' moves in it.

* * *

COMING UP IN FUTURE ISSUES OF The POUCH:

The map and rules of Lord of the Rings Diplomacy; An article on the Netherlands' importance in Diplomacy; The POUCH's house rules; An analysis of the relations between France and Germany.

* * *

THE SAGA OF POOR RICHARD NIXON

First--above everything else--there can be no progress without respect for law. There is no cause which justifies violence, disobedience or lawlessness.

The attitude of some of the intellectual, religious and political leaders that a cause justifies lawlessness and civil disobedience is absolutely unacceptable.

New York, New York
December 31, 1967

73-2 (PARIS FRANCE-SOIR) July 1, 1908

Today a man was arrested for breaking penal code 175643908765438760421 "The stating of the obvious more than three times is punishable by death or a session of reading Evan Jones' press releases". The man was caught running through the streets screaming "Gay Paroo, Gay Paroo, Gay Paroo, Gay Paroo....."! He has been identified as James Bonda 007. After he undergoes the Evan Jones Session he will be shipped back to Italy packed in Moth "Balls" to preserve what little will be left of him. According to some reliable sources in Italy, the government is seriously thinking of sending Don Michael the Hinsane and his Third British Orng-Outang Gorrilla Volunteer Hussars Regiment to break him out before he undergoes the Evan Jones Treatment.

* * *

ANNOUNCING THE GREAT GAME-MASTERS' GAME

A by-product of our trip to Chicago, and Raymond Heuer's sneaky mind is a game full of the game-mastering and publishing "greats."

The game is according to the 1971 rule-book and The POUCH's house rules which will be published long before the first moves are due. The house rules are under preperation now. The only important fact to note is that "coastal crawl" will be allowed.

An interesting fact is that in this game both Conrad von Metzke and Charles Reinsel are playing. This game thus offers them a chance to bury the hatchet in one of their own backs, or the back of a fellow player. The "completely impartial" game-master is Raymond Heuer (102-42 Jamaica Ave., Richmond Hill, N.Y. 11418, 212-441-4360). The back-up game-master is Nicholas Ulanov (address on page two). All moves and questions should be sent to Raymond Heuer. Press for the game should be sent to the address on page two. A Boardman number for this game will be forthcoming. First moves are due on August 4th. The players and their countries follow:

Austria-Hungary - Jeff Key, 7110 Berkeley N.W., Kansas City, MO. 64152

England - John Boyer, 117 Garland Drive, Carlisle, PA 17013

France - Charles Reinsel, Box 33, Leeper, PA 16233

Germany - Edi Birsan, c/o R. Verteramo, R.D. 5 Box 6 Bridge St., Hopewell Junction, N.Y. 12533

Italy - Charles S. Hilliker, P.O. Box 1195, Bloomington, IN 47401

Russia - John Smythe, 830 Westport Drive, Youngstown, Ohio 44511

Turkey - Conrad von Metzke, P.O. Box 8342, San Diego, CA 92102

Stand-by - Steve Cooper, 7521 Allman Drive, Apt. 201, Annandale, VA 22003

* * *

Do you realize that "Diplomacy" spelled backwards is "ycamolpiD"?

DIPLOMACY INTELLIGENCE TEST RESULTS

We had many responses to this test and are happy to report that one person, Ronald Kelly, got every question correct. The others had varying degrees of success. Ronald's prize is a 12" by 15" hand-written original press release written by Evan Jones. On the back are geometric drawings. When Conrad von Metzke last ran a quiz he got no responses at all, so our readers must be more alert, or dumb. The answers follow:

1 - If there are 12 one-cent stamps in a dozen, how many two-cent stamps are there in a dozen? Ans: There are twelve two-cent stamps in a dozen.

2 - How many outs are there in an inning of baseball? Ans: There are six outs; three for each team.

3 - What four letter English word ends in 'eny'? Ans: 'Deny'

4 - Take two apples from three apples and how many apples have you got? Ans: After taking two apples, you have two apples.

5 - How many months have thirty days? Ans: All months but February have thirty days. (11)

6 - What is the opposite of 'not in'? Ans: After much debate and consultation: 'not out'.

7 - Is it legal for a man to marry his widow's sister west of the Mississippi River? Ans: The question is academic since in order to have a widow a man must be dead.

8 - How many provinces are there on the Diplomacy board? Ans: By the implied and stated definitions of "province" in the 1971 rulebook, and on the Diplomacy board's data box, there are 57. Switzerland counts as a province, but bodies of water, and land masses such as Ireland and Sicily do not.

* * *

A man who insisted he was dead, in spite of the arguments and persuasions of his family and friends, was finally put into the hands of a psychiatrist. The doctor placed his patient in front of a mirror and told him to stand there for two hours and to keep repeating, "Dead men don't bleed."

After two hours had passed, the psychiatrist took a needle, pricked the man's finger, pointed to the bleeding digit, and said, "There now. What does that prove?"

"It proves," replied the patient, "that dead men do bleed."

* * *

If it was so, it might be; and if it were so, it would be; but as it isn't, it ain't. That's logic.

—Lewis Carroll

DIPCON VI

by Nicholas A. Ulanov

Duncan Smith and I arrived in Chicago at the Bismark Hotel after an insane fourteen hour car-ride across New York, Pennsylvania, Ohio, and Indiana. We carefully avoided New Jersey at all points. We rode with Edi Birsan, James Massar, John Stevens, Arnold Proujansky, and Joel Klein.

In the course of the ride we went through fog so dense one could not see three feet in front of himself. Dawn found us in Ohio after a night in which breakfast, lunch, and dinner was had at 4:30 AM at a restaurant adjoining an ARCO filling station. Most "open 24-hours" gas stations were closed and many were out of gas. Most who had gas rationed it. In Ohio Arnold was offered a subscription to The POUCH at the rate of one issue per \$1.80. He promptly accepted it if we would throw in Penelope Naughton Dickens.

We raced through Ohio while all had little sleep. When we hit Indiana Duncan started cracking clever jokes like announcing that in passing a hay-stack we were seeing the "tallest building in Indiana." (You ought to love that, Walt.) Duncan went on about Indiana until we threatened to leave him and until after we pulled into a service station, let him out for God-knows-what, yelled goodbye and started pulling out. Sadly, he caught up with us.

Arnold, Edi, and I then got into a furious debate over "justice" and "absolute justice." Duncan was thrilled by it all. We had been seeing gathering storm-clouds on the horizon since we entered Indiana, and all of a sudden we were in Gary, and the storm-clouds were solid soot. We rolled up the windows, cursed pollution, and kept saying, "I don't believe it," over and over again. We finally cleared Gary and I navigated us into downtown Chicago. In spite of my efforts we arrived at the Bismark around three in the afternoon.

We entered, got a hotel room, and gathered in the lobby to talk over old times with people we did not know. The DipCon started slow, but quickly speeded up with games being organized, and with the best in the country present the games were good indeed. Most of the major games manufacturers had booths at which they were showing off their wares. Duncan and I registered for the 49-man tournament.

On Saturday morning the drawings for the tournament were made, and as Duncan and I heard our names called we knelt down and kissed the ground that we had not been put in the same game.

I was in game five, as was John Stevens. I played Germany; John, France. I promptly built Germany up to six units on the first turn, and stood Russia out of Sweden. On the second turn I took Warsaw, and Russia was down to two centers. Then it happened. For one reason or another, stab, stab, stab, I was smashed down and by 1906 was eliminated. Russia survived at one center for many, many turns. John was neck in neck with England for first, but finally England took it, and the New York contingent was out of that game.

Duncan's game contained Jeff Key (inventor of Lord of the Rings Diplomacy) and Edi Birsan in it. Duncan played France; Edi, -Turkey;

and Jeff, Germany. Duncan allied with Jeff and the two were soon handsomely winning the game. Jeff had the edge, so Duncan stabbed him. Jeff smiled and announced that Duncan had now blown second place. Duncan had been playing for second so that he could have a free game in AREM (Edi's 'zine), but then Arnold Proujansky came by and whispered to Duncan, "stab, Duncan, stab!" Unknown to Duncan Edi had a secret alliance with Jeff from the beginning of the game. Edi semi kept it and with Jeff's willing ally, Russia, Duncan was finally beaten down to fifth place.

And then a squabble developed. The girl playing Russia didn't want to concede first place to Jeff and take second. She announced that she thought she could win it. Edi started maintaining (to be joined by others) that she had had a chance to win by stabbing Jeff, but that she had blown it, and played like a puppet. She replied that she had only been biding her time so that she wouldn't be wiped out by Jeff, and might have an opportunity to win later. Jeff then announced that she had played perfectly, and that she could not have done any better, but that now she should accept second and give him first. After a great deal of angry and heated debate she finally took second.

John Smythe was the only player to mop his game up with almost no opposition. He seemed to have won before the other games even started playing. Conrad von Metzke won his game too.

That night we played Lord of the Rings with Jeff Key's new optional rules. The new rules are very interesting, good, and tricky. If the game we're running works out well, we will run a second game with the optional rules. Edi BirSauron (playing guess who) won the game by default in two turns. All the free players stabbed each other and he had nothing to do, but mop up the remains.

The finals came around the next day and Edi game-mastered the game. Conrad drew Austria to his delight, Jeff drew France, John Smythe, Italy, and the game was on. It developed that John and Conrad were nearly equal with Jeff Key close behind. Jim Fish playing Turkey kept moving back between Ankara and the Black Sea with his one unit. And then a three-way draw was proposed. The events that followed were and are unclear. But, it was declared that there was too much commercialization of Diplomacy (from three 'zine publishers?) and that the board, a hand-made, wood-inlaid work of art, and the trophy should be refused. In the end, the three got little trophy cups and the fate of the cup and the board is unknown to me. When (if) I find out I'll let you all know.

The Calhmer Awards came around and Brenton Ver Ploeg was voted outstanding player. HOOSIER ARCHIVES won the best 'zine award. Black Hole was voted best variant. Conrad von Metzke was voted best game-master. And, Conrad won the meritorious service award, which he refused and asked go to Rod Walker.

That night the IDA meeting was held. Because the required percentage of members were not present, "suggestive" votes only were taken. The meeting voted to insure games for \$3.50 to IDA game-masters, and \$7.00 to non-IDA game-masters, and for an experimental fifty games to be insured first. The meeting also voted to stop sending all "non-crucial" issues of DIPLOMACY REVIEW to foreign members at air-mail rates. The consensus was that foreigners should have to pay extra to get the expensive service. It was agreed that IDA officers should have to resign their office before running for different office.

Later that night we gathered to play John Boyer's (editor of DIPLOMACY REVIEW) variant, 1721. The game uses the map of Europe at that time with players playing Austria, England, France, Poland, Russia, Spain, and Turkey. The game is very good with certain of the countries having good offensive strengths, and others good defensive strengths. Perhaps we will run a game of 1721 in The POUCH.

Best of all, the IDA Diplomacy Handbook went on sale. It is a very useful compilation of articles on sale to IDA members for one dollar, and to non-members for two dollars. So, if you're not a member, why not send in three dollars to Walt Buchanan (R.R. #3, Lebanon, Indiana 46052), and join the IDA and get the handbook. You won't regret it.

The DipCon was a lot of fun with some very good face-to-face play, the meeting of by-mail friends, and exchange of information. Also, out of the DipCon came the filling of the Game-masters' Game.

Len Lakofka was again put in charge of next year's DipCon, and if you want a lot of fun, you'll triddle your thumbs for eight months, and when you hear about the next DipCon, you'll go.

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73-0 We now demand that the Men of Gondor remove themselves from their attempt to take Ithilien, which all know to be Ours by right. If you do not stop this senseless delaying tactic We shall be forced to destroy and erradicate these vermin from the face of Middle Earth.

We further call upon all those of Middle Earth to drive the Elves out of the confines of Our world. You must resign yourselves to Our rule or the greatest pack of orcs, goblins, and nazguls shall descend upon you than has ever been conceived of in the minds of the most vicious of creatures.

Daily Blues, April 27, 1908, or is it 1935?) --- Only the Phantom knows. The timeline has been ruptured!

signed, Peter Pierre,
King of the Dodecanese

(April 29, 1935) --- There are no more Dodecanese Islands. King Peter is dead (he lost his typewriter). Queen Evan of Savoy is dead (he/she struck out). The Governor of Patmos is dead (either V.D., or he got hit in the head by a line drive --- six of one....).

signed, Humble Reporter (H.R.)

(April 30, 1935, Pravduh, Duh Pinko Paypuhs, or Bolshvik Bulletin) --- I is duh noo diktatuh uv duh commies, en whut I sez goes!!

signed, Sloppy Joe

73-2 The English government today called on the French to stop "these harassing actions and unite against the German swine."

The Montenegrin government today announced that it had successfully launched a M.a.n. (Montenegrin astro-naut) to the Moon. The official bulletin stated that as soon as the M.a.n. landed on the Moon a program of colonization would be enacted, "to make the Moon safe for monarchical reign." In an accompanying statement, the King said that "We are confident that the Moon will be found not to be made of Danish Blue Cheese."

73-A The King of Gad yesterday in a speech at the Royal Palace asked the government of West Mannaseh "Join Gad in a crusade to destroy the East Mannasen villains." The King went on to say that "there is no reason why Gad and East Mannaseh cannot live in peace; but this peace can only come when East Mannaseh is destroyed for all time." The King added that "West Manaseh should realize that it is being used as a pawn by East Mannaseh and that East Manaseh will eventually break their alliance with West Mannaseh." At the end of the King's speech General Moshe Dyin made the following vow, "I swear eternal vengeance against the East Mannasens, and especially against the asses of the enemy's 7th Mobile Chariot Division." It was later discovered that the general was referring to the asses riding in the chariots, and not to the ones pulling the chariots.

73-A After King Levi Ahol's speech two East Mannasen spies were captured trying to sabotage the Amalgamated Spear Company's plant in Rammoth Gilead. They were sentenced to be burned next Friday night. The reason given for this was that there is a shortage of Sabbath candles in Gad.

((Is it "Mannaseh;" or "Manaseh?" We apologise for the inaccurate possessives in the above two press releases.))

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WHY WORRY

You have two chances: one of getting the germ, and one of not. If you get the germ, you have two chances: one of getting the disease, and one of not. If you get the disease, you have two chances: one of dying, and one of not. And if you die—well, you still have two chances!

Evan Esar

The Moscow Radio announced that five million Russians filed past Josef Stalin's bier in seventy-two hours. That means, according to the calculations of Frank Baker, a Mangum, Oklahoma, accountant, that the mourners, two abreast, three and one-third feet apart, ran past the bier at twenty-two miles an hour. Twenty-two miles an hour is 9.3 seconds a hundred yards, which is the world's record for the hundred-yard dash, recorded only by America's Mel Patton.

WHAT IN HELL IS THE IDA ?

BY DKS

In issue number fifteen on page five an article appeared written by your favorite author, Nicholas A. Ulanov, which confused some of you that did not know what the IDA was. The International Diplomacy Association is basically a service organization for postal Diplomacy players. Now you may ask "How does the IDA work"? Well here is how. The IDA is represented by a council of twelve who are elected through the IDA's newsletter DIPLOMACY REVIEW. This council votes for the members on such topics as the insurance plan for orphan games to be discussed later on, rating systems, and other relevant topics to Diplomacy. Sometimes the topics discussed are too controversial and have to be brought up at a general meeting of members where 85% of the membership have to be present in order to be a voting body. At the Chicago Diplomacy Convention a meeting was held although 85% of the membership was not there. It was decided there that all Play-By-Phone Diplomacy would be considered irregular, a ruling that some POUCH players will find most distressing. Probably the most important topic discussed at that meeting was the one dealing with the orphan game insurance plan. Whenever a Diplomacy zine folds up quite a few games are left without gamemaster or zine. These unfortunate games are known throughout the trade as orphan games. Up to now Conrad Von Metzke, winner of the Mc Callum award for Meritous service to the Diplomacy hobby and publisher of Costaguana, Saguenay, Rename, and Everything, has handled the orphan games out of his own pocket and time. In order to save the postal player a lot of trouble and headaches, the IDA will take charge of an insurance plan in which each gamemaster or publisher will pay \$3.50 per game he runs in his zine and if for some reason his zine was to fold up he would be covered by the insurance plan. It was also decided that the holder of the Boardman numbers (Conrad Von Metzkes at this time) would be given a sum each year in order to pay for some of the cost this job involves. Also the long awaited Diplomacy Handbook was finally put out at the Convention. The handbook is about fifty pages of articles dealing with openings, strategy and tactics, and other general topics dealing with the game of Diplomacy. This Diplomacy Handbook is available from the IDA at a cost of \$2.00 for non-members and \$1.00 for members. This is a perfect opportunity for all non-members who wish to buy this Diplomacy Handbook. Since it costs two dollars to join then for one extra dollar you can join the IDA and receive the Handbook. In my opinion this is a very good deal that should not be missed. You'll also get the DIPLOMACY REVIEW which will give you all the news and information about the Diplomacy zines (which are reliable and which are not, which come in time and which do not and so on). Just for the record the council is made up of some top players and publishers such as Edi Birsan, Walter Buchanan, Len Lakofka and others.

NORTH-BY-NORTHWEST: AN ANALYSIS OF 73-1 OR 1973BV

BY MARC ROBINSON

There were two major factors in Germany's easy victory in the game 73-1 (1973BV). One was debilitating war between Austria-Hungary and Turkey, which prevented either of these countries from becoming very strong. The second factor was a series of stabs by the two German players, Paul E. Neumann and Marc Robinson. In the first year, Paul E. Neumann, by making promises to all his neighbors, gained three dots. He then betrayed Russia before quitting. Meanwhile France was being stalemated in his war against Italy. The new German player completed the destruction of Russia and cut England down to two dots with the help of France. A stab of France and a firm alliance with Austria-Hungary put the finishing touches on the win.

	00	01	02	03	04	05	06	07	08
AUSTRIA	3	4	5	5	6	5	5	5	5
ENGLAND	3	3	4	4	2	2	2	2	1
FRANCE	3	5	5	5	6	6	5	4	3
GERMANY	3	6	7	8	9	11	13	14	18
ITALY	3	4	4	4	3	2	1	1	1
RUSSIA	4	5	3	2	2	1	-	-	-
TURKEY	3	4	5	6	6	7	7	8	6

Winner: Marc Robinson

Second: Miles Smith

Survival: A. Wynn, B. Wachtler, Chris

Mosca, R. Heuer

Eliminated: M. Hansen

HISTORY:

Austria: B. Wachtler

England: A. Wynn 1901-1904, N. Ulanov
1904-1908

France: R. Heuer

Germany: P. Neumann 1901-1902, M. Robin-
son 1903-1908

Italy: C. Mosca 1901-1902, D. Smith 1903
-1908

Baron Von Neumann and his Blood sister Countess Dracula Von Neumann wish to invite all players to a mass suicide to protest the end of 73-1. There will be a reading of all of Evan Jones' press releases.

Russia: M. Hansen 1901-1906

Turkey: M. Smith

Walker ratings and standings:

D. Smith	8.7
M. Robinson	8.5
H. Smith	4.0
E. Jones	3.0
B. Wachtler	3.0
A. Wynn	3.0
M. Hansen	2.0
N. Ulanov	2.0
E. G-G	1.5
R. Heuer	1.5
M. Wolff	0.0

Calhomer Rating:

D. Smith	2.0
M. Robinson	1.0
P. Neumann	1.0

THE DECLARATION OF WAR

by Nicholas A. Ulanov

I would venture to say that the single most neglected form of mail diplomacy is the declaration of war. Alan Calhmer, Diplomacy's inventor, believes that we will see much more use of this tool, and his novel suggestion for its use is truly clever.

The problem which many people have in a game of Diplomacy, is that they reach a position where they wish to -- and in fact, need to -- re-ally with some ally that they have stabbed earlier in the game. Ordinarily, of course, the other player says something to the effect, "I wouldn't re-ally with a stabber like you if my survival depended on it!" What can the stabber possibly respond with?

Here is the solution: Send the stabber a letter to the effect that, "I hereby notify you that I declare war on the war-mongering people of ." The trick is that you mail this letter the day that the moves in which you stab are due. Obviously, the stabber receives the declaration days after you have stabbed, and it really does not notify him at all.

Now when he says, "You stabbed me!" You reply, "No, I didn't. I gave you a perfectly fair declaration of war. It was honorable, and you can't complain. It is probably more than you would have done for me." He now simply pouts. Later, when you want to re-ally with him, you point out that even when you fought him, you were fair and decent with him. He cannot argue, and you have your alliance.

Of course, this strategy won't work on the same person, or in the same game, too often, but if used sparingly, it will do wonders.

The declaration of war is also a useful tool for establishing your "savoir faire," and thus dominance in the game. Many times you are in a position where it cannot help a soon-to-be-stabbed ally to know that you are about to attack him. So, send him a declaration of war in earnest. This shows that you have class, and play the game for spirit. It does not hurt you in any way, and in fact, makes you look great in the eyes of the other players.

Also, if declarations of war become standard in a game you're in, think how nice it would be to have advance notice the next time an ally goes out for himself against you. Or, if in a game you give out a declaration of war to someone you attack, think what you can say to an ally who stabs you without giving you a declaration of war. You may even be able to shame him into re-allying with you and apologizing for stabbing you in such an ungentlemanly way.

In short, the declaration of war is a very versatile, under utilised aid in the game of Diplomacy. It can be used effectively in many situations, and should be so used. No possible aid should be overlooked in a game, and so it is with the declaration of war.

From the Lonely Mountain to the Lord of Blackness:

You, Sauron, Lord of Mordor, dare to ask the mighty dwarves for friendship when you kill their brothers in Moria; You dare ask the Elves for friendship when you drive them out of Middle Earth; You dare ask Gondor for friendship when you pollute the fair land of Ithilien; You dare ask the Rohirrim for friendship when you steal and maim their wondrous horses; You dare ask the Dunedan for friendship when you drive them out of their homeland. Do not ask for friendship but ask for mercy when you are on your knees before Gandalf and the Fellowship of the Ring.

73-2 (BALKAN PISSOIRE) June 30, 1908

Said Abdul Pasha, the foreign Minister of Turkey, was elected by a landslide as president of Albania. In his first speech on radio as president of Albania, he gave a two hour long explanation of his declaration of war on the Montenegrans. He told the people that the incursion's major purpose was to confiscate their imaginary view-radios and to institute a much needed mental health program. The Albanian army charged into battle singing their national anthem "KILLKATZOFFKILL." Unfortunately before they had even spotted the Montenegrans, the whole Albanian Army was wiped out in what is known now as the Battle of "One hell of a Mushroom". The only Montenegrans to be captured, a Colonel Nikoplat A. Poponov, described the battle as a big noise that looked like a big Mushroom. The doctors of the National Funny Farm of Albania could not make out what he meant by his repeated screams of "E=MC²". The Montenegrans officer was then sent to the same asylum as Peter Pierre and ex-chancellor Kahn the Misspelled.

73-2 (PURPLE POODLE) June 28, 1908

The representative for the Italo-Turkish Alliance, Said Abdul Italianadoberfacci, begged Queen Evan of Savoy that he reconsider his awkward position in view of Prime Minister "Nuts" Heuer's policy. "To war with Italy at this time is but another sign of the decay that has hit the French Queendom", he told this reporter, "after all only a madman would want to capture and subdue the people of Italy, and I hear that the men are handsomer in England". He went on to say that it was obvious that Queen Evan of Savoy has no knowledge of the Prime Minister's motives. "Who else would have told the Italian Admiralty that the French werenot going to the Tyrrhenian Sea", he quickly added. In the end the meeting broke up in a rousing chorus of that famous and rather prophetic song "If you knew Heuer, like I know Heuer, Oh, Oh, Oh what a stabber"!

73-2 EVAC PRINOUT:

BABE HEUER, BASEBALL STAR, TO SELL SABER TOOTH NEIGER COATS TO MONTENEGRO.....

FIGHTING FOR SCANDINAVIA

BY DKS

Just as the Balkans will decide which country will be the eastern power, Scandinavia can decide who the western power will be. The three countries involved in the mad chase for Denmark, Norway, and Sweden are Germany, England, and Russia. All three countries will affect the alliance structure very distinctly. It is usually agreed that Germany will gain Denmark, Russia Sweden, and England Norway but after 1901 the alliances will decide who gains the rest. Of course all this depends on the openings chosen by each player in 1901.

England: Unless something strange occurs in Spring 1901, England's moves will be FLon-Nth, FEdi-Nrg, leaving only the order for ALiv to decide. At this point many players will make the decision to go to either Yor or Edi without really thinking. Moving to Yor shows a mistrust of France (ie. French move of FBre-Eng) or war with Russia in FNrg-Bar while having Nth convoy Yor to Nwy. A move to Edi shows that one, you trust France, and two, you are not sure who to ally with. This move (ALiv-Edi) gives you the advantage of postponing your decision of who to ally with: Germany or France. If Germany did not go to Denmark in spring, and Russia did not send AMos-StP then England can ally with France and stand Germany out of Denmark in Fall. If Germany does go to Denmark you might try to go to the Skag if Russia has not made any aggressive moves. If Russia has gone AMos-StP then you can just support yourself to Nwy. In 1902 you can either depending on what you did in Fall 1901 ask Germany to support you to Sweden or Russia to support you to Denmark or even both. At this point your taking Scandinavia will depend on trust, Diplomacy and tactics.

Germany: Germany can always take Denmark if he sends FKiel there in Spring but if he sends it to Holland in order to support ARuh-Bel, he had better be sure on whose side England is. He can do this by either talking Russia into sending AMos-StP thus forcing England to stay honest or he can offer England help against Russia. If he does offer help to England against Russia he is almost certainly forcing himself into war with France (ie. Germany takes France and England takes Scandinavia). If Germany really has his heart set in taking Scandinavia, he can try the Baltic opening. FKio-Bal and ABer and AMun take Den and Holl in fall. Germany gains two builds. In the next year if all goes well he can gain Sweden and maybe Warsaw. Of course the above plan will only work if France is involved in a war with either England or Italy. Needless to say you can try to take Sweden without committing yourself to the extent mentioned above. When it comes right down to it, Germany has the least interest in Scandinavia except Denmark, an industrial center, that they always get. The thing to realise is that it is very hard to take Denmark in 1902 because of lack of support the Germans have and the possible Russo-English Alliance.

Russia: To start off, the Russians are not even guaranteed a place in Scandinavia. Unless they make an early agreement with the Germans they might not get Sweden. It is quite true that even if the Russians throw two armies they might not get any of Scandinavia. Now you say, what can you do about this? Very little. About the only thing you can do if you have doubts about your gaining Sweden is to try to make the French go to Burgundy and then tell the Germans. Hopefully then the Germans will send FKiel to Holland and then Sweden is yours. I advise all Russian players not to do this unless you have German support but AMos-Stp is quite a strong move. In fall the Russian can go to Finland if he's at war with England or he can convoy AStP to Sweden with his Fleet in Gulf of Bothnia. An example of the latter can be seen in this issue of The POUCH in game 73-3. Since I am the German player in that game I am to say the least, worried. Anyway if you as the Russian player don't make it in Scandinavia there's always the Balkans and if you're not successful there then there's always Bruce Wachtler's Austrian Funeral Shoppe.

Conclusion: Scandinavia is English territory and its up to either (or both) the Russians and the Germans responsibility to try to stop the British. This is why the British usually go after Norway rather than the Netherlands because after all if FLon went to Eng and FEdi-Nth they would have a damn good shot at Belgium. Of course this would probably offend Germany and France.

* * * * *

73-3 (Berlin Pissaire) June 30, 1901

The German Government wishes to apologize to the British for their breaking the agreement that was made over the state of Holland. The Foreign Minister was quoted as saying, "The Russians have been quite helpful in this wretched matter over Holland, they've done their best to tell us what the English have been up to". He also said that although the Russians had been allowed to go to Sweden with their army, they would be expected to keep their part of the bargain. When asked about the French, he told members of the press that their raising a fleet in Brest would certainly help their relations with the Germans and would put them in quite a bargaining position.

73-3 (EDI PRESS)

The British Government wishes to declare war upon the Prussian Empire. The Prime Minister to his majesties service announced that by 1902 they would own Denmark and the Netherlands. He ended the announcement, "The Russians and British will destroy the Krouts, Frogs, Wops, Islamic Pigs and the other inferior races". "I hope that you have noticed", continued the PM, "that we the victorious British people have stood the German Menace out of Holland, and we do not apologize for this and neither do the French, the masterminds of the Anti-Krout League"!

73-2 (FREE RUSSIAN PRESS) June 30, 1908

Upon hearing how close the English Armies were, and there were no longer any Turk Armies in Russia, the people of Sevastopol rose in revolt. They were led by an old member of the noble class, Count Alexis Von Katzoff, now a cab driver, who felt that it was time to throw off the Turkish yolk. The mob went storming through the streets until they finally came upon the Turkish Embassy. When, after a while, the Turkish Foreign Ambassador, Col. Bullmoose Krudheap Esq., stepped out on the balcony, he was almost killed when six tomatoes were thrown at him. The Tomato Riot had started. There was no choice but to call in the Royal Turkish Police. It consisted of 50 men all weighing on the average 270 lbs. and each armed with a 150 lbs. Dunc-Hound and a mace-type weapon "Eau de Saber Tooth Neiger". Luckily the only casualty was a protestor who broke his hand trying to punch a member of the Police. Count Alexis Von Katzoff was sentenced to three years in the same cell with Exchancellor Kahn the Misspelled, Peter Pierre the spy extraordinaire, and Col. Nikoplát A. Poponov, the Montenegroan officer at the Turkish State Asylum under the care of Professor Ereudiansex Isthekey.

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TO: Col. E. (Big Mama) Robinsona

FROM: James Bonda 007 or is it 006 (License to use the deadly Macaroni Special Number One equiped with Silencer)

Subject: Assassination of Queen Evan of Savoy; "The Day of the Saber Tooth"

REPORT: Paris 6/30/1908..... James Bonda searched the city up and down for any sign of the sexy French girls he had heard so much about. All he could see were Men who were probably scottish from the dresses they wore. "Well", he thought, "at least it's raining"! He went back to his hotel room which faced La Place de Etoile. Queen Evan of Savoy was to pass through there in about 5 minutes. He pulled out his Macaroni Special Rifle equiped with telescopic lens and silencer. He took aim. There he was embracing some officers of the French Imperial Guard. "A bit too affectionate", he thought. He aimed for right between his false eyelashes. His finger tensed on the trigger. All of a sudden someone knocked on the door. "Hi, I am your man from H.O.M.O.*" the man quickly sprayed some kind of cologne in James Bonda's face. James Bonda always went insane when he took a whiff of "Eau de Saber Tooth"!

CONCLUSION: "Two Bondas don't make a tomato"!

EXT WEEK: "The Saber Tooth File" by the same author.

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* HATER OF MOMMIES ORGANIZATION

NOTES FROM PENELOPE

A personal to Arnold Proujansky: Sorry, Arnold, I'm not for sale.

An interesting fact was brought to my attention the other day. You may be familiar with the postage stamp which shows a revolutionary figure, and has the words, "John Hanson, patriot," on it. There is also a post-card with this impression on it. John Hanson is of interest, because many consider him to be, in fact, the first President of the United States, instead of George Washington. Well, it seems that this is not John Hanson pictured on the stamp. Apparently, when each original state was asked to select two figures to have statues of placed in the Capitol Rotunda, Maryland picked Hanson, and John Carroll. Carroll was a famous patriot, and Archbishop of Maryland. Well, the sculptor commissioned to make Hanson's statue just took what he thought to be a patriot's face and sculpted that, even though many pictures and portraits of Hanson were available. When the Postal Service moved to make a stamp of Hanson, they took a picture of this statue, and so the myth of John Hanson's face is propagated.

I wish I could have been at the DipCon, it sounds like it was great; I'm going to try to make the next one.

A note to all those with whom I'm playing in 73-C. Don't become Mordor's puppet! I think we can beat Mordor, and I anticipate a lot of fun in doing it. So far the moves have been most interesting.

Duncan Smith has asked me to state that he is not "our local pornographer, but an "international pornographer."

The POUCH
c/o Nicholas A. Ulanov
30 East 8th Street
New York, N.Y. 10003

address correction requested

